

# BROADSWORD

ADVENTURES FOR FIFTH EDITION

AUGUST 2020 ISSUE NO. 8 \$25.00



*FEATURING*

3 NEW ADVENTURES IN OMERIA

17 NEW MONSTERS FOR 5E

*THEY CAME FROM BEYOND ADVENTURE PATH*

DEAN SPENCER







# BROADSWORD

ADVENTURES FOR FIFTH EDITION

AUGUST 2020 ISSUE 8 Monthly



**COVER:** A pair of Von Doral dwarves trek into the Lands of the Absent Sun on a quest to discover the long lost dwarven Kingdom of Gavon-doom. Art by Dean Spencer.



## September already?!

Yeesh. Here we are deep into the COVID-19-laden 2020 and already it's the Fall. Hard to believe that in the last year, Scott, myself, and all these super rad folks working with us have put out eight books. Feels just like yesterday when we Kickstarted this little bugger.

Not only is BroadSword Monthly going strong, but we've started to develop some outstanding relationships with our friends at Roll20.com. Over the next few months you should see some more consistent storylines that all work together. In fact, one such story begins in this themed episode of BroadSword Monthly: They Came From Beyond! Be sure to check it out over on page [x].

Enjoy, peeps!

-Dave Hamrick

## VOL. I, NO. 8

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*Nobody climbs mountains for scientific reasons. Science is used to raise money for the expeditions, but you really climb for the hell of it.*  
 - Sir Edmund Percival Hillary



## HOW TO WRITE 5E ADVENTURES PART 4 - HOW TO CREATE STORY OBJECTIVES

BY DAVE HAMRICK

ART BY MIGUEL SANTOS

This is the fourth part of my “How to Write 5e Adventures” series which started in *BroadSword Monthly* #5. Last month, in issue #7, I showed you all how to create Calls to Actions. Now that you have a sense of how those work, let’s talk about Story Objectives.

Whereas a Call to Action helps motivate the characters to involve themselves in the story, Story Objectives actually act as important milestones that the characters must hit to reach the story’s conclusion—whether they are aware they exist or not!

### Solve the Problem

Last time, I wrote that you have to introduce the problem and the stakes involved. When crafting your story objectives, you want to establish the actual steps the characters will likely take to solve the problem.

The easiest way to do this is to reverse engineer the ideal solution. For example, if the characters need to rescue an important NPC from an evil villain, first, determine what that end goal looks like. Often, it’s easiest to start with the villain itself.

Ask yourself the following questions:

- Where is the villain located?

- Why did the villain capture the NPC?
- How (if at all) will the villain fight the characters?

With these questions answered, you have your endgame. Now it’s just a matter of getting there.

### Identify the Villain’s Mistake

Most of the time, the villain made a mistake that unravels their plan. They left clues that lead back to them. There was a witness at the scene of the crime. It’s possible that the villain even failed in their plot—their target got away, they didn’t run off with the jewels, the bomb didn’t go off. These tidbits offer bread crumbs that will lead the characters to the final confrontation.

Sometimes, the villain is just plain cocky—they actually told the heroes where they’re located! Smells like a trap!

### Simple is Better

Remember: this is a game. There’s no need to create a plot so complicated that not even Benedict Cumberbatch in a deerstalker cap could solve it.

It’s okay to have over-the-top villains who’ve left holes big enough to ride a tarrasque through in their schemes. Not only will this allow the game to run smoother, but the players will have more enjoyment—your players want challenges, sure, but they also want to feel good about unraveling the mysteries you lay before them, too.

### Anticipate Your Players Mucking Everything Up

We’ve all seen the memes: characters ruining the perfectly laid plans of their “clever DM.” Anticipate that your players will go off the path some way or the other. Just roll with it. So long as the endgame is clear and concise, how they get to that point doesn’t matter. Don’t overplan, either. The more you plan, the more likely you are to railroad. And railroading, for the most part, is bad.

*Next: Creating Interesting Villains* Ω





# USING THIS BOOK

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## GETTING THE MOST FROM BROADSWORD MONTHLY

BY DAVE HAMRICK  
ART BY DYSON LOGOS AND WILLIAM MCAUSLAND

### 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

- NG = Neutral Good
- CG = Chaotic Good
- LN = Lawful Neutral
- N = Neutral
- CN = Chaotic Neutral

- LE = Lawful Neutral
- NE = Neutral evil
- CE = Chaotic 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	See all of these icons interacting with each other at <a href="http://rpgcharacters.wordpress.com/maps">http://rpgcharacters.wordpress.com/maps</a>	



# OMERIA GAZETTEER

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## A CATALOGUE OF INTERESTING LOCALES

BY DAVE HAMRICK  
ART BY RICK HERSHEY  
CARTOGRAPHY BY MAPS BY OWEN

### Omeria - The Far North

Casar north pole tilts away its sun (commonly referred to as Naeyer's Eye) at a sharper angle than most habitable planets. As such, most of the territory beyond its arctic circle is wrapped in nearly year-round darkness. Hence the popular name "The Lands of the Absent Sun". Superstitious folks of the north—particularly Rasgax Highlanders who spend too much time drinking and gabbing around fires instead of hunting—claim that those lands are haunted by the spirit of the dead God Vapul. To this day, his winds blow across the

northern tip of the Syhros Peninsula, blocking passage to the darkest parts of the world. Not that anyone would want to go there, of course.

### Borgstrand

Humanoids rarely travel this far north, but for whatever reason, the Borgstrandians decided to stake their claim in this frozen part of the world. A village that sees very little sunlight—usually no more two hours per day in the summer—Borgstrand somehow makes it all work. Consummate lumberers, Borgstrand trades the nigh-indestructible darkwood timbers they plunder from the Sharp

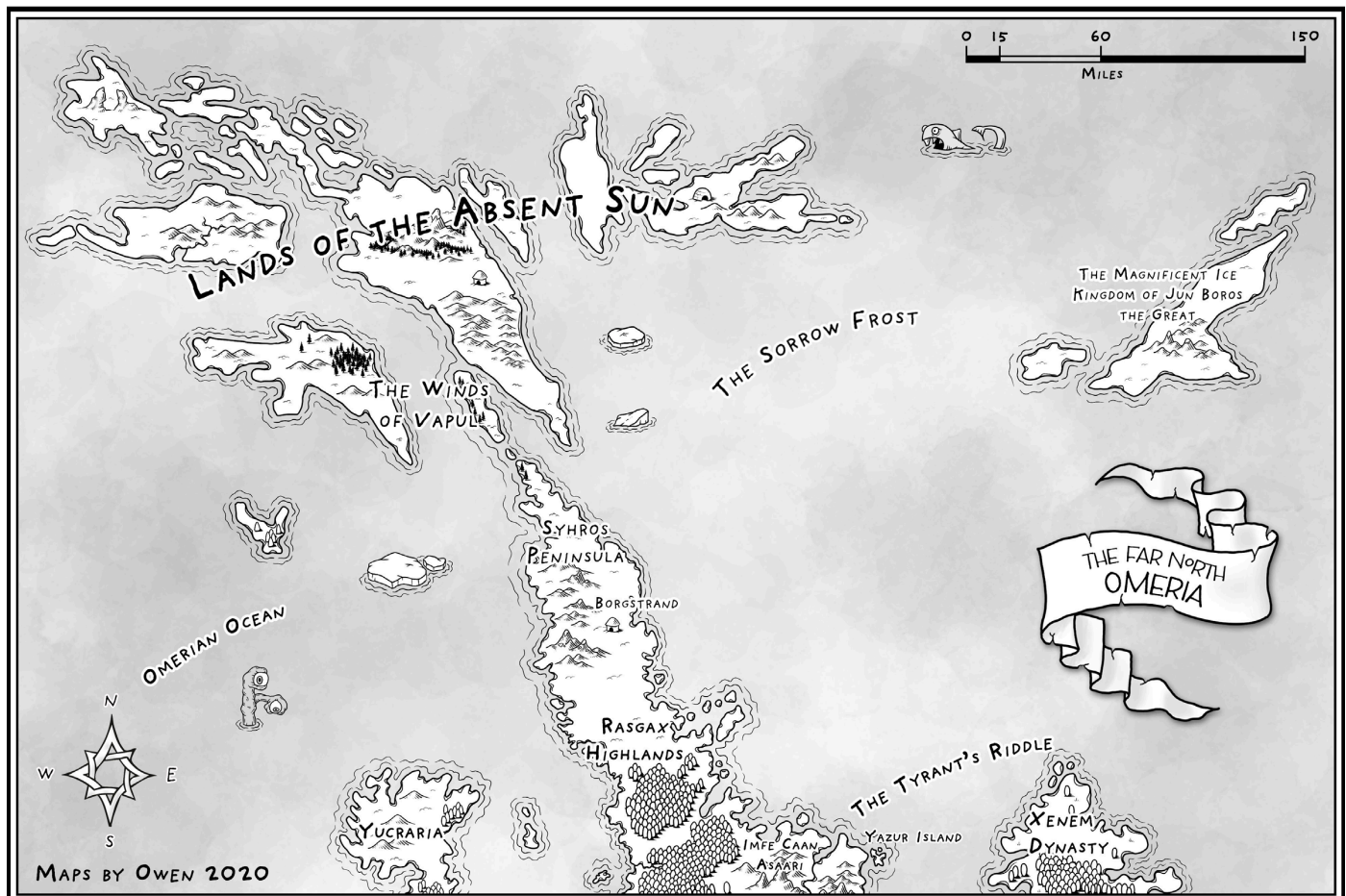
Forest that surrounds their hamlet.

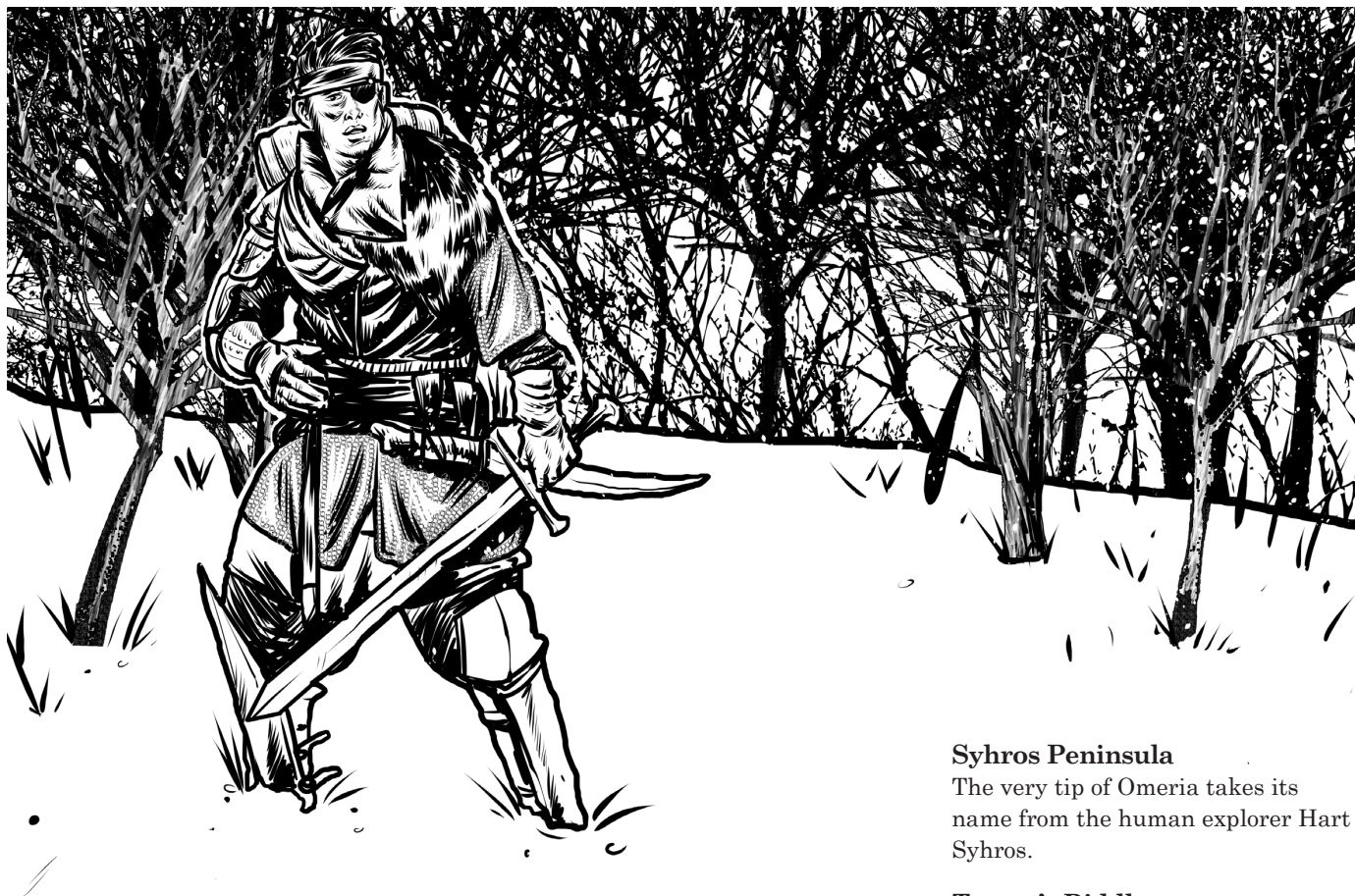
### Jötunnby

The frost giants who "hold the north" live beyond The Winds of Vapul in their rocky palatial vista aptly named Jötunnby—which literally translates to "city of frost giants" in their native tongue. Currently, the Omerian frost giants are led by Prince Thelvur the Chaotic (a misnomer considering how organized he is, but that's a story for another time).

### Imfe Caan Asaari

Ironically, the Anorian elves of Vaskil Valley live farther north now than





they ever did when they worshipped Vapul. Of course, northern Omeria was a colder, darker place in the days before the Age of Triumphs. A shadow of Imfe Mythse Anor's former glory, Imfe Caan Asaari is less an elven city than it is an outpost for outlaws who despise the conservative tenets of their Summer Land neighbors.

### **Lands of the Absent Sun**

Beyond The Winds of Vapul lie the Lands of the Absent Sun. Rarely seen by humanoid eyes or even Naeyer's Eye, this series of islands is only home to giants, belligerent elementals, ice demons, and other horrors that can survive the unforgiving cold that consumes the land.

### **The Magnificent Ice Kingdom of Jun Boros the Great**

Following his exile in 252 AT, Prince Thelvur's grandfather Jun Boros

rules over the lonely eastern island that bears his name. Having lived way past his prime—the old giant is now in his late 700's—Jun continues to be an icicle in Thelvur's side. Fortunately, a sea of thick ice stands between the two kingdoms.

### **Omerian Ocean**

The cruel, impassable ocean to Omeria's west bears the continent's name.

### **Rasgax Highlands**

Separating The Kingdoms of Man from the Syhros Peninsula, the Rasgax Highlands are home to the nomadic, red-eyed and grey-skinned Rasgaxians.

### **The Sorrow Frost**

Less a sea than it is a plain of solid ice, the Sorrow Frost encompasses The Lands of the Absent Sun.

### **Syhros Peninsula**

The very tip of Omeria takes its name from the human explorer Hart Syhros.

### **Tyrant's Riddle**

Tyrant's Riddle is the large body of water north of Aegreya and Xenem Dynasty. The riddle is everchanging as sailors identify the border between it and the Sorrow Frost as "where the ice starts."

### **The Winds of Vapul**

At the tip of the Syhros Peninsula, a permanent storm churns in the dark skies above the permafrost. The Winds of Vapul first appeared a few thousand years before the fall of Vapul at the start of the Age of Triumphs and has remained ever since.

### **Xenem Dynasty**

Xene is a vampire-controlled island known for its extensive slave trade.

### **Yucraria**

Sometimes referred to as "The Fierce Lands", Yucraris is the home of the wanderer halflings. 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.

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# PLUG &PLAY





# THE SANGUINE DAWN INN

BY DAVE HAMRICK

## Plug & Play add-on for Fifth Edition

Cartography by Tom Cartos

Art by Matias Lazaro, Fat Goblin Games, Maciej Zagorski, and Luigi Castellani

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*The Sanguine Dawn Inn is a plug-and-play add-on for Fifth Edition. The inn easily fits into any campaign setting of your choice and can work as both a tavern/inn in a village, town, or city, or as a stand-alone structure at an important crossroads. Although this location is chock full of ready-made details, feel free to add, change, or remove elements to function with your chosen campaign setting.*

### History of The Sanguine Dawn Inn

The Sanguine Dawn goes by many names: The Bloody Sun, The Little Inn, The Bard's Destination, and The Red Spot. Like many inns in the Fairknot region, particularly those within The Amber Forest, the Sanguine Dawn has a reputation for being a comfortable place in the daytime, a rowdy spot in the late afternoon and early evening, and downright dangerous late at night.

Few remember a time before the inn existed. It predates many of the villages and hamlets in Fairknot and acted as an important crossroads stopover point for years before it was consumed by encroaching civilization. The inn's founder, Lord Josua Dehnert, used gold saved from his time serving on Knotside's militia to purchase the tavern.

Today, Dehnert's ancestor Rainer owns The Sanguine Dawn and manages its day-to-day operations. A retired adventuring wizard, Rainer Dehnert keeps the wealth from his past pursuits as well as the earnings of the tavern locked away in the inn's hidden vault. Having paid off its debts decades ago, the inn keeps low overhead. And since it's full almost every night, it's an enormously profitable venture.

So profitable, in fact, Dehnert keeps the inn's true earnings in an off-site vault, its location only known to Rainer. Although no one beyond Rainer Dehnert has laid eyes upon Rainer's

vault, it's rumored it holds almost as much wealth as a legendary dragon's hoard.

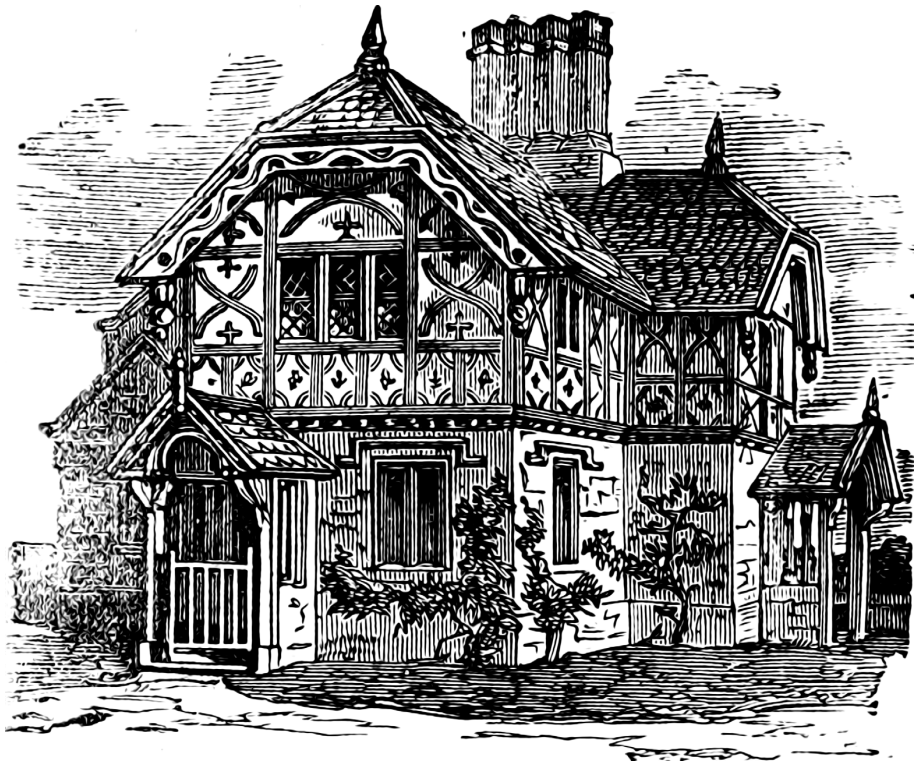
The inn itself stands on a rock outcropping that overlooks The Amber Forest. Nearby, the Creek Carstens slides past the inn on its way to join the Fairknot River to the south. The creek's cool rushing waters collide with the warm air creating a dense mist that clings to the forest at night and early hours in the morning. Frequent visitors to the inn whisper the mists hold gruesome dangers. The inn's staff warns all who dare exit the inn at night that dangers await in the darkness.

Not that the nightly regulars are much better, mind you. While the inn boasts a wholesome collection of patrons in the morning and daytime, the night shift attracts all manner of dark and vile folks. The inn suffers this clientele as these persons of ill repute pay well for the inn's discretion. Since the days of the first Dehnert, the inn has had one rule: "not here." As in, "if you're going to commit crimes, don't do it here." Those who violate these rules often find themselves at ends with the current Dehnert and those who uphold the inn's tradition. Regardless, the inn is less inclined to side with the law. Unknown (although suspected) to most local law enforcement, the inn provides amenities useful to those who hope to lay low or escape the eyes of justice.

### Locations in the Inn

The inn is a two-story post-and-beam structure with a thatch roof. Narrow leaded windows allow sunlight into its expansive tap rooms and structures during the day. The windows are flanked by green shutters, common in the area. At night, lit lanterns cast the building's rooms in bright light.

The inn's doors are crafted from thick oak planks banded with iron and hung on iron hinges. All of the inn's room doors are lockable with a



key and the exterior doors possess iron deadbolts. Of course, it's rare the inn shuts its outside doors. A barred door requires a DC 20 Strength check to break down. A locked door can be broken down in a similar manner or have its lock picked with a successful DC 15 Dexterity check using proficiency in thieves' tools.

### Ground Floor

The following locations are keyed to the map of The Sanguine Dawn's ground floor pictured overleaf.

**1 - Entrance.** The first time the characters arrive at The Sanguine Dawn, read or paraphrase the following.

A break in the trees reveals an impressive two-story inn surrounded by well-tended gardens. Just behind the inn, a babbling brook kicks up a cool mist. The path on which you've traveled winds past the old inn offering a cobblestone path that leads up to the inn's porch.

The sign-post hanging over the door reads "The Sanguine Dawn" and depicts a blood red sunrise climbing over dark mountains.

Unless it's near dawn, the Sanguine's patrons are easily heard from the road. Nights are especially rowdy, and it's not uncommon for travelers to see a few intoxicated patrons trading blows by the road. After all, Dehnert doesn't care if you fight, just "not here."

**2 - Front Porch.** The Sanguine Dawn's front porch offers a few benches and comfortable wooden chairs for patrons who want to escape the noise inside. Those who patronize this spot have a clear view of the south road. When criminals peruse the inn, they place lookouts here to keep an eye on any nosey constables looking to shake down the inn's patrons.

Empty crates and barrels crowd the front porch, used by Maria Bierkamp (see Important NPCs on page 11)



# THE SANGUINE DAWN INN



during her supply runs. Maria happily shares her containers to anyone who asks, but threatens a cleaver to the wrist to those who take them without her permission.

**Day Encounters.** Old timers (**commoners**) love sitting on the front porch in the morning. They mostly ignore passersby that aren't familiar faces, trading stories about the "good ol' days."

**Night Encounters.** During the evening and late night, at least one **bandit** sits on the front porch keeping an eye on the road on behalf of one or more of the criminals lurking inside.

The first sign of the "fuzz", the bandit dashes in and gives a subtle

warning to their superior.

**3 - Western Tap Room.** The inn's tap room is divided into two sections, east and west wings, divided by the large fireplace that keeps the entire inn warm during the mercilessly cold Northern Omerian winters.

The western tap room holds the main bar and direct access to the kitchen. Unless there is a special event or holiday, the western tap room boasts eight tables. Thanks to its proximity to the front door, bar, and kitchen, the western tap room fills quickly regardless of the time of day. Patrons who want a little peace and quiet or those who can't find a table on this side, head to the other

side of the bar.

**Day Staff.** From sunrise to sunset, the day staff consists of a single bartender and two servers who cover the entirety of the floor. Occasionally, a third server is brought onboard, especially if it's a special event or there is an important party in the private room.

**Night Staff.** The night staff starts their shift roughly two hours before sunset and works until sunrise. Two bartenders handle the bar at night along with 3-4 servers. Once the crowd dies down a few hours past midnight, half the staff gets cut.

**Day Encounters.** Daytime patrons are mostly commoners who favor the

tables for meals. The first patrons come in at sunrise and the place is full a couple hours before noon. Three full turns in the western taproom is a given on most days so long as the weather is clear. After lunch, the crowd thins out until dinner.

For quick encounters, place some or all of the following NPCs in this area during the daytime.

- *3a - Table by the Door.* Three human **commoners** sit here: Robret, Burkhart, and Gustholv. The three work at a nearby mine and say very little.
- *3b - Southwestern Corner Table.* Lord and Lady Berend and Lilli Schaeffer (LN human **nobles**) enjoy breakfast with their eight-year old son (noncombatant), Andres.
- *3c - Table by the Bar.* A ragtag group of wannabe adventurers, the Scarlet Sabers, crowd around the table closest to the bar. The five members are Bastian (LG male half-elf **veteran**), Ute (CG female half-orc **bandit**), Sonja (NG female human **acolyte**), Julian (CG male halfling **scout**), and Adelger (LN male human **druid**). Adelger's dog (**mastiff**), Rufio, sits under the table. The group knows all the best gossip.
- *3d - Table in the Middle of the Room.* Luna Eichhorn sits at this table nearly every day. She's content to read a book and drink coffee, bookending her four hour stay with breakfast and dinner. Although she pretends to be a lawful neutral human in the day time, at night, Luna is a **loup-garou** (see Appendix D) who fully embraces her evil nature.
- *3e - Table by the Fire.* The favored table in the winter, the table by the fire is taken up by the Brothers Gramlich, Anton and Lukas. Both brothers are lawful evil **nobles** who meet with clients and subordinates throughout the day.
- *3f - Northeastern Corner Table.* For whatever reason, strangers in dark cloaks love this shady table in the

**Tavern Prices**

The Sanguine Dawn Inn qualifies as a modest tavern/inn. This means inn stays cost 5 sp per day and food costs 3 sp per meal. Costs for individual items are detailed in Chapter 5 of the *PHB*. At your discretion, the upstairs rooms may have different prices depending on the size of the room.

- corner. Currently, one such stranger named Ralf Scheller (LN male human **veteran**) sits here, looking to hire a group of adventurers to explore the Vraenavira ruins.
- *3g - Southeastern Corner Table.* A group of four friends enjoy lunch at this corner table. All four are lawful good human **commoners**. Their names are Josua, Stephan, Meta, and Heide.
  - *3h - Table by the Window.* Two successful adventurers, an elf named Marta Kummel and a gnome named Kimmy Thornhickel (both LG **veterans**) pour over a map of "The Vault of Gloom" in hopes to add more treasure to their ever-growing pot.
  - *3i - Bar Patrons.* Rainer, the bar's current owner (see "Important NPCs"), works at the bar in the day, occupying the westernmost seat—and throwing dirty looks to anyone who tries to sit next to him and chat. Closer to the center of the bar sits the bar's favorite regular, Steffen (N male **commoner**) a 70-year old widower. Steffen shows up an hour after sunset and stays until he stumbles out of the bar an hour before sunrise.
  - *3j - Tavern Staff.* During the day, Kerstin works the bar and waits on a few tables (usually tables 3b and 3c). She's joined by Eckert and Hella who pick up the rest of the tables. All three are lawful neutral human **commoners**.
- Night Encounters.** An hour before sunset, the inn's tap rooms fill up and remain full until shortly after

midnight. Like the lunch crowd, the dinner crowd consists primarily of commoners. But as the night rolls in, bandits, thugs, scouts, and spies take over.

For quick encounters, place some or all of the following NPCs in this area during the nighttime.

- *3a - Table by the Door.* Three wood cutters, Wiebke (female), Jonathan, and Casar (males), enjoy a round of ales at the table. All three are **werewolves**. The three enjoy sitting by the door so they can watch who comes and goes, particularly keen to spot lonely strangers traveling through The Amber Forest at night.
- *3b - Southwestern Corner Table.* An old woman drinks alone at the southwestern corner table. She is actually a nightstalker named Cäcilie Glöckner (NG female half-elf **priest**) who believes that werewolves frequent the tavern. Already, she suspects that Wiebke, Jonathan, and Casar are creatures of the night (see 3a). She has yet to uncover the pack master, Luna Eichhorn (see Day Encounters, 3d).
- *3c - Table by the Bar.* Despite the music that comes from the eastern end of the tavern, a bard named Else Lorber (CG female human **spy** with proficiency in Performance) plays her flute and sings songs. Sometimes, she joins the
- *3d - Table in the Middle of the Room.* Three burly dwarves named Kherrorlig, Nolgud, and Yukrobo (the latter of whom is female) chant and sing and drink and cause a ruckus at the center of the tavern. All three are looking for a fight, content to trade blows with anyone who looks their way. They know most of the regulars and aren't afraid to call one or more out (although, they know better to disturb the Brothers Gramlich). New adventurers who enter the tavern are their favorite targets. Kherrorlig and Nolgud are lawful neutral





guards and Yukrobo is a neutral **bandit captain**.

- *3e - Table by the Fire.* The favored table in the winter, the table by the fire is taken up by the Brothers Gramlich, Anton and Lukas. The two are leaders of a criminal organization (known as the Gramlich Syndicate for lack of a better name). During dinner, they are joined by their highest ranking subordinate, Kael, an NE **orc**. Kael's Intelligence score is 12 (+1). While friendly to the staff of The Sanguine Dawn, the brothers despise being disturbed.
- *3f - Northeastern Corner Table.* For whatever reason, strangers in dark cloaks love this shady table in the corner. Currently, one such strang-

er named Ralf Scheller (LN male human **veteran**) sits here, looking to hire a group of adventurers to explore the Vraenavira ruins.

- *3g - Southeastern Corner Table.* Rainer pours himself wine after a long day of crunching numbers and handling the inn's issues. Occasionally, one or more regulars joins the tavern owner, but he's often joined by the tavern's head chef Maria, with whom he currently shares his bed.
- *3h - Table by the Window.* A **cult fanatic** named Ingolf Faas negotiates a deal to search the ruins of Vraenavira with a lawful evil bandit captain named Fritz Unger and his three minions, Thorwald, Lutz, and Kuno (all NE male **bandits**).

They have better directions to the ruins than Ralf Scheller (see **area 3f**).

- *3i - Bar Patrons.* The bar is packed at night. Robret, Burkhart, and Gustholv, three local miners (LN human **commoners**) grab the first three seats. Next comes Samantha, an half-elf **bandit** who enjoys a drink before she sets out to find her nightly mark. A male devilkin tiefling **spy** named Silence over the Lake chats up the bartender, Berta. Beside Silence sits Finnja, a quiet female halfling **bandit** who has a secret crush on Berta. Finally, the adventurers Marta and Kimmy (both LG **veterans**, the former an elf and the latter a gnome) unpack their day over mugs of ale.
- *3j - Tavern Staff.* The tavern's most popular bartender, Berta Kes-selring (NG female human **commoner**) works the bar alongside Armin Reinhard (N male human **commoner**). The two once dated and the tension is obvious. Three servers, Ole, Mathias, and Emmi assist the pair (**commoners**).

**Treasure.** The chest on the bar contains all of the shift's receipts, 1d6 x 20 gp in mixed currency. Once the chest hits 100 gp or so, Rainer or Tomo replace the box with an empty box from the vault, **area 16**.

The bartenders keep three light crossbows loaded with silvered bolts pinned under the counter. A creature can grab and arm itself with one of these weapons as part of its movement. Additional bolts are kept in cases within reach.

**Supplies (3k).** This room is packed with an eclectic mix of supplies for the bar and tavern. The door is kept locked. To prevent theft, only Rainer, Maria, and Tomo hold keys to this room. If one of the three can't be present, they leave their keys with the senior most member of the staff, typically one of the bartenders.

**Stairs Down (3l).** Like the door to the supply room, the door to the base-

ment's stairs are kept locked during all hours. Only Rainer, Maria, and Tomo hold keys to the door. The stairs lead to **area 15b** in the basement.

**4 - Eastern Tap Room.** During the day time, patrons favor the western tap room thanks to its proximity to the front door, bar, and kitchen. Patrons who hope for a little peace and quiet or can't find a spot to sit in the other room turn to this room. At night, this room is alive with music, dancing, drinking, and, yes, even the occasional brawl.

**Day Encounters.** The eastern tap room hosts a few folks during the daytime, but encounters are less likely. Characters who hope for some privacy without spending the gold needed to reserve the private room can meet here. (**area 8a**)

For quick encounters, place some or all of the following NPCs in this area during the daytime.

- **4a - Card Table.** The card table is not nearly as popular in the day time as it is at night. Currently, this table is empty.
- **4b - Table Stage Right.** Like the other tables here, this table is more popular at night during music events. Currently, no one is sitting here.
- **4c - Table Center Stage.** A **mage** named Oskar Ackner furiously pens nonmagical scrolls at the table, notes on his recent findings in the world of the arcane. He doesn't eat, preferring only to drink wine as he works. By the end of the day, he's too drunk to write legibly.
- **4d - Table Stage Left.** An elderly lawful neutral human **knight** named Volker Bettham sits with his granddaughter, Volka, at this table. Volka (a LG human **guard**) has been training with her grandfather in the old ways. The two are taking a break to enjoy a nice cuppa.
- **4e - Banquet Table.** The inn isn't sure how it happened, but the southernmost table that seats ten



became popular for banquets and the northmost ten-seater became the gambling table. During the day, this table sits empty.

- **4f - Stage.** One thing that makes The Sanguine Dawn stand out from its competitors is that there is always a musical act gracing its stage, no matter the crowd. Today, the twin sister violinists Veronika and Angelika play sweet, familiar songs for the lunch crowd. Both sisters are **wolfweres**. Luna (see **area 3's** Day Encounters) knows that the sisters are more than they

seem and vice versa. Naturally, they despise each other, but hide their mutual disdain during the daylight hours.

**Night Encounters.** The eastern tap room shares the same energy as the western tap room during the day. And thanks to some of the musical acts that come through, it's often more crowded.

For quick encounters, place some or all of the following NPCs in this area during the nighttime.

- **4a - Card Table.** At night, some of the inn's most raucous customers





crowd this table, gambling at cards. Popular games include masks, imps and guardians, and fat ogre. When the characters see this table in action, a hand of masks is being played by four **bandits** named Lisalotte, Gerda, Sybille, and Ingolf. Watching the game are six **commoners** and four more **bandits**, many of whom have stakes in the game.

• *4b - Table Stage Right.* Two dwarves named Daredgrol and Thukkaes (**commoners**) sit with two **goblins** named Stoz and Glark. Stoz and Glark rarely betray their emotions as they drink with the dwarves. The dwarves, on the other hand, cheer and drink and boast, likely a demonstration for the other group of dwarves in the western tap room (area 3d).

- *4c - Table Center Stage.* The violinist twins Veronika and Angelika sit at this table joined by three more musicians named Fritz, Richard, and Vendollin. All five of them are **wolfweres** who've come to watch their friend Ivan on stage.
  - *4d - Table Stage Left.* A pair of traveling book salesmen, Dieter and Raoul (**nobles**), drink away a day of no sales at this table.
  - *4e - Banquet Table.* An adventurers guild, The Burning Hammers, crowd this table with twelve of their members. The group includes three **acolytes**, four **veterans**, two **spies**, a **berserker**, a **druid**, and a **mage**. The mage's name is Tobias; he is the lawful neutral human leader of the group. They are very loud.
  - *4f - Stage.* The Golden Revolution, a band of traveling minstrels, owns the stage tonight. There are seven of them in all. Three are **commoners**, three are **nobles**, and the seventh is a **wolfwere** (see Appendix D) named Ivan. Ivan's bandmates are not aware of his true nature.
- 5 - Kitchen.** No matter the time of day, the kitchen is bustling with activity. Breakfast service starts at dawn and continues until an hour before noon when lunch takes over. Lunch is then offered until a few hours before sunset when dinner starts. Although dinner fades away as the night progresses, the tavern still offers food to its late night patrons.
- Day Encounters.** Maria works in the kitchen six days a week from dawn to dusk. In the day, she's joined by two assistants, Liesel and Nadia (both LG human **commoners**). Maria hates for anyone other than her assistants and the front-of-the-house servers to enter "her kitchen" during operating hours, especially during rush. This includes Rainer. Maria's statistics are included in the Important NPCs section on page 22.
- Night Encounters.** Once Maria leaves at sundown, the late chef



Marwin (NG human **noble**) takes over. While Marwin may not have the operational talent that Maria possesses, there are those who'd argue that he's more of an artist than Maria. Of course, no one would ever tell that to Maria's face. Marwin only has one assistant, a female **goblin** named Cruvaqa.

**Treasure.** Maria keeps a small purse of petty cash inside one of the cabinets on the southern wall. The purse contains 50 gp. Also, one of her butcher knives hanging hung above one of the prep counters is silvered. Treat the knife as a dagger that deals slashing damage instead of piercing.

**6 - Stairwell.** The stairs here lead up to **area 1** on the upper floor. Extra supplies are kept under the steps.

**7 - Bathroom.** The inn's only bathroom is here. During the day, the staff does a great job of keeping the chamber pots clear and smells down. However, the night shift is a different matter. Those in the know warn guests that the best time to bathe is in the morning when the day shift starts. Otherwise, beware.

**8 - Private Dining.** Rainer used to keep this room as his office. He's since converted it into a private dining area for important nobles and guildhouses staying at The Sanguine Dawn. The treasure chest at the east end of the room is empty, but can be used by the inn's patrons as a safe deposit box.

**Day Encounters.** During the day, this room is kept locked. Only Rainer, Maria, and Tomo have the keys.

**Night Encounters.** In the early evening, a group of nobles meet to discuss land opportunities to the west. The nobles are Mario Litthauer, Hannes Stosch, Irene Kepler, Grethe Macher, Nora Gerstäcker, and Herbert Kossmann. Each is accompanied by a bodyguard (LN human **guards**) and bookkeeper (**commoners**). Rainer assigned the room its own server, Eckert, from the daytime staff. Tomo (see Important NPCs on page 22) also stays here as added protection for



**Optional: Natural Weapons Against Evil Creatures**

Since its inception, The Sanguine Dawn Inn has experienced a myriad of deadly interactions with evil creatures. As such, they've learned to protect themselves against such horrors. Maria grows wolfsbane and garlic in her garden (**area 10**), both natural defenses against creatures of the night. How each of these plants functions in the presence of evil creatures is detailed below.

**Garlic.** A vampire or vampire spawn that starts its turn within 5 feet of fresh garlic must make a DC 15 Constitution saving throw. On a failed saving throw, the vampire is poisoned for 1 minute. The vampire can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A vampire that succeeds on its initial

saving throw or the effect ends for it is immune to the effects of garlic for 24 hours. This effect counts as one of the vampire's weaknesses as detailed in their respective stat blocks.

**Wolfsbane.** A lycanthrope that starts its turn within 5 feet of fresh wolfsbane must make a DC 15 Constitution saving throw. On a failed saving throw, the lycanthrope is poisoned for 1 minute. The lycanthrope can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A lycanthrope that succeeds on its initial saving throw or the effect ends for it is immune to the effects of wolfsbane for 24 hours. Note that wolfweres are not considered lycanthropes and are not affected by wolfsbane.

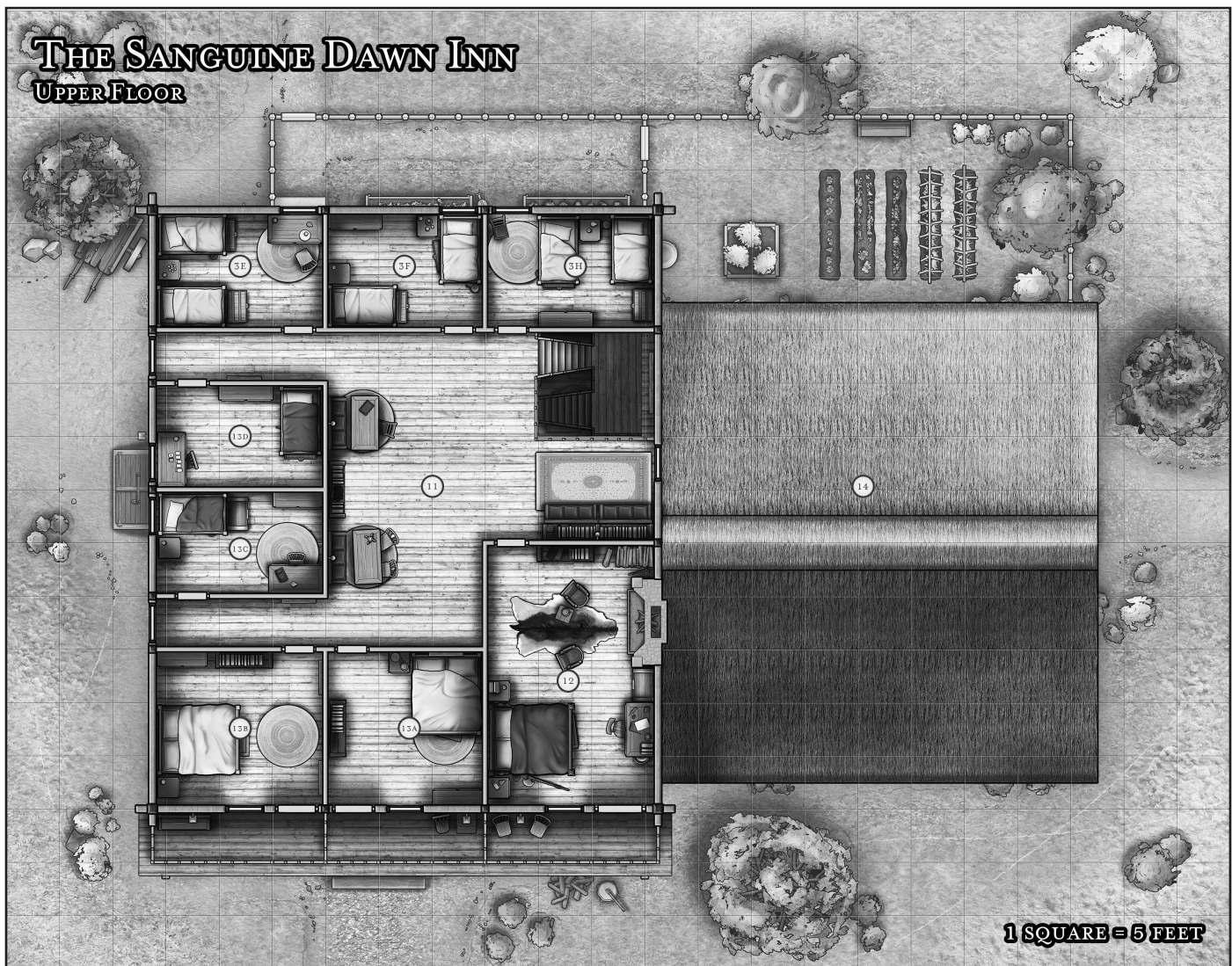
these VIPs.

**Secret Door (8b).** There is a secret door hidden behind the bookshelf at the western end of this room. Only Rainer, Maria, and Tomo know of its existence. Finding the secret door requires a successful DC 18 Wisdom (Perception) check. Behind the secret door, there is a small chamber with a trapdoor on the floor. The trapdoor is kept locked (using the same stats as the doors) and is *arcane locked*. Only the phrase "Neumond" removes the arcane lock. The trapdoor leads down

to **area 16** in the inn's basement.

**9 - Stables.** The Sanguine Dawn Inn has two areas for stabling, one on-site and one off-site. The on-site stable is at the west side of the building and includes two stalls. Generally, Rainer uses the stalls for his **riding horse** Vonn and the inn's **draft horse** Pferd. The off-site stables includes 12 more stalls and is tended to by a stablehand named Horst (**commoner**).

**Cellar Doors.** There are a pair of doors that lead to the inn's basement **area 15a** adjacent to the stables. The



doors are kept locked from both the inside and outside (see **area 15** for details).

**10 - Gardens.** The Sanguine Dawn Inn boasts two gardens accessible by the kitchen's rear door. The westernmost garden is where Maria grows her herbs for cooking. The easternmost garden is for vegetables.

**Wolfsbane and Garlic.** Maria grows both wolfsbane and garlic in her garden. Both are useful against the werewolves and vampires that plague the inn and surrounding area. See the "Natural Weapons Against Evil Creatures" sidebar on page 8 for details.

## Upper Floor

The following locations are keyed to the map of The Sanguine Dawn's upper floor picture above. The upper floor is 12 feet above the ground floor.

**11 - Ambulatory.** Although the inn's staff prefers that only those patrons who have paid for stay use this area, it's still a popular spot to "get away from the ruckus."

**Night Encounters.** In the evening, a pair plays a game of Jingle Jangle at the southernmost table. One is Caspar Herzberg, a **wolfwere lord** (see Appendix D). The other is Augustin Krauser, a **vampire**. The two have been friends for close to a

century. They meet every decade or so to discuss politics, happenings in their realms, and test each other's wits in Jingle Jangle. The two are above petty squabbles and won't fight unless they feel their lives threatened—which is rare.

**12 - Rainer's Room.** The inn's owner, Rainer, lives in this room. Rainer's stats are included in the Important NPCs section on page 11. Rainer is the only person who holds a key to open the doors to his room; not even Maria or Tomo can get inside.

**Alarm.** In addition to the locks, Rainer keeps both doors to his room trapped with *alarm* spells which he casts whenever he is away. Any



creature who enters the room without first speaking the phrase “Vollmond” aloud triggers the alarm which lets Rainer know that someone is breaking into his chambers. So long as Rainer is on the premises, he will excuse himself and arrive at the chambers in 1d6 rounds, ready to attack anyone that’s trying to steal from him.

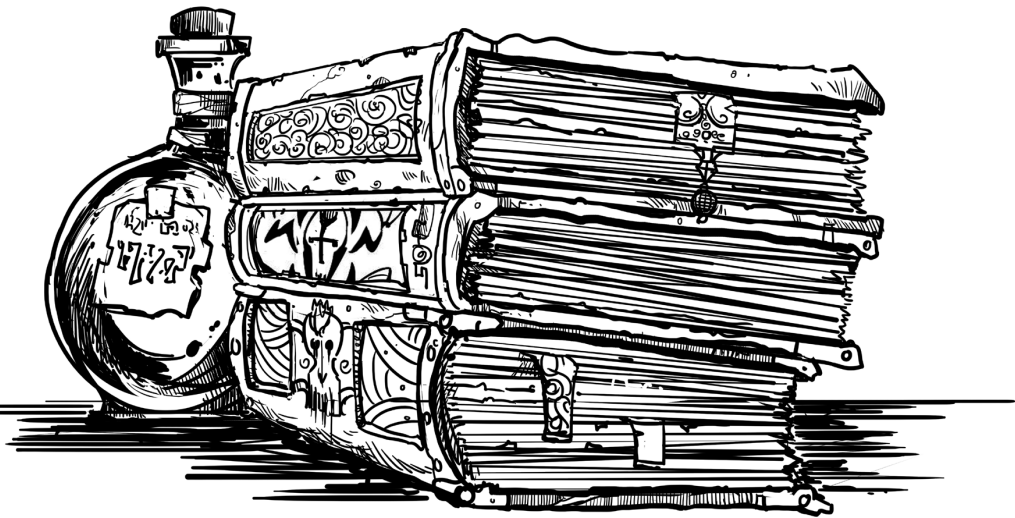
**Encounter.** Rainer can be found in his room an hour before midnight and two hours after dawn. He spends this time sleeping and reading. Otherwise, there is only a 10% chance that the characters might encounter him here.

Rainer is a light sleeper; if someone breaks into Rainer’s room while he’s asleep, have the intruder make a contested Dexterity (Stealth) check against his passive Wisdom (Perception) score. On a success, Rainer grabs the axe under his bed and arms himself.

**Treasure (Bookshelf).** The bookshelf against the northern wall contains a number of interesting selections gathered by Rainer through his travels. Anyone who spends 1 hour reviewing the books in his chambers gains a +2 bonus to a single Intelligence (History) check detailing the geography and history of the region. The book collection is worth 500 gp altogether. The shelf also contains Rainer’s findings on the spell *forbiddance* as well as a scroll detailing the spell. Although Rainer can’t cast the spell without using a scroll,

**Treasure (Chest).** The chest against the western wall holds Rainer’s most valuable possessions. It is kept locked and trapped. Picking the lock requires a successful DC 18 Dexterity check using thieves’ tools. It can also be broken open with a crowbar, no check required.

Anyone who tries to open the chest or pick its lock without first disarming the trap is targeted by a poison needle. The poison needle makes a +6 ranged weapon attack a target within 5 feet of the chest. On a hit, the target



takes 1 piercing damage and must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes 11 (2d10) poison damage and is poisoned for 1 minute. On a successful saving throw, the target takes half as much poison damage and isn’t poisoned.

Inside the chest is a large pouch with 500 gp, and a wand of secrets. The chest also contains Rainer’s spellbook which contains all of the spells that he has prepared plus *alarm*, *animate dead*, *arcane lock*, *comprehend languages*, *detect magic*, *detect poison and disease*, *identify*, and *unseen servant*.

**Treasure (Under the Bed).** Rainer keeps an *immovable battleaxe of good* under his bed. The axe is a rare weapon that requires attunement by a good-aligned creature. While attuned to the axe, a user gains a +1 bonus to attack and damage rolls made with this magic weapon. Unless the creature attuned to it is touching the weapon, the axe is nearly impossible to lift from where it lies. A creature not attuned to the axe can use an action to make a DC 30 Strength check, moving the axe up to 10 feet on a success.

**13 - Inn Rooms.** The inn has seven rooms available for night-to-night rental. There are three styles of

rooms.. The luxury rooms, 3a and 3b, have queen-sized beds and balconies for the tenants. Rooms 3c and 3d have one bed each. Rooms 3e, 3f, and 3g have two single beds each. Each room comes with one lockable chest or trunk per bed and a 6-foot tall wardrobe. Picking a locked chest requires a DC 15 Dexterity check using thieves’ tools, or a successful DC 10 Strength check using a crowbar or similar tool.

**Vacancies.** When the characters stop by the inn, roll a d20 and reference Inn Vacancies table below to determine how many of the rooms are vacant. A result of no vacancies means that the inn cannot accept the characters until a room becomes available. However, they are free to camp in the woods nearby.

**Inn Vacancies.**

d20	Vacant Rooms
1—10	13a
11—15	13a and 13f
16—19	13a, 13b, and 13f
20	No vacancies

**Tenants.** If you need quick encounters in the rooms, the following tenants are found in each room detailed below.

- **13a** - Isaak and Meike Weider (LG human nobles) rent this room. The two are traveling north for the

holiday. Meike acts as an arcane consultant while Isaak stays at home with their two children, who are currently being watched by their nanny. The Weiders stay away from the hustle and bustle of the downstairs tavern, content to order food at the bar. They keep 75 gp in the locked chest.

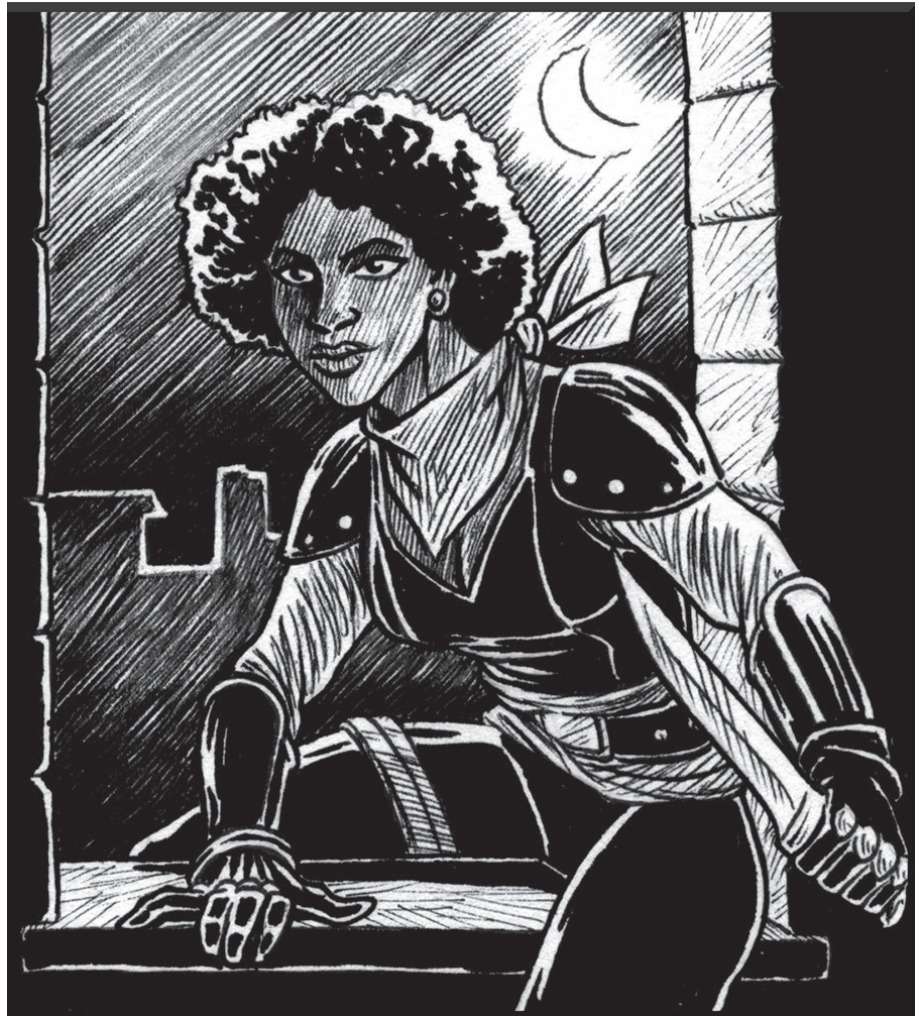
- *13b* - Cäcilie Glöckner rents this room. She's described in greater detail in **area 3b** of the ground floor. In her chest she keeps a violin case that hides a +1 light crossbow armed with silver-tipped bolts. The chest also contains a journal with details of known werewolves in the area. Half of the names have been crossed out.
- *13c* - Jörg Gansz (N male half-elf **scout**), a traveling potion salesman, rents this room. He's found here during all hours. He keeps his expandable trunk of potions by the bed and places his clothing in the locked chest. Occasionally, Jörg meets with clients to sell his wares. Jörg has the following potions for sale (the quantities he has of each type are included in parenthesis following the name of each potion): *potion of healing* (10), *potion of climbing* (3), *oil of slipperiness*, *philter of love* (4), *potion of animal friendship*, *potion of greater healing* (2), *potion of growth* (2), *potion of hill giant strength* (3), *potion of resistance* (2 of each kind), *potion of water breathing* (3), *potion of heroism*, and *potion of mind reading*.
- *13d* - Else Lorber (see **area 3c**) permanently rents this room from the inn. Since most of her living expenses are covered by her male admirers, she almost never carries gold on her person. However, Else keeps 100 gp worth of jewelry (earrings, necklaces, bracelets, and broaches) locked in her chest. Her wardrobe is filled with expensive outfits, all worth 1d4 gp per set.
- *13e* - Fritz Unger and his minions

share this room. Fritz and Thorwald share one bed, Lutz sleeps in the other free bed, and Kuno sleeps on the floor. The room is a mess. Paranoid of break-ins, there is nothing of value in the chest or wardrobe. The four are described in greater detail in **area 3h**.

- *13f* - Volker and Volka Bettham share this room. The pair are described in greater detail in **area 4d**. Volker keeps his plate armor and greatsword in the locked chest. Still young and paranoid, Volka keeps all her belongings with her.
- *13g* - Manuel Reitz (N male human **spy**) and his companion Dolf, a male **kobold**, just spent the day searching for the ruins of Vraena-

vira to no avail. Determined to find the ruins and the wealth rumored to hide within, the two plan to set out tomorrow. The two pose as a father and daughter—Dolf wears a *hat of disguise* to make himself appear as a female human child—so as not to draw attention to themselves. Each one travels with a burglar's pack, 100 gp, and silvered short swords.

**14 - Roof.** The westernmost window in **area 11** provides access to the thatch roof. Criminals on the run from local magistrates often use this window for an acrobatic escape as one can easily jump from the south end of the roof into the tree at the front of the inn.





# THE SANGUINE DAWN INN

## BASEMENT



### Basement

The following locations are keyed to the map of The Sanguine Dawn's basement on the following page. The basement has low, 8-foot high ceilings, fieldstone walls, and stone tile floors. Rainer, Maria, and Tomo keep the keys to both the normal entrance (15c) and secret entrances (16c and d).

**15 - Cellar.** Dry goods, ale and wine casks, pickled items, and more are kept in this cramped cellar.

**Deliveries entrance (15a).** When the bar takes deliveries, the goods are delivered through the cellar doors (see **area 9** on the ground floor). This door is almost kept locked from both the inside and outside. Unlocking both sides requires coordination of the

inn's staff. The inn accepts deliveries twice per week, typically at the beginning and middle of the workweek.

**Bar entrance (15b).** Access from the kitchen and bar, **area 3l**, leads to these stairs.

**Storage (15c).** It's rare The Sanguine Dawn Inn ever sees a slow day. As such, the dry goods storage area is almost always kept full of supplies. On any given day, there is enough food here for 1,000 meals. Altogether, the food goods are worth 100 gp. There are seven ale casks stored here, as well, each one worth 10 gp. In addition to the food and alcohol, the bar keeps plenty of supplies on hand including: backpacks, barrels, baskets, block and tackle, buckets, candles, chain, chalk, chests, fishing tackle, dozens of empty

flasks and tankards, hammers (regular and sledge), healer's kits and ink pins, jugs and pitchers, a ladder, lamps, lanterns, locks, a gallon of lantern oil, paper and parchment, picks, pitons, iron pots, pouches, hundreds of feet of rope, sacks, a scale, shovels, soap, iron spikes, tinderboxes, torches, waterskins, and a whetstone. There are also the following tool kits present: brewer's supplies, carpenter's tools, cook's utensils (multiple sets), leatherworker's tools, mason's tools, painter's supplies, smith's tools, tinker's tools, and woodcarver's tools.

**Secret Door (15d).** A tankard labeled "rusty nails" sits on a shelf against the easternmost wall of the cellar. Rotating the top of the tankard 90 degrees clockwise unlocks a secret door that leads to **area 16a**. Noticing

the door itself requires a successful DC 20 Wisdom (Perception) check. Determining that the tankard is the key to the door requires an additional DC 15 Intelligence (Investigation) check. Otherwise, the door is arcane locked.

**16 - Vault.** This secret chamber connected to the cellar is known by very few of the bar's employees or regulars. Even then, only Rainer, Maria, and Tomo are allowed inside. Rainer's ancestors spent a great sum of money protecting this vault with both a permanent *forbiddance* spell and a *sequester* spell. Nothing can teleport into this vault, nor can it be detected via divination magic. In the long history of Dehnert's ownership of the tavern, any one who came close to discovering the vault were quietly killed by assassins tied to the family. The vault itself holds more treasure than most dragon hoards.

**Secret Entrances.** The secret vault has three entrances. First, the secret door in the cellar (see the basement, 15d) grants access to anyone who uses the "rusty nail" tankard key. Second, the secret trapdoor on the ground floor, **area 8b** offers access to the ladder (marked 16c on the basement map and described in detail in

**area 8b** of the ground floor). Finally, a grate hides a secret tunnel through which people may escape the inn (2d). Usually, the grate's presence is hidden by thick animal pelts.

**Go-Bags (16a).** If things get bad, Rainer and whomever he trusts can grab their belongings and escape through the secret tunnel (see 2d below). Rainer keeps an explorer's pack here as well as a *+1 longsword* and a *rope of climbing*. If worse comes to worse, Rainer has also drawn a permanent *teleportation circle* at the center of this room which he can use to evacuate the bar's wealth. The *teleportation circle* connects to Rainer's offsite vault. Only Rainer knows the correct sigil sequence for the circle.

**Cage (16b).** Rainer doesn't trust banks. The entirety of the bar's last three years of earnings are kept in this locked vault within a magically reinforced iron cage. The cage is arcane locked and only Rainer knows the password to open the cage's door ("Halbond").

Rainer meets with money changers regularly to convert his coin sacks into gold bars which he keeps in four chests. Once a chest lacks space for gold bars, Rainer removes the chest and transports it to his off-site vault.

On any given day, the vault contains the following treasure:

- There are three heavy treasure chests and one crate holding gold bars. Each of these containers holds 3d6 x 10 gold bars weighing two pounds each. Each gold bar is worth 100 gp.
- A steel-reinforced shelf against the wall holds three sacks of coins on each of its three tiers. There are three small sacks of gold coins (150 gp per sack), three small sacks of silver coins (150 sp per sack), and three small sacks of copper coins (150 cp per sack) on the shelf.
- A small chest on the topmost shelf contains the bar's earnings for the previous day. Inside, one finds 5d8 gp, 5d6 x 10 sp, and 3d4 x 100 cp.

**Trapdoor (16c).** See **area 8b** on the ground level for details.

**Escape Route (16d).** This hidden escape route provides access to a narrow tunnel with 5-foot high ceilings. The tunnel is filled with deadly traps, all of which only Rainer knows how to disarm. The tunnel goes straight for 500 yards then exits from a cliff face on an overgrown hillside far from the inn. The exit is concealed by an illusory rock wall, requiring a DC 15 Intelligence Investigation check to notice.



### Important NPCs

Below are the three most important NPCs the characters might encounter at The Sanguine Dawn Inn.

#### Maria Bierkamp

Maria Bierkamp is The Sanguine Dawn Inn's head chef de cuisine. Like Dehnert and Tomo, Maria once worked as an adventurer, plying her rogue skills for various adventuring parties through the years. Now in her

late-sixties, Maria prefers to stay in the kitchen. Still, she keeps close ties to those for whom she once worked including the Brothers Gramlich and Fritz and his crew (see **area 3** on the ground level for details on these groups).

In her adventuring days, Maria often joined Rainer on quests. The two have had an on-and-off-again relationship over the years and even came close to marrying once. In the end, they decided they're better off

as friends—even if that occasionally means "friends with benefits."

Tomo and Maria live in a two room house within walking distance of the inn.

**Game Statistics.** Maria is a neutral female human **spy**.

#### Rainer Dehnert

Before Rainer took over management of The Sanguine Dawn Inn, he worked as an adventuring wizard for



**RAINER DEHNERT**

*Med humanoid (human), lawful neutral*

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 66 (12d8 + 12)  
**Speed** 30 ft.

<b>STR</b> 14 (+2)	<b>INT</b> 16 (+3)
<b>DEX</b> 14 (+2)	<b>WIS</b> 13 (+1)
<b>CON</b> 13 (+1)	<b>CHA</b> 10 (+0)

**Skills** Arcana +6, History +6, Insight +4  
**Senses** passive Perception 11  
**Languages** Common, Draconic, Elvish, Orc  
**Challenge** 2 (450 XP)

**Spellcasting.** Rainer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Rainer has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, ray of frost*  
 1st level (4 slots): *expeditious retreat, mage armor, magic missile*  
 2nd level (3 slots): *misty step, hold person, invisibility*  
 3rd level (2 slots): *counterspell, slow*

**ACTIONS**

**+1 Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when wielded with two hands.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage (silvered).

two decades. Wealthy and exhausted, Rainer finally settled down with his then-fiance Maria Bierkamp. Shortly after the two started working together at The Sanguine Dawn, the couple split. They've since made amends and now remain friendly.

Rainer is exceptionally wise, intelligent, and patient. The Sanguine Dawn offers all Rainer wants. Thus, much of his wealth is kept in gold form in the on-site vault (see **area 16**) or at his secret off-site vault.

During the day, Rainer sits at the bar crunching numbers, occasionally assisting Tomo or Maria with tasks. At night, he winds down with a glass of wine at a table by a window. Eventually, he retreats to his room, reads, and sleeps.

**Tomo Siroky**

Another retired adventurer and mercenary, Tomo is like a brother to both Rainer and Maria. Tomo acts as The Sanguine Dawn Inn's muscle, both in tasks and confrontations. When

things get out of hand, Tomo quickly handles things. Most of the regulars know not to test the old barbarian's patience. Those who don't realize the fifty-five year old half-orc is fully capable of thrashing them often end up unconscious in the mud in front of the inn.

Tomo was once married to a woman named Elia Tannen with whom he had two children. One day Elia and the children left without so much a word as to why or where they went. Since her departure, Tomo has kept his distance. He often remarks "I'm married" despite the fact he hasn't seen or heard from Elia or his children in fifteen years.

Tomo lives with Maria in a two-room house a mile and a half from the inn.

**Game Statistics.** Tomo is a neutral good half-orc **gladiator** except he has darkvision 60 ft., proficiency in Intimidation, and speaks Common and Orc. He also has the half-orc Relentless Endurance trait described in Chapter 1 of the *PHB*.





## Things to Do

Room and board, warm meals, and cups overflowing with ale aren't the only things that The Sanguine Dawn Inn offers characters. Below are some other distractions to keep the characters busy during their visit, including:

- Card games
- Gathering information
- Random encounters

## Card Games

Card games are a popular pastime at The Sanguine Dawn Inn. In fact, one of the two banquet tables in the eastern taproom is reserved for games (see the ground level, **area 4a** for details). Characters can participate in games and, in doing so, earn a little

coin on the side.

Listed below are the three most popular card games played at The Sanguine Dawn Inn and rules of play.

**Masks.** Masks is a card game of deduction where two to four players compete to find “the mask haunt.” At the start of the hand, each player must wager 1 gp (or any ante you set). A hand of masks takes 15 minutes. At the end of the duration, each player makes three checks: Intelligence using proficiency in playing card sets, Wisdom (Insight), and Charisma (Deception). Combine the total scores of all three checks. The player with the highest score wins the pot. If two or more players tie, the “mask haunt escapes” and no one wins the pot.

**Imps and Guardians.** Imps and

Guardians is a two player game where one player plays the imps and the other plays the guardians. A hand takes 30 minutes to resolve, at the end of which, the players make two ability check contests. First, the imp player makes a Charisma (Deception) check contested by the Guardian player's Intelligence check using proficiency in playing card sets. Then, the imp player makes an Intelligence check using proficiency in imps and guardians contested by the guardian player's Wisdom (Insight). If one player wins both contests, they win the hand. If the players tie, the imp wins. When gambling at imps and guardians, the imp player must place two silver coins in the center and the guardian player must place one.



**Fat Ogre.** Easily the most popular game at The Sanguine Dawn Inn, fat ogre is a card game for five to ten players. One player must take the role of the fat ogre while the others take the role of the skinny goblins. At the start of play, the fat ogre player must place one gold piece in the center. Then, each goblin player places two silver pieces at the center.

A hand takes 15 minutes to play. At the end of the duration, the fat ogre makes a Charisma (Intimidation) check. Next, each of the skinny goblins must make a Wisdom check using proficiency in playing card sets. The DC for the skinny goblins' checks is equal to the fat ogre's Charisma (Intimidation) check. If half or more of the goblins succeed on their checks, the goblins "get the food" and the goblin players split the pot. However, if less than half of the skinny goblins succeed on their checks, the fat ogre eats "all the food" and keeps the full pot.

Play continues until the "fat ogre starves" or the "all the skinny goblins" starve—in other words, when one or more players leave play.

**Gathering Information**

Whether it's to hear juicy gossip, do research on a person or place of interest, or simply find a quest hook, The Sanguine Dawn Inn is the perfect place for characters to gather information. Use the following rules to facilitate information gathering at the inn.

**Resources.** Gathering information requires one hour of schmoozing and at least 10 gp spent on bought drinks, bribes, and other gifts.

**Resolution.** The character declares the focus of the gossip gathering—a specific person, place, or thing. After the hour, the character makes two ability checks: Wisdom (Insight) and Charisma (Deception, Persuasion, or Intimidation). The character gains a +1 bonus to each check per 10 gp

spent beyond the initial 10 gp, to a maximum of +6. The DC for each of the checks is 5 + 2d10; generate a separate DC for each one. Determine how valuable and/or reliable the information is by using the Gathering Information Outcomes table below.

**Gathering Information Outcomes.**

Results	Outcome
0 successes	No useful information was learned.
1 success	Some of what the characters learned was useful, although some of the details are incorrect or dated.
2 successes	The information learned is valuable and timely.

The GM is the final arbiter concerning exactly what the character learns through gossip.

**Random Encounters**

The Sanguine Dawn Inn is a busy place and there's plenty going on even without random encounters. But if the characters spend a little time in the inn, you can introduce a random encounter or two to bring the experience to life. Roll a d20 three times per day of game time that the characters spend at The Sanguine Dawn Inn, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 17 or higher. Roll a d10 and check The Sanguine Dawn Inn Encounters table to determine what the characters encounter, or simply choose an encounter you like.

**The Sanguine Dawn Inn Encounters.**

d10	Encounter
1	A server drops a tray full of glasses.
2	A grizzly patron ( <b>scout</b> ) brings a <b>wolf</b> into the bar that growls at one of the characters.
3	One of the characters notices a thief ( <b>spy</b> ) trying to pick the pocket of a drunk <b>commoner</b> .
4	A burly dwarf bumps into one of the characters, spilling his ale in the process. The dwarf and his three companions (all three use the <b>guard</b> stat block, but are unarmed during the confrontation) demand that the character compensate the man for the spilled beverage, or they'll "take the issue outside."
5	A beggar ( <b>commoner</b> ) enters the bar. Although the staff demands that the beggar leave, the beggar asks the friendliest looking character in the party to help them pay for a meal.
6	During a slow part of the day or evening, three <b>goblins</b> wearing face masks enter the bar. They threaten the staff with their shortbows, demanding money from the chest behind the bar.
7	One of the staff members shrieks in horror—there is a dead man at one of the tables. A successful DC 10 Wisdom (Medicine) check reveals that the man was poisoned.
8	A bar regular makes romantic advances on one of the characters.
9	A thief ( <b>spy</b> ) tries to pick the pocket of one of the characters.
10	One or more of the characters stumbles on a regular shedding their clothes out of view of the other bar patrons. The regular then polymorphs into a wolf and flees into the forest—a <b>werewolf!</b> Ω



# BURAKUMIN HOMES

BY DAVE HAMRICK

## Plug & Play add-on for Fifth Edition

Cartography by Tom Cartos

Art by Matias Lazaro, Miguel Santos, Maciej Zagorski, Earl Geier, and William McAusland

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*Burakumin Homes is a plug-and-play add-on for Fifth Edition. This location easily fits into any campaign setting of your choice and can work as both a part of a larger village, town, or city, or as stand-alone structures at an important crossroads. Although this location is chock full of ready-made details, feel free to add, change, or remove elements to function with your chosen campaign setting.*

### Background

On the Eastern Continent, nestled among the foothills of a vast snow capped mountain range, lies the small town of Iido. The mountain's meltwater forms the start of one of the major tributaries in the area, and after passing by Iido the river runs all the way to the sea, meaning many travellers who journey inland find themselves here at one point or another. The fortified castle of the local Daimyo is only a day or so away by horseback, so many use the town as a rest stop on their way to visit the lord of the province.

Iido boasts many attractions and diversions for passing visitors, but its true beating heart is its people. Most of the citizens are of the peasant classes, simple farmers, merchants or craftsmen, but they have a strong sense of community and a joyful disposition. Even the Eta or 'Barakumin' who are tasked with the town's less pleasant tasks, such as butchery, leather tanning and funerary arrangements, are better treated than in most parts of the continent, although they are still forced to live outside the town walls by law.

### Arrival

When characters first arrive at the Burakumin homes, read or paraphrase the following:

Five, snow-covered farmhouses with tall, thatch roofs huddle together around a small, stone well.



Judging by the conditions, these homes belong to the local peasantry—or Burakumin—of the nearby village. Often ostracized, the Burakumin perform jobs deemed “too unpleasant” for polite society. Their numbers often include tanners, butchers, and coffin makers and other professions tainted by death.

**Attitude and Disposition**

While Burakumin peasants are hard-working folks, there is no guarantee that they are friendly or even indifferent toward those who enter their cluster. Even if they do act hostile toward the characters, there may be a good reason for such poor social interactions. To determine the attitude and disposition of the Burakumin, use the following rules.

First, roll or choose an attitude for the peasants on the Burakumin Attitude table. After you determine the peasants’ attitude toward the characters, roll for the peasants’ disposition on the Burakumin Disposition table. Each disposition is described after the table. If you roll no special disposition, the peasants are under no unusual stress and react based on its attitude.

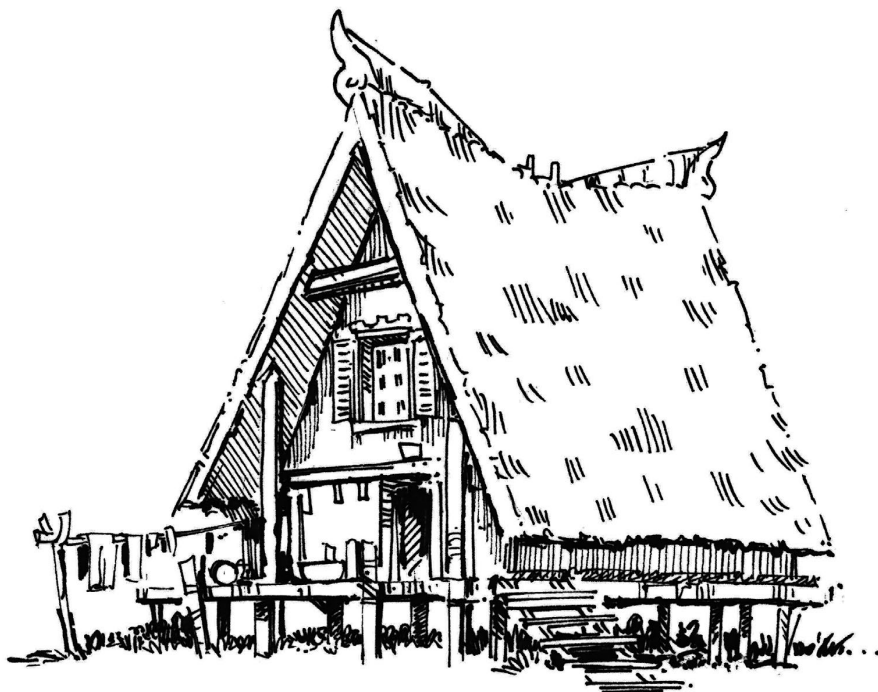
**Burakumin Attitude.**

d6	Attitude
1	Friendly
2-4	Neutral
5-6	Hostile

**Burakumin Disposition.**

d20	Disposition
1-2	Diseased
3-4	Emergency
5-6	Help with work/quest
7-8	Revolt
9-10	Trading
11	Vacant
12-20	No special disposition

**Diseased.** Roll 4d6. The result reveals the number of peasants in this hamlet infected with a disease of your



choice from chapter 8 in the *DMG*. The peasants beg or demand help with the infection.

**Emergency.** When the characters meet the peasants, they are suffering some sort of crisis. The peasants beg or demand the characters’ help in getting out of the situation. Choose or roll for an emergency on the Burakumin Emergency table to determine the hamlet’s crisis.

**Burakumin Emergency.**

d4	Emergency
1	The Burakumin have been robbed of all of their valuables and/or food.
2	One or more of the peasants’ buildings are on fire.
3	The hamlet is under attack by a group of bandits or a dangerous creature.
4	The local tax collector has put an incredible tax burden on the hamlet.

**Help with Work (Quest).** Peasants looking for help with their work approach the characters asking for direct aid in one or more of the occupations performed by the peasants. For instance, the tanner may ask for

the characters to hunt forest animals for their leather. Or the coffin maker may need the characters to travel into the village and purchase nails. Often, the peasants are too poor to offer compensation, but might offer their homes and warm meals for assistance.

Optionally, one of the peasants might present a quest hook which the characters may follow. Sample quest hooks are included on page 30.

**Revolt.** The peasants are unhappy with their governors and refuse to work. If the peasants approach the characters, they request aid or demand help in their uprising. Alternatively, the governors might task the characters with handling the revolt with an offer of gold to “put them back in their place.”

**Trading.** Peasants looking to trade offer their goods or services to the characters in exchange for deeds, items, or coin. The items the peasants have to trade are detailed in the “Locations in the Burakumin Homes” section below. Usually, the peasants are willing to haggle. If the characters refuse to trade, hostile peasants might attack to get what they want.





**Vacant.** The entire hamlet is empty. This might be the result of a recent attack, or some other supernatural cause. A disease or coming threat may have also caused them to vacate. If the peasants had time to prepare, they may have taken some of their possessions with them, including valuables. A sudden disappearance might leave their goods available for the take.

## Locations in the Peasant Homes

The Burakumin homes are built in the traditional *gassho* style of architecture common among the region's peasantry. The buildings are made of

wood and bamboo with tall, 60-degree thatched roofs. The roofs are designed this way to encourage snowmelt when the sun shines. These buildings have earthen floors covered with bamboo mats to insulate the rooms from the cold.

All the buildings' doors and windows are *shoji* style consisting of thin, semi-translucent sheets hung on a lattice frame. This style encourages natural light and produces charming, natural silhouettes, connecting the homeowners to the nature surrounding them. A *shoji* style door or window has AC 10, 5 hp, and immunity to poison and psychic damage. The Burakumin peasants do not lock their doors.

## 1 - Well

The peasants draw water from this 100-foot deep stone well. Dug below the frost line, the well does not freeze, even during the coldest winter days.

## 2 - Butcher's Home

Goto Tadiyuki and his wife Kaida live in the northwesternmost home in the Burakumin hamlet. Tadiyuki spends his days butchering and preparing cattle while Kaida tends to their home. Both Gotos are N human **commoners**. They both have advantage on the following ability checks related to cattle and beef: Intelligence (History), Wisdom (Animal Handling), Wisdom (Medicine), and Charisma (Persuasion).



**Trade.** The Gotos are eager to trade their cuts of beef for other basic necessities or coin. Each pound of beef is worth 5 cp. If the Gotos recently butchered a cow, they may have as much as 440 pounds of beef available for trade. They are also interested in purchasing healthy cows and other livestock that they can butcher. They will pay 5 gp for a cow that is a year old or younger or 10 gp for a cow between one to three years of age. Typically, they refuse older cows, but might pay up to 3 gp if persuaded.

**2a - Living Quarters.** The Gotos live in this simple home. There is almost always meat cooking on the hearth.

**Hidden Treasure.** A small, dug hole hides under the mat in the Gotos' bedroom. Its location is noticeable with a successful DC 15 Wisdom (Perception) check. Within, the Gotos keep their savings, 10 gp and 20 sp.

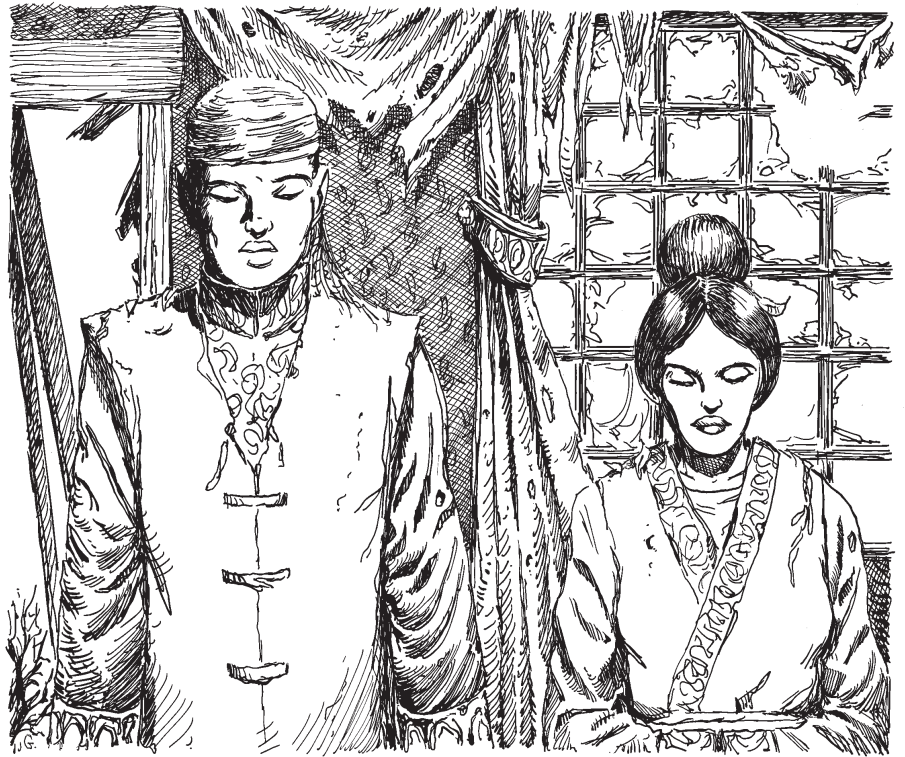
**2b - Cattle.** Currently, the Gotos have two cows. Both are close to butchering age; each cow is worth 12 gp on the market.

**2c - Butcher's Station.** On most days, Tadiyuki is found here at his butcher's station preparing cuts to sell in the city.

### 3 - Coffin Maker

Morishita Hatsu lives here with her two daughters, Miwa and Yuria, and her mother, Aemi. Hatsu is the hamlet's coffin maker. Even among a community of pariahs, the others who live in the hamlet fear Hatsu for her close connection to death. As such, the Morishitas keep to themselves. Hatsu is a NG human **commoner** with proficiency in carpenter's tools. Her children and mother are noncombatants.

**Trade.** Morishita Hatsu sells coffins and prefers coins to trade, but that can be negotiated. She charges 3 gp for a premade coffin or 5 gp if tasked to build a custom coffin. Additionally, she offers to bless each coffin to



prevent the dead from rising for an additional 1 gp. If taken up on this offer, she performs a ritual with incense and singing to cast away harmful spirits. The ritual has no effect, but it does grant the buyer some ease.

Morishita is always on the lookout for good deals on wooden planks. However, she is usually short on funds and will have to offer her wares in trade or promises of future remittance.

**3a - Living Quarters and Workshop.** Most days, one can hear the bang of Hatsu's hammer as she works in the westernmost part of the Morishitas' small home. Meanwhile, her children play outside or receive education from Aemi.

Hatsu keeps a shortbow with a quiver of 10 arrows by the bed she shares with her youngest daughter, Yuria. Hatsu is not proficient with the bow (+0 to hit), but still uses it to protect her family if and when bandits enter the hamlet.

**Hidden Treasure.** Among her carpenter's tools, Hatsu keeps a small

leather pouch that contains 5 cp and 2 sp.

**3b - Stables.** The Morishitas have one **draft horse** named Tomadachi. They had a second horse, but the horse died at the start of winter. Now, Tomadachi must bear the full load of Hatsu's sled and coffin orders by himself.

### 4 - Tanner's Home

Takeshita Yoshinori and Hidehira are the hamlet's resident tanners. Takeshita shares a bed with his young wife Satsu. Hidehira's son, Ikoi also lives here; he, too, is learning to become a tanner like his father and uncle.

Takeshita Yoshinori is a NE human **spy** who spends his days drinking and hunting in the mountains. He's missing the index finger on his right hand, which he claims was bitten off by a bear. Hidehira and Ikoi prep the hides for sale while Satsu manages the household; these three are all N human **commoners** who live in fear of Yohinori's drunken ire.

**Trade.** Among these Burakumin, Takeshita Yoshinori is the wealthiest. He is a shrewd negotiator who has advantage on all Charisma checks made to negotiate trading furs and cured hides. He always offers the lowest possible gold for animal pelts and similarly asks the highest prices for his own goods. With strong ties to criminal organizations throughout the land, he and his family stay busy.

**Treasure.** Yoshinori always keeps a purse with 10 gp in it. He also wears gold rings to signify his importance among the hamlet's other residents. Combined, his rings are worth 5 gp.

### 5 - Charcoal Burner's Home

The widower Kozue Shigeaki lives with his adopted son, a half-bakemono named Shinji. The two are the town's charcoal burners. They keep their fires burning all day in the southeastern corner of the hamlet. As such, the hamlet always smells of charcoal, a point of contention among Shigeaki's neighbors. The pair work day and night to keep the kilns lit. Burns cover both their hands. They are both NG **commoners**; Shigeaki is a human and Shinji is a half-bakemono (half-orc)

**Trade.** The pair are eager to trade whatever they can for food and basic necessities. One pound of charcoal is worth 2 cp. They are not picky about the condition of the items they receive and are always thankful.

**5a - Living Quarters.** Shigeaki and Shinji share this small home. Poor even by Burakumin standards, any money the pair earns immediately goes toward food and other necessities. There are no valuables here.

**5b - Kilns.** Shigeaki's kilns burn day and night and produce thick, toxic smoke. A creature that starts its turn within 10 feet of one of the kilns without holding its breath or protecting its face must make a DC 10 Constitution saving throw or become poisoned until the start of its next turn.

### 6 - Cremator's Home

The hamlet's cremator, Kyouko lives with her husband Morishita Ryu. Ryu is Hatsu's younger brother. Both are N human **commoners**. They have a son named Morio who serves in the military who sometimes comes to stay with his parents.

**Trade.** The cremators can dispose of dead for as little as 2 gp. They can then arrange to have the ashes placed

in a decorative urn. The urns range in price from 1 sp to 1 gp. Because of the definitive nature of cremation, the cremators stay busy throughout most of the year.

**6a - Living Quarters and Workshop.** Kyouko and Ryu live in a nice, tidy hovel that doubles as their workshop where the couple stores dry straw and empty urns.

**Hidden Treasure.** A small, dug hole under the sleeping pallet in the couple's bedroom hides a small box. Its location is noticeable with a successful DC 15 Wisdom (Perception) check. Within, Kyouko keeps her savings: 5 gp and 20 sp.

**6b - Pyre.** Cremation ceremonies are held in the yard in front of the Moreshitas' home.

### Side Quests

These Burakumin peasant homes offer a myriad of quest hooks to bestow upon your players. When the characters pass through the town, you may have one or more of the NPCs detailed in the previous section request, beg, or demand that they help solve an issue. Choose or roll randomly for one of the Burakumin side quest hooks detailed below. The suggested levels for each quest hook are the ideal levels for a party of five adventurers.

#### 1 - Find the Jubokko Tree. 3rd-to-5th level side quest

Morishita Hatsu (**area 3**) asks the characters if they will help her locate a magical tree rumored to be in the area, the jubokko tree. Supposedly, its wood can be used to create a coffin capable of raising the dead (she may not share this fact with the characters). If the characters agree, they can search the surrounding mountains for the tree. At the end of each day that the characters spend searching for the tree, one or more of the characters in the party must make the following ability checks: Intelligence (History), Intelligence (Nature), and Wisdom





(Survival). The DC for each check is 15. If a paladin is in the party, the paladin can use their Divine Sense each day in place of one of the checks, resulting in an automatic success. Similarly, a ranger whose favored enemy is fey, fiends, or undead that has the Primeval Awareness feature can automatically succeed on one of the checks as well. If all three checks succeed, the party discovers the **jubokko tree**, which they must fight (see Appendix D).

Once defeated, the tree can be chopped up and delivered to Morishita Hatsu. Unfortunately, Hatsu is very poor and cannot afford to pay the characters, but promises half of the take when she sells the jubokko-wood coffin she plans to craft.

Alternatively, the jubokko tree's wood is worth 2,000 gp to anyone who knows what it is and its value to the creation of magic items.

## 2 - Stop the Raiders. 3rd-to-5th-level side quest

Recently, a gang of bandits named The Yellow Horn Crew raided the hamlet and stole all of the Burakumin's valuables and food. Faced with starvation, they are desperate for help. Fortunately, The Yellow Horn's Crew's tracks are easy to follow. They live in a camp five miles outside the hamlet at the edge of a fetid bog. The camp consists of six tents in a circle. The bandit's nine riding horses are tethered to a nearby length of ruined fence.

The Yellow Horn Crew's leader is a **green hag** named Kiku. She disguises herself as an attractive female warrior. In addition to the normal attacks for a green hag, Kiku wields a katana. Treat the katana as a longsword (+6 to hit, 1d8 + 4 slashing damage or 1d10 + 4 slashing damage when wielded with two hands). She also has the Multiattack feature which allows her to make two attacks with her katana. Joining Kiku are two **bandit captains** and six **bandits**.

Kiku is not above negotiating for the



Burakumin's belongings, but prefers something juicy in trade—information, a magic item, or something else that might interest the hag. Although the bandits are fiercely loyal to Kiku, Kiku has no qualms about fleeing from the battle if things turn poorly for her. She will rely on her ability to breathe water to escape through the bog.

## 3 - Confront the Tax Collectors. Variable-level side quest

The local daimyo's simmering feud with a neighboring clan has boiled over into all out war. To fund this confrontation, the daimyo's sent his tax collectors across his domain to collect double the normal levy. Already impoverished, the Burakumin cannot afford any further taxes. The peasants implore the characters to reach out to the daimyo and his subordinates to relieve them of the burden.

If the characters agree, they must travel to the town and request to speak with the daimyo (or presiding

governor). The daimyo (typically a **noble** or **veteran**) will be heavily guarded by 1d6 elite guards (**knights**) and 5d6 **guards**. Nothing short of offering their services in the daimyo's ranks will persuade the daimyo to remove the taxes levied on the Burakumin. Should the characters agree to these terms, they are immediately sent to join the daimyo's military personnel at the front lines.

## 4 - Rescue Shinji. 1st-to-2nd-level encounter

A gang of drunken young men from the nearby village came into town to cause trouble. There, they discovered the presence of the half-bakemon, Shinji, adopted son of the charcoal burner, Kozue Shigeaki. Viewing the young man as an abomination, the men pulled Shinji from his bed and are now threatening to cut off his head at the center of the hamlet. Shigeaki begs the characters to intervene.

Shinji's captors consist of six LE

human **nobles**. Each is a member of an important family in the village—a character who succeeds on DC 10 Intelligence (History) check to recognize the boys immediately realizes that hurting the gang might endanger their reputation in town. Of course, if they don't get involved, Shinji may lose his head.

The nobles wear studded leather armor (AC 13) and are armed with katanas instead of rapiers which function exactly like longswords (+2 to hit, 1d8 slashing damage or 1d10 slashing damage when wielded with two hands).

### 5 - Ghost in the Forest. 5th-to-7th-level encounter

Takeshita Yoshinori's first wife Ao vanished a year ago. Yoshinori swears she ran off with another man. However, the other peasants suspect that is a lie. Recently, the ghost of a woman who looks like Ao has appeared in the forest. Satsu, Yoshinori's current wife approaches the characters and asks them to discover if the ghost is, in fact, Ao. If the characters agree, the **ghost** appears at dusk that same day 300 feet from the hamlet by the treeline. They can easily follow it north through the forest. Anytime

they come close, the ghost disappears then reappears another 100 feet ahead of them, always just out of reach.

Eventually, the ghost leads the characters to a clearing in the forest and points to the ground. If the characters dig in the spot for 10 minutes they find the remains of a human woman. A successful DC 10 Intelligence (Investigation) check made on the corpse reveals that she has a severed finger in her mouth.

Tired of his abuse and the horrid life as a tanner's wife, Ao wanted to leave Yoshinori. Yoshinori asked her to take a walk with him in the forest to discuss her departure. When they arrived at the clearing, he struck her with a rock and started choking her. Ao fought back, biting Yoshinori's finger off in the process, but was ultimately unable to stop him from killing her. Quickly, Yoshinori buried her in the ground and returned home.

If the characters confront Yoshinori, he caves, tells the characters exactly

what happened, then begs that they don't turn him in to the authorities or the other peasants in the hamlet. Ever a slimy weasel, Yoshinori tries to flee the first chance he gets, using his Cunning Action trait to keep distance between himself and the characters. If Yoshinori survives, he hires a ninja (**assassin**) to kill the characters. The ninja tracks the characters and attacks at night.

### 6 - Night of the Giant Toads. 2nd-to-4th-level encounter

For the last four nights, a knot of giant toads have entered the hamlet and caused destruction. They've killed small animals (they ate the Goto's cat!), torn through shoji doors, and even knocked over one of the charcoal pits, nearly setting the town ablaze. The peasants gather what little gold they can (a total of 5 gp) to pay someone—anyone—who will rid them of the threat.

If the characters agree, at midnight, the giant toads return, approaching from the east. There are four **giant toads** in all. Meanwhile, the Burakumin hide indoors.

Unfortunately, killing the toads isn't enough. The same four toads return the next night, ready to cause destruction again. If the characters try to find the source of the toads, they are unable—the toads appear from seemingly nowhere.

As it turns out, the town is cursed. Recently, the Arakawa family approached Morishita Kyouko and asked her to burn the body of their daughter, Machiko. Originally, Kyouko agreed to a price of 2 gp. Later when the Arakawas returned, Kyouko greedily raised the price to 4 gp. The Arakawas refused and, as they left in a fury, cursed the hamlet. That was the first day the toads attacked.

The only way to rid the town of its curse is to retrieve the body of Arakawa Machiko from her family and burn it on the Morishitas' pyre. Only then will the giant toads stop their nightly assaults. Ω





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# ADVENTURES IN OMERIA



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# EXPOSURE

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BY DAVE HAMRICK

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## A 3rd-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Nacho Lazaro, Maciej Zagorski, and William McAusland

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*Exposure is a Fifth Edition adventure for three to seven characters of 3rd-to-5th-level. The adventure is optimized for five characters with an average party level (APL) of 3. Characters who survive this adventure should earn enough experience to reach the 4th level.*

The adventure takes place in a chilly arctic environment. In the Omeria campaign setting, the northernmost point of Omeria, the Syhros Peninsula, works best for such a setting. Because frigid conditions are key to this story, make sure to review the rules for environmental hazards in Chapter 5 of the *DMG*.

### Background

Once, Krasnovsk was a research outpost and commune for cultists of Vapul. Then, ten years ago, an event known only as “the Incident” instantly destroyed all of Krasnovsk’s inhabitants. Of course, they didn’t stay dead. A week later, they rose again as hungry shadows, driven by a compulsion to destroy all life.

The Incident was triggered by the village’s necromancer, an Anorian elf named Vuzeth. Vuzeth hid the devices around the compound then cut off escape. Vuzeth locked himself away in his chambers and listened as the villagers perished to the Strength-draining effects of the antilife weapons. Then, Vuzeth succumbed to the devices. His angry shadow still haunts his old chambers.

The northern Rasgaxes, drow, frost giants, and other sentient creatures who dominate the Syhros Peninsula all avoid the small hamlet. The land is cursed.

### Introduction

The adventure begins when the characters are traveling near the arctic circle close to the winter solstice. Because of the axial tilt of the world in which they live, the nights in this cold region are dangerously long, lasting



the majority of the day. Not only will the characters have to contend with the freezing conditions, but the dead, normally kept at bay by the sun, find themselves empowered during these endless nights.

### How to Run This Adventure

The optimal way to run Exposure is to treat it like a survival horror. There are two forces working against the characters: the wintery conditions and the winter wolves that prowls the night. It's likely the characters won't be able to fight the winter wolves as a pack—they're simply too powerful. Instead, they will have to use the ruins of Krasnovsk to hide and maneuver. Of course, the ruins present their own set of challenges. Vile undead, traps, and devices capable of sapping the strength from even the mightiest warrior lie within the dilapidated structures.

The best way for the characters to win this scenario is to find Vuzeth's

key in **area 6h** and escape through the *teleportation circle* in **area 4g**. Fokora's Journal, the druid Ryzhikov, and the door to the *teleportation circle* itself all serve as clues to this outcome.

The characters can also weather the storm. Of course, the storm ending doesn't free the ruins of the undead or the winter wolves, nor does it lift the endless darkness that blankets the region. These are still each with which the characters will have to deal.

### Winter Conditions

At the start of play, the characters find themselves trapped in the middle of a violent snowstorm. How this happened is up to you. You can place the characters here *media res*, or they could have been traveling from a nearby settlement and made a wrong turn.

During the snowstorm, the characters are subjected to the extreme cold,

strong wind, and heavy precipitation conditions. All of these conditions are detailed in Chapter 5 of the *DMG*.

Additionally, it's unfathomably dark, too. The region through which they travel is subjected to polar nights; the sun won't rise for weeks. These conditions affect the exterior areas of the village of Krasnovsk, too.

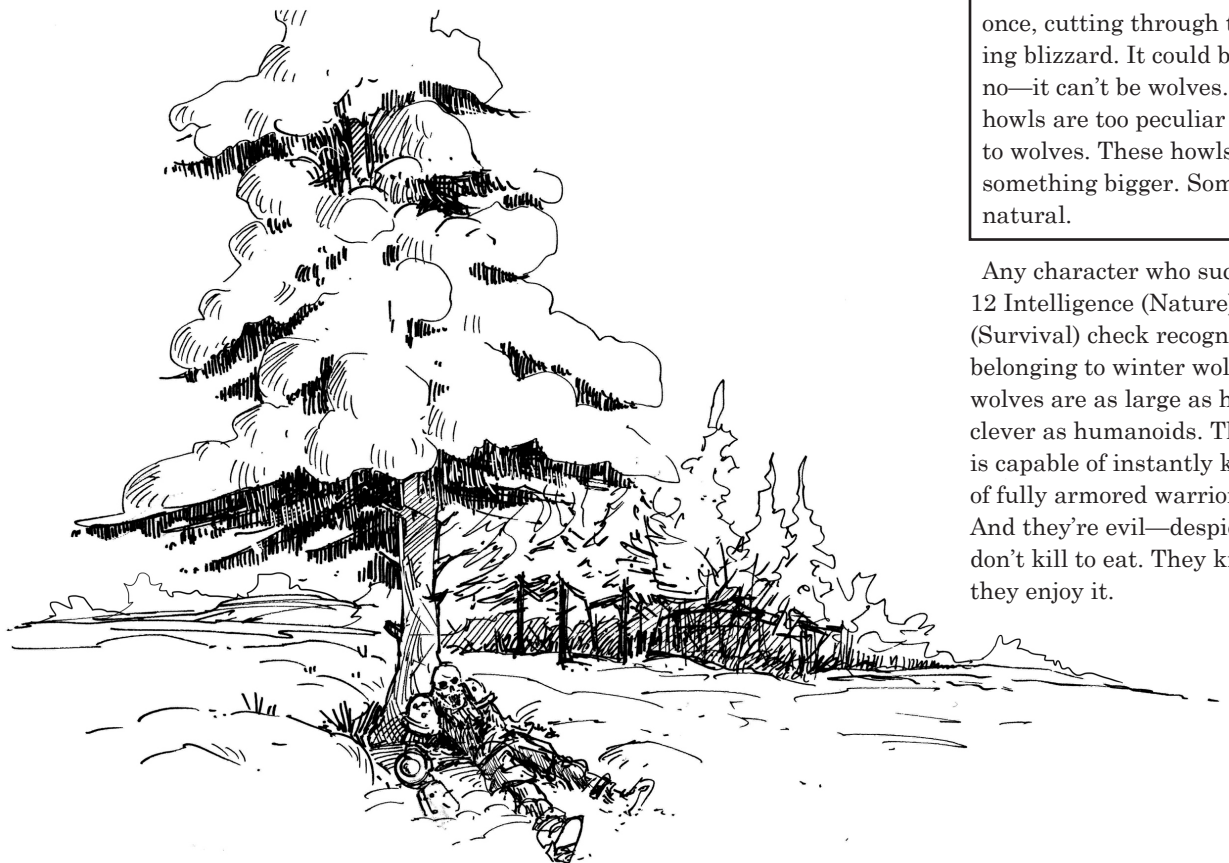
While it's possible to leave the safety of the village during the snowstorm, it's inadvisable. Even the hardest ranger may find themselves lost in the blizzard and darkness. A character who succeeds on a DC 10 Wisdom (Nature) check recognizes that the best course of action is to find a shelter, hunker down, and wait the storm out. The storm continues for 1d4 + 2 days.

### The Grey Ones

As the characters traipse through the snow and dark, read the following:

Howls—unearthly howls. They seem to come from all directions at once, cutting through the punishing blizzard. It could be wolves, but no—it can't be wolves. No, these howls are too peculiar to belong to wolves. These howls come from something bigger. Something unnatural.

Any character who succeeds on a DC 12 Intelligence (Nature) or Wisdom (Survival) check recognizes the howls belonging to winter wolves. Winter wolves are as large as horses and as clever as humanoids. Their icy breath is capable of instantly killing a unit of fully armored warriors in one shot. And they're evil—despicably so. They don't kill to eat. They kill because they enjoy it.



Drive home the fact that if the characters don't find shelter before the winter wolves close in, they will certainly fall prey to these cruel creatures. The wolves are half a mile away when the characters first hear their baying.

As they flee, eventually, they see a light in the distance.

Their howls are getting closer. If you don't find shelter soon, your flesh will surely meet their cruel teeth.

And then—light! Yes, bright light, like a beacon, shining in the distance, cutting through the snow, wind, and impenetrable darkness. You estimate that the light is some 300 feet away from you. A lighthouse? Hard to say in the blizzard. Your only hope is that you still have enough distance between you and the wolves that you can reach this light before they reach you.

The light comes from the druid's lantern in **area 14c**, but it's visible from where the characters are traveling. When they finally reach the ruins, they arrive at the northwesternmost building in the hamlet of Krasnovsk (areas 1a - 1e).

Shelter! A large, two-story stone structure rises out of the snow in front of you. Judging by the building's state of disrepair and lack of lights, this building hasn't been used in a long time. The light you saw is still ahead to the southwest, roughly 150 feet away. Still, this structure may work as temporary reprieve from the snow and wolves.

Once the characters enter one of the buildings, the wolves attack.

## Winter Wolf Attack

As soon as the characters reach shelter, the wolves close in. There are four **winter wolves** in all, all members of a pack named The Grey Ones. The Grey Ones are led by an alpha, Sergei. This strong, wise wolf leads his wife Nahka, and their companions Fyodor and Johana. The first to reach the ruins of Krasnovsk is Fyodor, the youngest and most reckless of the pack. Fyodor charges at the first character he sees, ignoring Sergei's tactical advice. Winter wolves lack darkvision, so it's likely Fyodor attacks whichever character is holding a light source. Meanwhile, the other three winter wolves circle around the shelter to look for alternative ways to enter and flank the humanoids.

After the three older wolves have had a chance to get a feel for the layout of the shelter in which the characters have staged their defense, they will use hit and run tactics to keep the characters on their toes.

When the full pack enters the fray, the characters have a few options to keep themselves from being annihilated by the pack:

- The wolves are all Large sized, therefore, getting through doors or up narrow flights of stairs poses a challenge for the monstrosities. The characters can take shelter in a room or the second level of a building to keep the wolves from attacking from all sides.
- The wolves fear fire magic. When a character hits one of the wolves with a spell that deals fire damage, the wolf must make a Wisdom saving throw with a DC equal to 5 plus the damage taken. If the wolf fails its save, it is frightened of the character that cast the spell for 1 minute. The wolf can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.
- The wolves also revere the undead, seeing them as servants of Vapul,





the demonic god of death and winter. If an undead creature enters the combat, the wolves withdraw. If the characters can't defeat the wolves in combat, after 10 rounds of combat (or sooner, if necessary), one of the wolves notices one of the Marks of Vapul etched onto the side of the building (see General Features below) and exclaims in its native tongue, "The Dark One!" The others immediately withdraw and flee—including Fyodor.

Unless the characters totally defeat the winter wolves, the wolves continue their assault on the characters. Once each hour that the characters remain in Krasnovsk, roll a d20. On a result of 16 or higher, the wolves attack, trying a new strategy each time that they do.

The wolves won't enter areas affected by the antilife weapons, nor will they go toe-to-toe with the druid, fearing the druid's spellcasting abilities (even though they are decidedly more powerful than the druid).

To heighten the final moments of the adventure—just as the characters are about to escape the village through the room that holds the *teleportation*

*circle*—you might have the winter wolves make one last ditch effort to defeat the characters, attacking with full force. Unless the characters are smart and/or quick, they may lose one or more of their number to the dangerous beasts.

## Krasnovsk

As the blizzard continues its relentless assault, the darkness fails to lift, and the winter wolves continue circling the ruins, the characters should recognize that they are trapped in the ruins of the Krasnovsk hamlet.

## General Features

### *Ceilings, Floors, and Walls.*

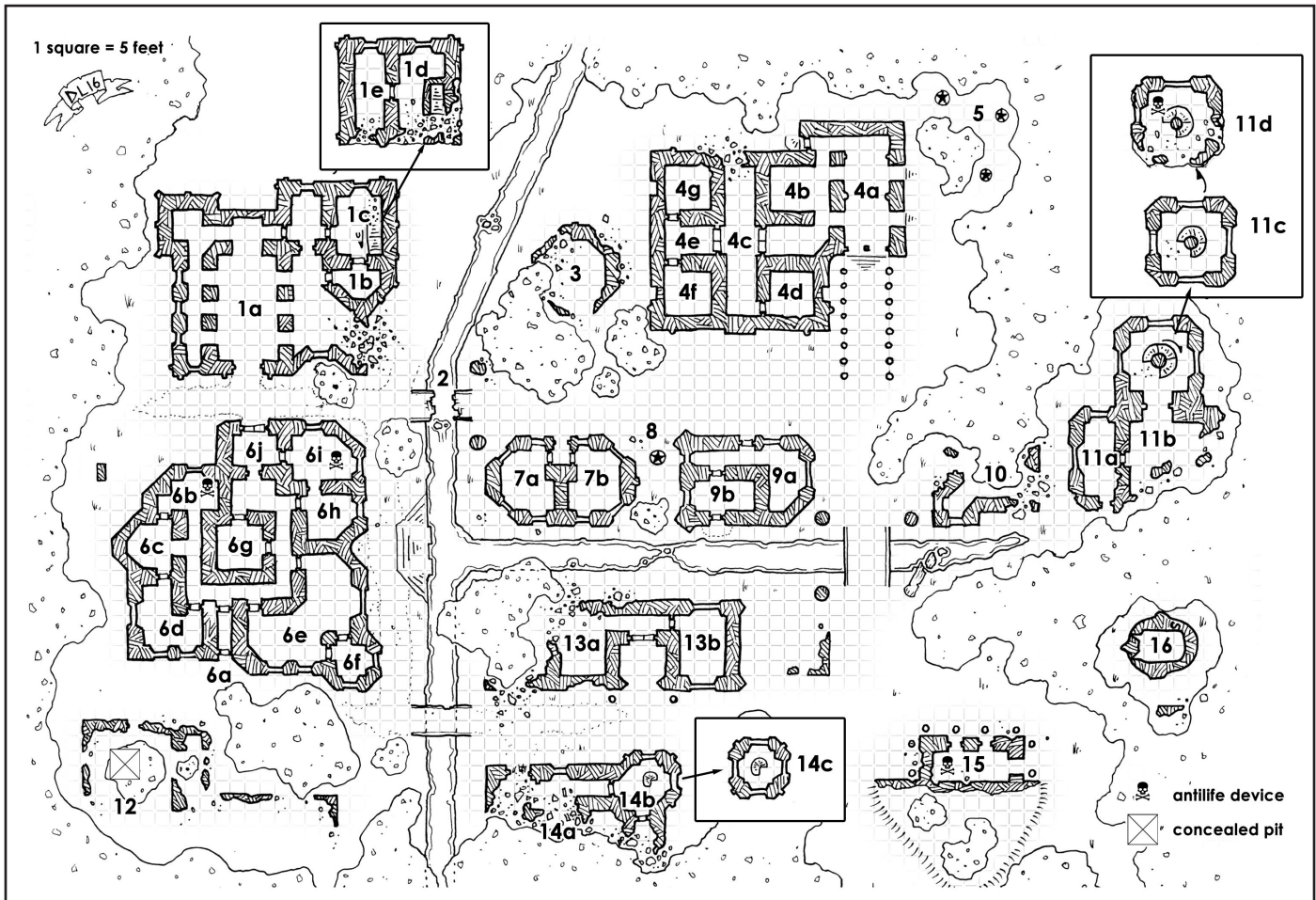
Krasnovsk's buildings are made from hewn limestone blocks. Most of the buildings lack decorations of any sort as the Vapulite cultists preferred austere surroundings. In chambers where the ceilings remain intact the ceilings soar 20 feet above the ground. Thus, the tallest building in town—the one from which the druid's lantern shines—is 60-feet tall from the ground level.

**Doors.** Krasnovsk's doors are made from thick pine planks hung on iron

hinges. Many of the doors are in poor condition thanks to the endless cold that encompasses the forgotten hamlet. A typical door has AC 15, 18 hp, and immunity to poison and psychic damage. A stuck door requires a DC 20 Strength (Athletics) check to break open. If a character fails his or her check to break open a stuck door, they can't try again until they get help from another character, find a tool such as a crowbar to help them, or complete a long rest.

**Windows.** Many of the village's buildings have windows. The window panes were set into leaded crisscross pattern frames. Although the actual glass of the windows has long since been blown out by the severe winds, the lead remains. A character can use





his or her action to open a window to offer access to the interior and vice versa.

**Waterway.** A narrow canal cuts through the village. A heating mechanism once kept the water liquid. However, the device was destroyed years ago. The canal is completely frozen over. A creature who walks over the ice is subjected to the slippery ice hazard described in Chapter 5 of the *DMG*.

**Snow Cover.** Almost the entire complex is buried in 2-3 feet of snow. Treat the ground in all outdoor areas and ruins that lack roofs as difficult terrain.

**Antilife Weapons.** Four antilife weapons are placed throughout the village. These devices are part of what triggered “the Incident” that eradicated all Krasnovich life some

time ago. Each device radiates an invisible aura of necromantic magic in a 30-foot radius sphere centered on the device. The aura can’t be detected via *detect magic* spells, but the devices register with *detect evil and good* spells as well as a paladin’s Divine Sense feature.

A creature that enters the aura for the first time or starts its turn in the aura must make a DC 15 Constitution saving throw, or become infected with a magical disease. While diseased, the target can’t regain hit points, and the target’s Strength is reduced by 1d4 every 24 hours. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this disease, a **shadow** rises from the corpse 1d4 hours later.

## Krasnovsk’s Keyed Locations

The following encounter locations are keyed to the map of Krasnovsk above.

### 1 - Altar of Vapul

This open-air building once served as the Krasnovich’s temple of Vapul. Vapul is the evil Omerian god of death and winter. Although he was vanquished by the paladin Sir Camor of Jost over 1,000 years ago, the dark god still earns a substantial following among disenfranchised Omerians, particularly Anorian elves.

#### 1a. Entry Hall

This area has the following features.  
**Snowdrifts.** Although the temple still has a roof over it, the front entry allows the elements free access. Treat this entire area as difficult terrain.

**Marks of Vapul.** The actual altar



to Vapul was broken and pulverized some time ago. However, the Marks of Vapul—three circles arranged in a triangle—still mar the temple’s columns. A character who succeeds on a DC 10 Intelligence (Religion) check recognizes them for what they are. The winter wolves know what the signs mean, too, and revere them.

**Encounter: Skeletons.** Hidden under the snow are two prone **skeletons**. Whenever a character comes within 5 feet of a skeleton, it emerges from the snow and attacks.

#### 1b. Dressing Room

This area has the following features:

**Obstacle: Stuck Doors.** The doors leading into this room are all stuck.

**Treasure: Cursed Crown.** An old, withered, wooden table stands against the south wall. A crown of gold etched with the Mark of Vapul rests on the table. It’s burned a mark into the table’s wood. A *detect magic* spell cast on the crown reveals that it radiates a strong aura of necromantic magic. A creature who dons the crown becomes cursed—while cursed, all saving throws made against the antilife weapons are made with disadvantage.

#### 1c. Empty Room

There is nothing of value in this area.

#### 1d. The Priest

This area has the following features:

**Encounter: Shadow.** A **shadow** hides in the darkness of this room.

**Treasure: Priest’s Scepter.** Hidden among the rubble in the northeastern corner is a scepter made of silver. The head of the scepter has three circles carved into it—the Mark of Vapul. It’s worth 50 gp.

#### 1e. Locked Room

This area has the following features:

**Obstacle: Locked Door.** The door to this chamber is locked, requiring a successful DC 15 Dexterity check using proficiency in thieves’ tools to pick, or a successful DC 20 Strength

### Fokora’s Journal

The **zombie** in **area 3** carries a leatherbound journal. A character who spends an hour reviewing the journal learns the following information.

- In life, the zombie’s name was Fokora. She was a Dinzer scholar and researcher who specialized in necromancy.
- Fokora and her fellow travelers were members of the guild, The Secrets of the Righteous. They were sent to find the ruins of a ruined village named Krasnovsk. They were successful.
- The village was home to cultists of Vapul, an ancient evil god of death and winter.
- An incident occurred in the village which killed everyone there.
- Fokora believed that the villagers returned as undead—shadows.

- After spending a week in the ruins of Krasnovsk, Fokora and companions contracted some sort of debilitating illness.
- Fokora believed that the illness came from the “black bricks” her group discovered scattered about the ruins.
- There is a door in the “arcane offices” that is magically sealed. The symbol on its door is the symbol for conjuration. Fokora believed that the door hid a teleportation circle.
- A powerful shadow resides in the residential building at the west end of town. Before it scared Fokora and the others away, Fokora saw a black key hiding in the rubble of the chambers which it haunted.

(Athletics) check to break down.

**Encounter: Skeleton.** A skeleton rises and attacks when the characters enter this chamber.

**Treasure: Adventurer’s Pack.** A rotting backpack containing the contents of an explorer’s pack minus its rations and water lies in the corner of this room.

### 2 - Collapsed Bridge.

When water still flowed freely in Krasnovsk’s canals, this small bridge connected the northwestern and northeastern parts of the hamlet. It now lies in ruin.

**Encounter: Gray Ooze.** A **gray ooze** hides under the bridge, undetectable thanks to its False Appearance feature. It attacks any warm creature that comes near the bridge.

### 3 - Abandoned Campsite

Blue fabric sticks out from under the snow in this roofless set of ruins. If the characters dig through the snow, they discover the remains of an old

campsite.

**Encounter: Zombie.** One year ago, four Dinzer adventurers made camp in the ruins of this building. In less than 24 hours, the group succumbed to the undead that pervade the old hamlet. One of those adventurers remains where she fell—as a **zombie**. Once cleared of the snow, she attacks.

**Treasure: Journal.** Although all of the camp’s supplies are unusable, the zombie adventurer carries an old, leatherbound journal on her that somehow survived the ice and snow. See the sidebar “Fokora’s Journal” for the journal’s contents.

### 4 - Arcane Building

This office building once hosted Krasnovsk’s necromancer leaders. There is a large hole in the rear of the building (created by a rampaging yeti a couple years ago).

**4a - Ramada.** This covered porch is 5-feet above the snow below.

**Encounter: Shadow.** A Krasnovich

**shadow** lurks here. It attacks anyone who enters the ramada.

**Treasure: Golden Bracelet.** A bracelet made of gold with the Mark of Vapul etched into it hides in the rubble. A

character finds it with a successful DC 12 Wisdom (Perception) check. The bracelet is worth 10 gp.

**4b - Dead Adventurer.** Another one of the lost members of the Secrets of the Righteous adventuring party met his end in this chamber. He now rises as a **skeleton**. The skeleton's tattered blue robes bear the golden eye of Odonburg.

**4c - Slippery Hallway.** Thanks to the hole at the north end of this hallway, slippery ice covers the floor. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

**4d - Collapsing Roof.** This old office has the following features:

**Obstacle: Stuck Door.** The door to this chamber is stuck. A character who inspects the door and succeeds on a DC 15 Intelligence (Investigation) check recognizes that the roof above the room is starting to collapse and the door jam is the only thing keeping it in place.

**Trap: Collapsing Ceiling.** If a character breaks open the stuck door, the ceiling collapses. That character and any creature within 5 feet of the door must make a DC 13 Dexterity saving throw or take 10 (3d6) damage from the collapsing ceiling. After the ceiling collapses, the floors of the

chamber count as difficult terrain.

**4e - Sentry.** A **skeleton** attacks any creature that enters this hall and the fight draws the attention of the **shadows** in area 4f.

**4f - Top Brass.** This old office has the following features:

**Encounter: Shadows.** Unless they were already encountered, two **shadows** hide in this old office.

**Treasure: Spellbook.** Tucked onto one of the shelves is a rotting wooden box. Although the box isn't salvageable, it's done a terrific job of preserving a spellbook within. The spellbook contains all the spells that a **mage** prepares plus *teleportation circle*.

**4g - Teleportation Circle.** This room once acted as the cultist's mode of transportation. It has the following features:

**Abjured Room.** Magical enchantments have been cast on the walls and doors of this room, preventing easy access. Spells can't destroy or alter the shape of the room's magically protected ceilings, floors, walls, and door, and divination spells don't allow insight into the room's contents thanks to a permanent *nondetection* spell.

**Obstacle: Locked Door.** The arcane symbol for conjuration has been etched into this door, recognizable with a successful DC 10 Intelligence (Arcana) check. Also, the door to this chamber is *arcane locked*. Only a successful DC 25 Dexterity check using proficiency in thieves' tools or DC 30 Strength (Athletics) check will open the door without its key or casting a

*dispel magic* or *knock* spell upon it. The shadow in area 6h holds the only key to this area. Otherwise, the door is impervious to damage.

**Teleportation Circle.** The mages who worked in this building spent a year casting *teleportation circle* at the center of this otherwise empty chamber. The *teleportation circle* acts as an "escape hatch" for this adventure which might save the characters from certain doom. If the characters don't already know the sigil sequences for *teleportation circles*, they can learn one from Fokora's journal (see the sidebar on page 5 for details).

### 5 - Three Pillars of Black Ice

Three snow-covered pillars stand to the northeast of the administration building arranged in the same manner as the circles in the Mark of Vapul. Removing the snow reveals three human-shaped statues. The statues were actually Krasnovich citizens who were turned to stone as a result of "the Event."

**Encounter: Shadows.** If a character touches one of the statues, three **shadows** rise from the statues and attack.

**Treasure: Magic Mace.** One of the statues wears a magic mace at its hip. The petrification didn't alter the mace, but it did change its holster. Breaking the mace free of the stone requires a successful DC 15 Strength (Athletics) check. The mace is a +1 *weapon* but it's cursed. Attack rolls made with the weapon against undead are made at disadvantage.

### 6 - Living Quarters

The cultists of Vapul lived in this large complex. There are two antilife weapons stored in this area (see General Features for details).

**6a - Entry.** A **shadow** waits behind the southernmost door of this entry hall.

**6b - Vestibule.** This vestibule is filled with rubbish. A character who succeeds on a DC 10 Wisdom (Perception) check notices a brick made of





opaque black glass. This is one of the antilife weapons.

**6c - Bone Foyer.** This area has the following features:

**Tapestry.** A black tapestry bearing three circles arranged in a triangle hangs from the western wall. It is the Mark of Vapul.

**Encounter: Skeletons.** Three skeletons stand idly here. They attack any living creature that enters their field of vision.

**6d - Children's Room.** Six small beds crowd this room. Old, broken toys litter the ground.

**Encounter: Shadows.** Two Small-sized shadows haunt this room.

**6e - Barracks.** This room boasts eight rotting bunk beds. There is nothing of value here.

**6f - Privy of Horror.** This room was once the barracks' privy. Wooden benches encircle the chamber's walls. Below holes carved into the benches are ceramic chamber pots.

**Trap: Shrieking Ghost.** The first time a character enters this room, an apparition appears on the bench against the western wall. The apparition shrieks and melts into a puddle of formless shadow that drains into the chamber pot below it. Each living creature within 30 feet of the apparition must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage. If a creature takes 11 or more damage from this attack, they gain a form of long-term madness, as well. The shrieking ghost cannot be attacked, and once it's triggered, it does not return again for 24 hours.

**6g - Storage.** This room is filled with rotting crates and barrels. There is nothing of value here.

**6h - Vuzeth's Quarters.** Krasnovsk's majordomo, an Anorian man named Vuzeth, lived in these quarters up until he, too, was destroyed by the necromantic wave produced by "the Incident."

**Encounter: Vuzeth the Shadow.**

As a shadow, Vuzeth retained a lot of the powers he had in life. Vuzeth uses the **shadow** stat block, except with the following changes which makes him CR 3 (700 XP):

- Vuzeth has 44 hp (8d8 + 8).
- Vuzeth's Intelligence score is 12 (+1), Wisdom score is 15 (+2), and Charisma score is 12 (+1).
- Vuzeth has proficiency with Intelligence (+3), Wisdom (+4), and Charisma (+3) saving throws.
- Magical darkness does not impede Vuzeth's darkvision.
- Vuzeth speaks Common and Elvish.
- **Innate Spellcasting. (1/Day)** Vuzeth can innately cast the *darkness* spell, requiring no components to do so. Wisdom is his spellcasting ability for this spell.
- **Multiattack.** Vuzeth makes two attacks with his Strength Drain.

**Treasure: Key to the Teleporta-**



**tion Chamber.** A thorough search of the room and a successful DC 15 Wisdom (Perception) check reveals the presence of a key with a bow shaped like the Mark of Vapul. The key opens the door to **area 4g**, including the *arcane lock* spell, which it dismisses for 1 minute.

**6i - Vuzeth's Office.** This room offers a simple wooden desk with a chair facing the northern window. A bookshelf stands against the southern wall. Its books rotted away years ago.

**Antilife Weapon.** One of the drawers in Vuzeth's old desk contains a brick made of opaque black glass. It is one of the antilife weapons (see General Features for details).

**6j - Rear Foyer.** A human skeleton lies in the center of this old entrance.

**Obstacle: Stuck Door.** The rear doors to this building are stuck shut.

**Treasure: Skeleton's Amulet.** The skeleton wears a silver amulet bearing the Mark of Vapul. A *detect magic* spell reveals that the amulet exudes an aura of necromancy. The aura is false, created by an *arcanist's magical aura* spell. Each of the three circles creating the Mark are embedded with obsidian. The amulet is worth 50 gp.

## 7 - Cafeteria

This building is split into two sections: an eating hall and the kitchen that served it. The light from the will-o-wisp in **area 7b** illuminates the snowy terrain around the building. The wisp uses its light to draw in unsuspecting travelers.

**7a - Eating Hall.** Three tables surrounded by chairs crowd this small eating hall. In two of the chairs, skeletons still sit. The remains of ration packets sit before them (their last meals).

**Treasure: Skeletal Goodies.** The two skeletons were a pair of bandits who hoped to find loot in the remains of the cultist hamlet. They managed to find 100 gp which they split between them and three brass chalices with silver filigrees, each worth 20

gp. The bandits' exploring gear lies in shambles on the floor, ruined by time.

**7b - Chef Wisp.** This room once served as the hamlet's kitchen. There is nothing of value left here.

**Encounter: Will-o'-Wisp.** A will-o-wisp uses its bright light to draw explorers into the kitchen. As soon as it detects a creature within 50 feet of it, it attacks.

### 8 - Cold One

Another black pillar of ice rises from the snow (see **area 5**). Like the other pillars, a **shadow** emerges from the remains and attacks living creatures who come too close to it.

### 9 - Infirmary

This building once served as Krasnovsk's medical center.

**9a - Recovery Room.** This area has the following features:

**Bodies.** Ten human skeletons litter the floor of this area. All died from the effects of the antilife weapons that discharged throughout the village. As they decayed from the effects, they separately searched for a way to heal themselves (to no avail).

**Encounter: Shadows.** Two shadows rise from the corpses and attack anyone who enters this area.

**Treasure: Medical Supplies.**

There are enough supplies stored here to create 4 full healer's kits.

**9b - Medical Office.** This room looks as if it's been devastated by an explosion. Judging by the rubbish strewn about, it was once a medical office.

**Encounter: Ice Mephits.** Two ice mephits snuck into this room through one of the shattered windows to destroy whatever on which they could get their claws. When they see the characters, they attack.

### 10 - Ruined Building

Not much remains of this small building beyond a chunk of wall and some stone tiles where its floor once was.

#### Salingfashi Shi

The white gem known as *salingfashi shi*, or "necromancer stone" is predominantly found on the ash-en covered slopes of the volcanic Xenem Dynasty. They are the Jadee-Patr gems of necromancy. A single stone the size of a date is a rare magic item that requires attunement.

While attuned to a 2-inch diameter piece of *salingfashi shi* you gain immunity to necrotic damage and you no longer require food, drink, or sleep. In addition, you become invisible to all undead creatures of CR 2 or lower. You can choose to reveal yourself to any number of undead of your choice without using an action.

**Encounter: Shadow.** A shadow hides in the northwestern portion of the ruins.

**Treasure: Buried Corpses.** A successful DC 15 Wisdom (Perception) check reveals the presence of a partially buried pair of corpses where the shadow was hiding. Both corpses are wearing lockets that once fit together. Both lockets are worth 25 gp together.

### 11 - Antimagic Tower

To ensure that all of Krasnovsk's citizens fell victim to the necromantic energy wave created by the antilife weapons, Vuzeth stored a device at the top of this crumbling tower.

**11a - Lingering Zombies.** This area has the following features:

**Encounter: Zombies.** A pair of Dinzer zombies loiter in this section of the building.

**Treasure: Eyes of Odonburg.** Both of the zombies wear cloaks with a golden clasp representing the Eye of Odonburg. Each clasp is worth 10 gp.

**11b - Stairs.** The spiral staircase in this area leads up to **area 11c**.

**11c - First Floor.** The staircase from 11b continues up to **area 11d**. There is nothing of value here.

**11d - Second Floor.** A brick made

of opaque, black glass sits on the floor. This is one of Vuzeth's antimagic devices (see General Features for details).

### 12 - Southwestern Ruins

Despite the complete lack of a roof, the walls of this old building still stand proud in the snow.

**Trap: Concealed Pit.** The snow and ice conceals the presence of a pit. The pit measures 10 feet by 10 feet and is 20 feet deep. A character who falls into the pit takes 7 (2d6) damage from the fall.

### 13 - Ruined Garrison

This building once acted as the hamlet's garrison.

**13a - Destroyed Barracks.** Half of this chamber's walls have collapsed into the ice, exposing the interior to the elements. The remains of bunks lie partially buried under the snow.

**Encounter: Matilda the Owl.**

When the characters first arrive, an *awakened owl* named Matilda carrying a white stone in her claws scouts this area. She tries to hide from the characters. Failing that, she flees, and if caught, explains herself. She is the companion of the druid Ryzhikov (**area 14c**). The stone she is carrying is *salingfashi shi* (see the sidebar), to which she is attuned. In addition to the normal benefits one receives from the stone, the stone is magnetically drawn to the antilife weapons planted throughout the complex. Matilda is using the stone to locate the devices for Ryzhikov. Overall, Matilda is friendly. If she starts to feel comfortable around the characters, she will tell them about Ryzhikov.

**13b - Armory.** This area is littered with rusted armor, broken weapons, and spoiled supplies.

**Encounter: Shadows.** Three shadows lurk here.

### 14 - Ryzhikov's Tower

Once used as a lookout point, this tower is now home to a neutral



human druid named Ryzhikov. Since “the Incident” and all of the Krasnovichi were destroyed in the resulting blast, Ryzhikov has had an intense interest in the hamlet and its secrets.

Recently, Ryzhikov and his owl companion, Matilda (see **area 13a**) came into possession of two pieces of *salingfashi shi*. The stones keep both he and Matilda safe from the undead that haunt the hamlet’s ruins.

**14a - Dead Bandit.** The body of a bandit lies among the rubble of this section of the tower. The bandit tried to rob Ryzhikov. Ryzhikov overpowered the bandit and shoved her through a window. She hit the rocks below and died. She is still wearing all of the gear and weapons normal for a bandit in addition to an explorer’s pack (half its rations are missing).

**14b - Stairway.** Ryzhikov placed ball bearings on the floors of this chamber. See Chapter 5 of the *PHB* for details.

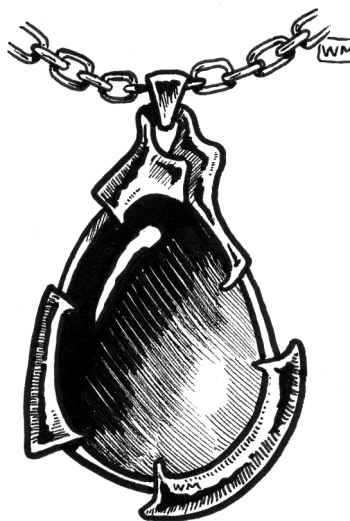
If a creature slips and falls here, Ryzhikov hears it and prepares for combat.

**14c - Ryzhikov.** This chamber is beset on all sides by dusty, leather bound tomes. A single hooded lantern lights the entirety of the room. The only other object of note is a bedroll topped with a backpack pushed to one corner.

**Encounter: Ryzhikov the Druid.** The **druid** Ryzhikov lives at the top of the chamber. Neither good nor bad, Ryzhikov is only interested in studying Krasnovsk and “the Incident.” If Ryzhikov suspects that the characters are friendly and won’t interfere in his studies, he shares what he knows about the hamlet and its secrets (assume he knows most of the elements from the adventure’s backstory). Ryzhikov also knows that the locked room in **4g** hides a *teleportation circle*. However, he isn’t sure where the key to the door is located, although he suspects that the village’s necromancer, Vuzeth, holds the key.

While Ryzhikov wishes to remain alone, he will allow non-hostile characters to rest in the chamber below his own, **area 14b**. He will not reveal his presence to the undead, therefore, he will refuse to aid in attacks against those creatures. However, he will help ward off the winter wolves if they attack, using his *produce flame* spell to frighten them away.

**Treasure: Salingfashi Shi.** Ryzhikov wears an amulet made of *salingfashi shi* around his neck. The gem keeps him safe from the undead that roam Krasnovsk.



### 15 - Ruined Guard Post

The roof of this building has been torn away. Judging by the arrow slits, this was once a guard post.

**Hazard: Antilife Weapons.** If a character succeeds on a DC 15 Wisdom (Perception) check, they discover a brick made of opaque black glass. It’s one of the antilife weapons (see General Features).

### 16 - Guard Post

This oval-shaped building appears to have no way to enter. There are two large holes carved into its western side.

**Ballistas.** Two fully functional ballistas stand at the two holes in

the western wall. Each ballista has a stack of 10 bolts beside it. Each ballista has 15 AC, 50 hit points, and immunity to poison and psychic damage.

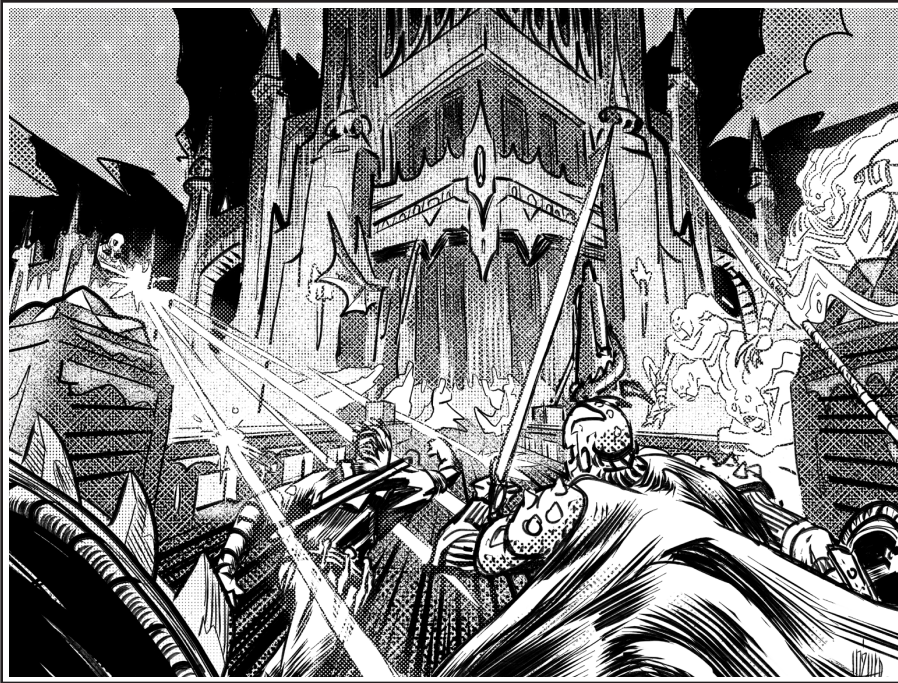
**Trap: Vapulite Armor.** When a living creature moves within 40 feet of this guard post and is not carrying the Mark of Vapul, two rusted suits of **animated armor** bearing Marks of Vapul jolt to life and man the ballistas, one each. It takes each suit of armor three rounds to load, aim, and fire its respective ballista. Furthermore, they can only see within a 60-foot cone directly in front of the guard post. They are blind beyond this range. When the armor finally fires a ballista, it makes a +4 attack roll against the nearest target the suits of armor can sense. On a hit, a ballista bolt deals 3d10 piercing damage. The armor is not programmed to defend itself. So long as the characters can enter the guard post and destroy the armor, the ballistas will stop firing.

**Secret Door.** The only way into the guard post is through a secret door set into the wall of the northeastern corner of the building. Finding the door requires a successful DC 20 Wisdom (Perception) check.

### Aftermath

The antilife weapons were created through dark necromancy and are indestructible. Because of their toxicity, they’re better left where they are. Should the objects fall into the wrong hands and be duplicated, they could become powerful weapons capable of leveling entire cities. Hopefully, the characters do their best to hide the location of this village from the rest of the world.

Sergei is a wise, old wolf. If the characters escape and fail to slay the alpha, Sergei will remember their scent. The next time the characters return to this part of the world, they will have a new, bitter enemy on their heels. Ω



# ASSAULT ON THE UMBRAL FORTRESS

BY DAVE HAMRICK

## A 5th-level adventure for Fifth Edition

Cartography by Cze/Peku

Art by Matias Lazaro, Maciej Zagorski, and William McAusland

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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 5. This Shadowfell Fortress design works best when it is placed at the front of a larger dungeon. Because it requires the characters to charge headfirst into multiple waves of creatures, the characters will need to have access to rest following the siege or, at the very least, plenty of healing supplies.*

Be sure to watch for a version of this adventure balanced for APL 11 in the next issue of BroadSword Monthly!

### The Umbral Fortress

The Demiplane of Shadow is home to countless spiteful creatures whose cruelty is limited only by their imagination. While it's unusual for shadow-kind to band together, occasionally a singular goal will arise that will draw multiple forces together. When this happens, the races of shadow might build a fortress of shadow. United under one dark roof, the creatures of shadow can plan, prepare, and execute their depraved designs.

### How to Run Battles in Waves

While it's possible for the characters to "pull" all of the monsters at once, doing so will lead to a quick TPK. Instead, keep the second and third waves behind so that the characters can fight the waves one at a time.

The waves are as follows:

- **Wave 1.** The **ogres** and **vanliorns** (see Appendix D) positioned at the front gate.
- **Wave 2.** The **ghouls** and **ghast** on the bridge.
- **Wave 3.** The shadow **bugbears** on the intermediate landing with support from the **vivisector** (see Appendix D) and the **goblins** with the necrobolt ballista.
- **Wave 4.** The **vivisector** herself before the fortress' main entrance.
- **Wave 5.** The **stone golem** at the side door.



## The Assault

Whether they traveled (the hard way) there or teleported to the spot, the characters arrive at the front of the fortress, just before the gate. Right away, they are thrust into combat.

## General Features

Unless stated otherwise, the fortress has the following features.

**Dimensions & Terrain.** The distance to the front of the gate to the main entrance of the fortress is approximately 335 feet. The monsters defending the front entrance protect the entire length of the area. The fortress itself, its gates, and turrets are built directly into a colossal boulder made of solid shadowstuff. Similarly, the stones used to build the fortress are crafted from the raw shadow of the plane.

**Despair.** The realm of shadow is a place of melancholy and hopelessness. Unless the characters have already made a similar check that day, have each character make a DC 10 Wisdom saving throw when they enter the fortress. On a failure, the character is affected by despair. Roll a d6 to determine the effects, using the Shadow Realm Despair table.

## Shadow Realm Despair.

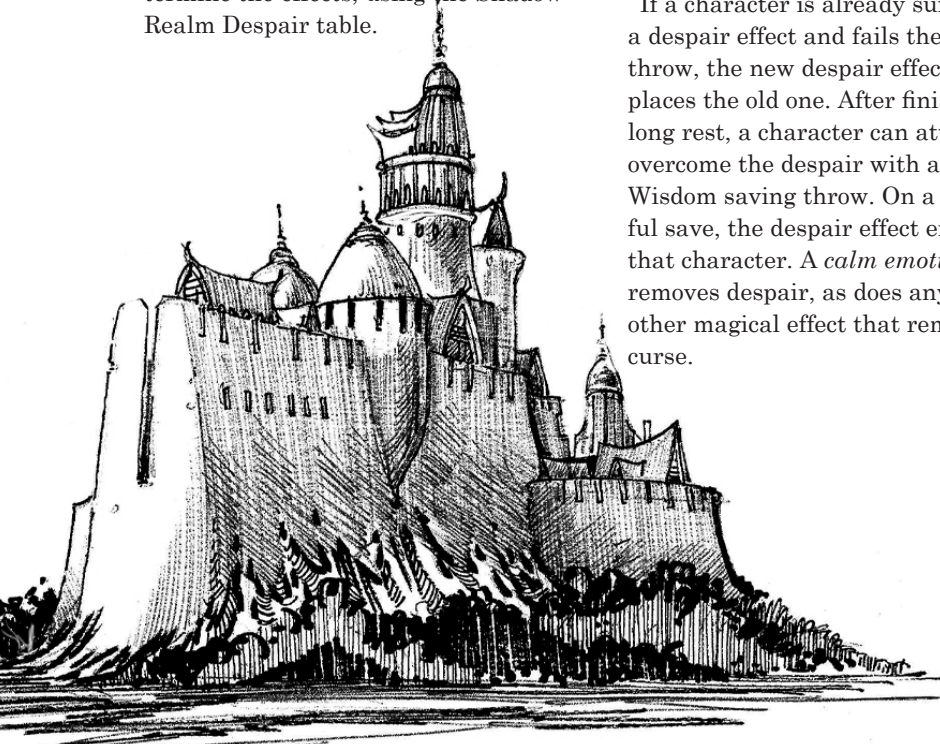
d6	Effect
1-3	<b>Distracted.</b> The character has disadvantage on Wisdom (Perception) checks and on Dexterity checks for initiative, and gains the following flaw: "I just can't get these negative feelings out of my head."
4-5	<b>Reckless.</b> All attack rolls made against the character are made at advantage and the character gains the following flaw: "Who cares what happens to me? We're all doomed anyways!"
6	<b>Ennui.</b> The character can't take reactions, and on his or her turn, he/she can either take an action or a bonus action, but not both. The character also gains the following flaw: "I'm filled with crushing sadness."

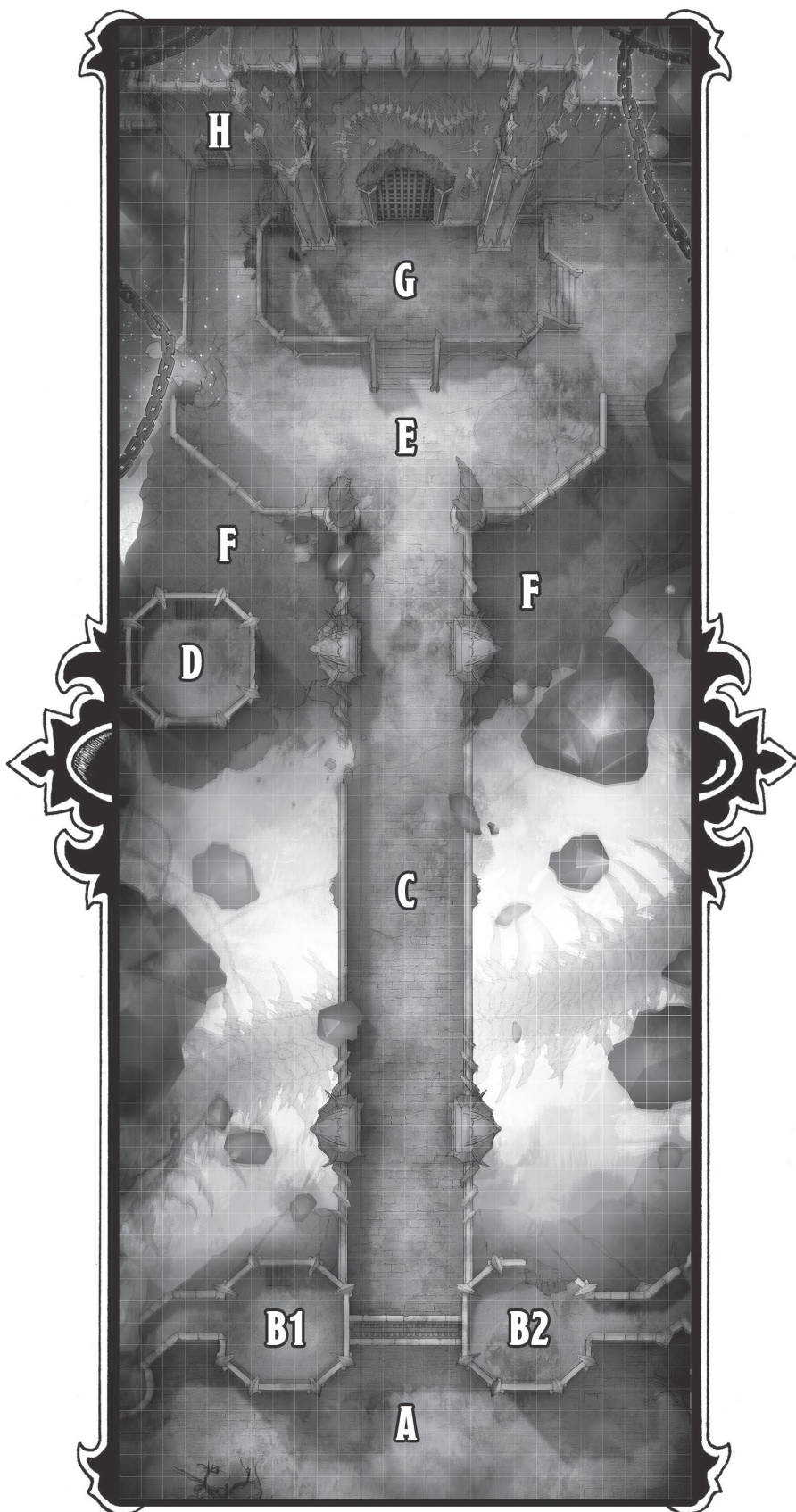
## Umbral Fortress Complications.

d20	Complication
1-15	No complication.
16	1d4 <b>shadows</b> join the fight.
17	1 <b>wraith</b> joins the fight.
18	A wave of negative energy washes over the entire fortress grounds. Each character must make a DC 10 Constitution saving throw. On a failed saving throw, a character takes 1d4 necrotic damage and is incapacitated until the end of their next turn. The monsters are unaffected by the negative energy.
19	The character is targeted by a stray arrow. Make a +4 attack roll against the character. If the arrow hits, the character takes 4 (1d8) piercing damage.
20+	A hail of arrows rains down on the character. The character must make a DC 12 Dexterity saving throw, taking 13 (3d8) piercing damage on a failed saving throw or half as much damage on a successful one.

If a character is already suffering a despair effect and fails the saving throw, the new despair effect replaces the old one. After finishing a long rest, a character can attempt to overcome the despair with a DC 15 Wisdom saving throw. On a successful save, the despair effect ends for that character. A *calm emotions* spell removes despair, as does any spell or other magical effect that removes a curse.

**Complications.** Although the characters are fighting against the hordes that protect the gate, there are other forces at work in the realm of shadow. The Umbral Fortress Complications table provides several examples. Complications occur randomly. Each character in the combat rolls a d20 at the end of his or her turn. Consult the Umbral Fortress Complications table to determine whether a complication occurs. If it does, it takes effect directly after the character's turn, either affecting the environment of the battle itself or the next character in turn order. The monsters and NPCs are not directly affected by the complications. The participant who rolled the die or a participant affected by the complication can spend inspiration to negate the complication.





**A - Front Gate**

The front gate of the fortress is guarded by a pair of turrets and a large portcullis.

**Area Description.** The front gate has the following features.

**Dimensions & Terrain.** The walls are 30-feet high and the two front turrets are 10-feet higher than the walls. A creature can scale the wall with a successful DC 15 Strength (Athletics) checks.

**Portcullis.** The passage to the fortress is protected by a massive, shadowstuff portcullis. The portcullis has AC 19, 100 hit points (damage threshold 5), and immunity to necrotic, poison, and psychic damage. A creature can use its action to make a successful DC 20 Strength (Athletics) check to lift the gate until the end of its turn. The vanliorns in the western turret (B1) have access to controls that can raise or lower the gate.

**Creature Information.** The front gate is protected by two shadow ogres (see the Creature Statistics at the end of the adventure for details on shadow creatures). Providing support to the ogres, are the six vanliorns at the top of the turrets flanking the gate.

**B - Front Turrets**

The gate is flanked by two 40-foot high turrets.

**Creature Information.** Both turrets are manned by three **vanliorns** (see Appendix D) each. The vanliorns in the western turret have access to controls that can raise or lower the gate. Disciplined in the art of war, the vanliorns duck behind cover after firing arrows at creatures below, granting them three-quarters cover (+5 bonus to AC and Dexterity saving throws).

**C - The Bridge**

This 185-foot-long bridge carved from pure shadowstuff connects the front gate to the actual fortress grounds.

**Area Description.** The bridge has the following features:



**Dimensions & Terrain.** The bridge overlooks an endless chasm of darkness in which horrible monstrosities writhe and float. A creature lacking flight that falls off the bridge is doomed to fall forever into shadow.

**Exposed.** While on the bridge, add +10 to all checks made to determine complications.

**Strong Wind.** All ranged weapon attack rolls and Wisdom (Perception) checks made on the bridge are made with disadvantage. Furthermore, the wind extinguishes open flames, disperses flog, and makes flying by nonmagical means nearly impossible. A flying creature must land at the end of its turn or fall.

**Creature Information.** The bridge is protected by seven ghouls and one ghast. These undead are supported by the shadow goblins with the necrobolt ballista in the rear turret (D).

#### D - Rear Turret

The rear turret uses a siege weapon to protect the bridge from invaders. The turret is built directly into the boulder that supports the fortress. It stands 20-feet high and is carved from pure shadowstuff. The goblins keep a rope ladder that allows them access into and out of the turret. During the combat, they keep the ladder raised.

**Creature Information.** The rear turret is protected by three **shadow goblins** (see Appendix D) with a necrobolt ballista. The goblins are too busy manning the necrobolt ballista to duck behind cover; even still, the turrets' merlons offer half cover (+2 bonus to AC and Dexterity saving throws).

**Necrobolt Ballista.** *Large object*  
**Armor Class:** 17 **Hit Points:** 50  
**Damage Immunities:** necrotic, poison, psychic

A necrobolt ballista is a cross-bow-like weapon that fires bolts of necrotic energy. Before it can be fired, it must be loaded and aimed. It takes

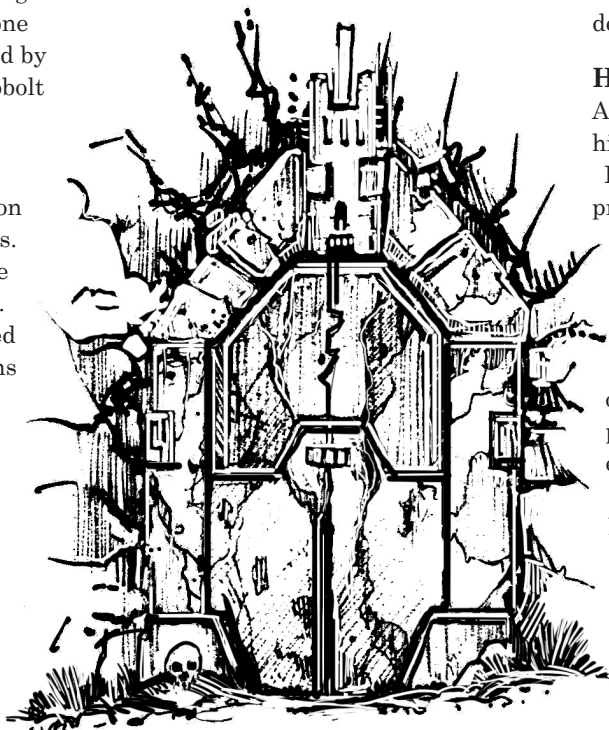
one action to load the weapon, one action to aim it, and one action to fire it.

**Necrobolt.** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. **Hit:** 18 (4d8) necrotic damage.

#### E - Intermediate Landing

The intermediate landing is the fortress' main entrance's last line of defense.

**Creature Information.** The intermediate landing is protected by six shadow **bugbears** (see the Creature Statistics at the end of the adventure for details on shadow creatures). The bugbears are supported by the three shadow goblins with the necrobolt launcher as well as the vivisector (see area G).



#### F - Lower Courtyard

The lower courtyard is nothing more than the exposed shadowstuff of the boulder upon which the fortress is built.

#### G - Main Landing

The main landing is 10-feet higher than the intermediate landing.

**Main Gate.** The portcullis blocking entry into the fortress has AC 19, 100 hit points (damage threshold 5), and immunity to necrotic, poison, and psychic damage. A creature can use its action to make a successful DC 20 Strength (Athletics) check to lift the gate until the end of its turn.

**Creature Information.** A **vivisector** (see Appendix D) wielding the *shadenstaff* (see Appendix C) protects the front gate to the castle. While acting as support for the bugbears, she attacks from a distance with her *chill touch* cantrip. If assaulted directly, she employs her *darkness* spell and uses her Devil's Sight feature to her advantage. Fanatical, the vivisector fights to the death.

#### H - Side Entrance

A secondary entrance to the fortress hides at the side.

**Locked Door.** The side entrance is protected by a 10-foot tall door carved from shadowstuff. The door has AC 17, 25 hit points, and immunity to necrotic, poison, and psychic damage. Under normal circumstances, a DC 15 Strength (Athletics) check or a DC 15 Dexterity check using proficiency in thieves' tools would be enough to break down or open the door respectively. However, the door has been *arcane locked*—the DCs increase by 10 for both checks.

**Creature Information.** The side entrance is protected by a **stone golem**. The stone golem's only purpose is to protect the door. Therefore, it will not assist in any other combat.

#### Wrap-Up: Into the Fortress

Once the characters get past the fortress' front defenses, they will likely enter the fortress. What that looks like is up to you.

Map suggestions are listed below. Fortunately, the battle is done... for now.

## Creature Statistics

The *MM* contains stat blocks for most of the creatures found in this adventure. There are also creatures who were created specifically for this adventure. The latter monsters are included in Appendix D of this book. However, there are suggestions for substituting those monsters below. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in the *MM*.

The table below lists the creatures that appear in this adventure along with their original source. For new monsters, alternative monsters are suggested in parentheses. Monsters marked with an asterisk get the shadow template described below.

## Shadow Template

Some of the monsters in the adventure are shadow versions. A shadow version uses the creature's normal statistics, but with the following changes:

- The creature gains darkvision out to 60 ft. If the creature already has darkvision, its darkvision increases by 60 ft.
- **New Trait: Shadow Stealth.** While in dim light or darkness, the creature can take the Hide action as a bonus action.
- **New Trait: Sunlight Sensitivity.** The creature has disadvantage on attack rolls and Wisdom (Perception) checks when in direct sunlight. Ω



## Umbral Fortress Monsters.

Monster	Source	MM Substitution
bugbear*	<i>MM</i>	
ghast	<i>MM</i>	
ghoul	<i>MM</i>	
ogre*	<i>MM</i>	
shadow	<i>MM</i>	
shadow goblin	Appendix D	<b>goblin</b> with shadow template
stone golem	<i>MM</i>	
vanliorn	Appendix D	<b>hobgoblin</b> with shadow template
vivisector	Appendix D	<b>mage</b>
wraith	<i>MM</i>	

## Map Suggestions

Need a map for the inside of the fortress itself? Try using any of the larger, interior dungeon maps by Dyson Logos or Tim Hartin. Both are experts at sprawling dungeon

designs. If you'd prefer something random and unique, you can also try donjon.bin.sh's Random Dungeon Generator or watabou.itch.io's One Page Dungeon.

### Dyson Logos



SCAN ME

[donjon.bin.sh](https://donjon.bin.sh)



SCAN ME

### Tim Hartin



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# THE FROSTGAUNTLET

BY DAVE HAMRICK

## A 9th-level adventure for Fifth Edition

Cartography by Cze/Peku

Art by Paper Forge and Maciej Zagorski

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*The Frostgauntlet is a side trek adventure for Fifth Edition. The adventure is intended for three to seven characters of 8th to 11th level, and it is optimized for five characters with an average party level (APL) of 9. The adventure features maps by Cze & Peku, paper miniatures by Paper Forge, and a new magic item by The Griffon's Saddlebag. All of these items are included in the original posting of this adventure which you can find on [www.patreon.com/dmdave](http://www.patreon.com/dmdave).*

### Adventure Background

The Frostgauntlet offers a shortcut between two important stretches of arctic territory that would otherwise require magical means to cross. Treacherous and nigh impassable, many who know of its perils would rather take the long way 'round before setting foot within its icy passages. To make matters worse, the cavern is now home to a dreadful white dragon named Pulraess, The Prince of Winter. Understanding the value the shortcut offers adventurers and explorers, Pulraess uses The Frostgauntlet as an ambush point. Pulraess' minions then gather the looted treasure from the dead and add it to the dragon's ever growing pile which it keeps below a thick layer of ice.

Until the dragon and its minions are forcibly removed from the area, The Frostgauntlet is effectively off-limits.

### Adventure Hooks

If you need some ideas on how to add this adventure to your campaign, here are a few hooks to get you started:

**Death to Pulraess!** The dragon Pulraess and its loyal minions obstruct all travel through The Frostgauntlet. This has hurt trade, exploration, and adventuring in the north, and until the dragon is defeated, all who once used The Frostgauntlet shall suffer. The adventurers must enter The Frostgauntlet and defeat the dragon. And if the dragon's hoard



isn't enough, the icy nations are willing to pay the first party that returns with the dragon's severed head 5,000 gp.

**Through The Frostgauntlet.** The characters have limited time to reach an important destination in an arctic environment. Powerful winds prevent flight and the northern lights make teleportation magic unreliable. Their best bet is to travel through The Frostgauntlet. In doing so, they might arouse the ire of the white dragon Pulraess and its minions.

**Thurid Trandildottir's Lost Party.** Thurid Trandildottir, the infamous frost warrior, vanished as she and her party traveled through The Frostgauntlet a month ago. Her father, Trandil Gardarsson challenges brave adventurers to bring back proof that she is, in fact, dead. And if she isn't dead, he challenges them to bring her back in one piece.

If you choose this adventure hook, Trandildottir's chalice can be found among Pulraess' hoard in **area 8**. The chalice bears her name and the name of her clan. Alternatively, you can replace the five petrified bugbear statues in **area 3** with five **berserkers**, one of whom is Thurid Trandildottir.

## The Frostgauntlet

The Frostgauntlet is a series of outdoor glacier-carved ice canyons connected by a series of narrow, hard-ice passages. The water at the base of each canyon's chamber stays frozen year around.

### General Features

Unless stated otherwise in the keyed location descriptions, The Frostgauntlet has the following features.

#### Slippery Ice

All of the frozen ice and lakes within the Frostgauntlet count as difficult terrain. When a creature moves onto or through an area of slippery ice for the first time on a turn, it must succeed on a DC 10 (Acrobatics) check or fall prone. A creature with resistance or immunity to cold damage automatically passes their check to avoid falling prone. Similarly, a creature moving through the area at half speed doesn't need to make the check.

The walls that surround the lakes and passages are made from thick ice that rises 30 to 60 feet above The Frostgauntlet.

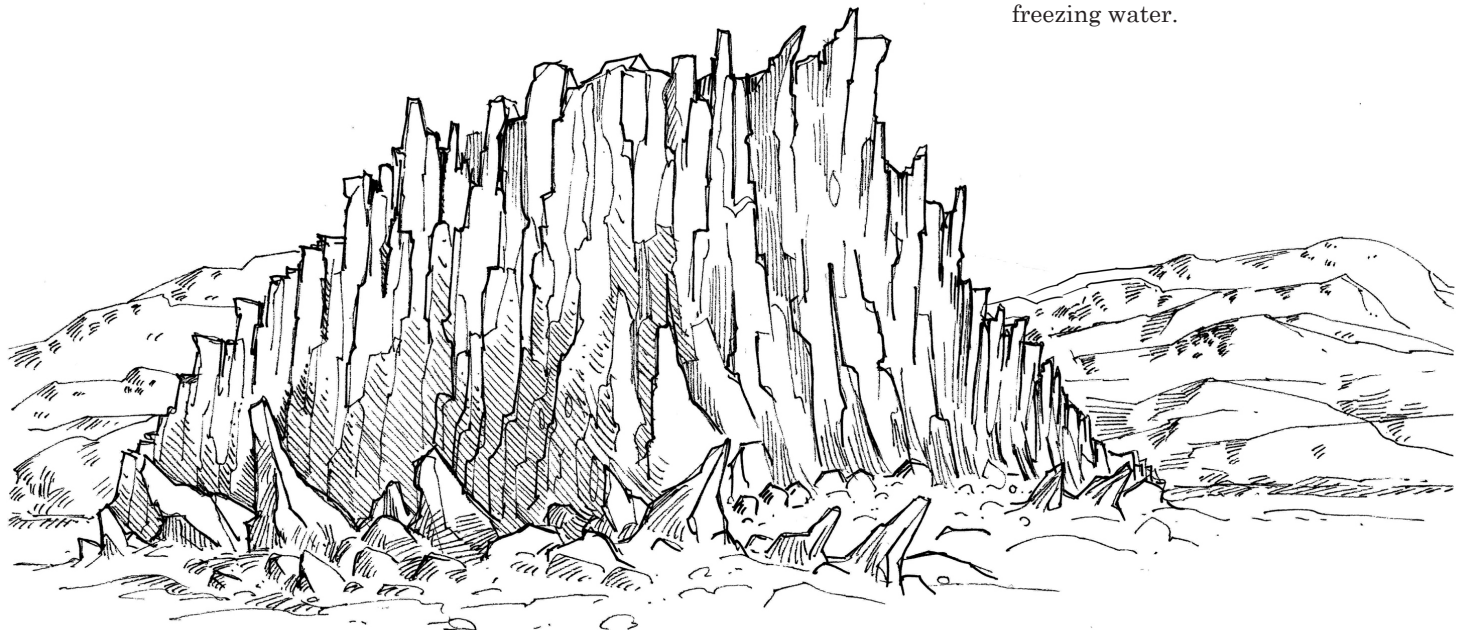
A 10-foot section of ice has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

#### Thin Ice

Some of the areas within The Frostgauntlet are covered in thin ice, noted in the area descriptions. The Frostgauntlet's thin ice has a weight tolerance of 200 pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through into frigid water.

#### Frigid Water

If a creature falls through an area of thin ice or is otherwise pushed into The Frostgauntlet's freezing water, the creature can be immersed within the water for a number of minutes equal to its Constitution score before suffering any negative effects. Each additional minute spent in the frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in the freezing water.



## Weather

At the start of each day adventuring through the gauntlet, choose or roll on the Weather table to determine the weather conditions for the current adventuring day. Descriptions of each of the weather conditions are given after the tables. Conditions on the table marked with an asterisk offer no negative effects.

### Weather.

d20	Temperature
1—16	Extreme cold
17—19	Warmer than usual*
20	Direfrost

d20	Wind
1—5	None*
6—15	Light*
16—20	Strong

d20	Precipitation
1—12	None*
13—17	Light snowfall*
18—20	Heavy snowfall

**Extreme Cold.** Extreme cold conditions are temperatures at 0 to -50 degrees Fahrenheit. A creature exposed to such temperatures must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally

adapted to cold climates.

**Dire Frost.** A few times each season, The Frostgauntlet is subjected to dire frost conditions, when temperatures drop below -50 degrees Fahrenheit. A creature can be exposed to such conditions for a number of minutes equal to its Constitution modifier before suffering any ill effects. Each additional minute spent in direfrost conditions requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw. Creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates, but not inherently resistant or immune, have advantage on the saving throw.

**Strong Winds.** Strong winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

**Heavy Snowfall.** During a heavy snowfall, everything in The Frost Gauntlet is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

## Keyed Locations

The following locations are keyed to the map of The Frostgauntlet below.

### 1 - Southern Entrance

The southern entrance is the easiest way to enter The Frostgauntlet.

**Possible Encounter: Bugbear.**

Unless the area is currently under the effects of a dire frost, a **bugbear** from **area 2** keeps watch in the small tunnel that connects this area with **area 2**. Have the bugbear make a Dexterity (Stealth) check contested by the characters' passive Perception scores. If successful, the bugbear slips away before he is noticed to warn the others in **area 2**. Otherwise, the characters spot the sentry.

### 2 - Bugbear and Ogre Camp

Four large tents dominate this icy cavern.

**Encounter: Bugbears and Ogres.** Six **bugbears** and two **ogres** guard the southern entrance. One of the bugbears keeps a watch on **area 1** to ensure no trespassers sneak into The Frostgauntlet. All of the bugbears and ogres wear warm clothing to prevent the effects of exposure.

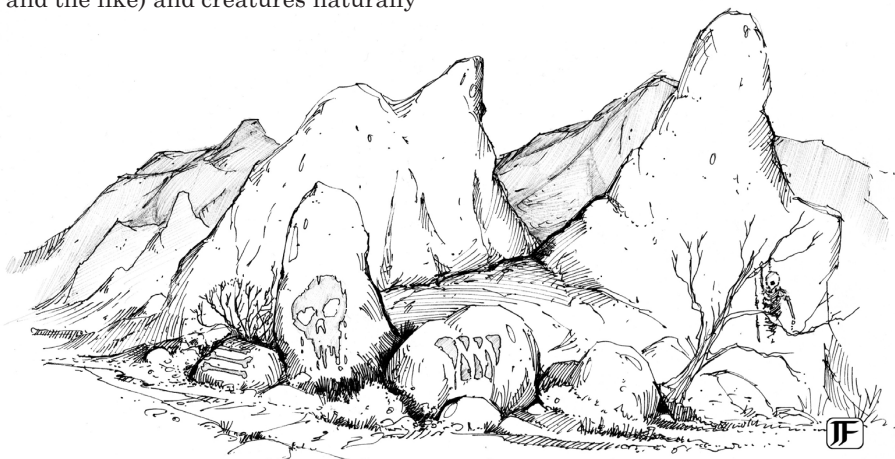
If there is a dire frost happening, the bugbears and ogres are gathered in tents and only emerge if The Frostgauntlet comes under attack.

### 3 - Frozen Medusa

Six 6-foot-tall icicles jut out of the frozen lake like stalagmites.

**Items of Interest: Petrified Statues.** Five of the statues are a group of bugbears who tried to take the medusa on themselves. A greater restoration spell returns each statue back to its normal state.

**Hazard: Frozen Medusa.** The sixth statue is actually a medusa who Pulraess froze with his icy breath. If a character clears away the ice and snow around her face, they will discover that her gaze still functions as normal (despite the fact that she's dead). Refer to the **medusa's** Petrify-





ing Gaze feature in its stat block for details.

#### 4 - Empty Cavern

There is nothing of interest in this part of The Frostgauntlet.

#### 5 - Thin Ice

This large, icy chamber appears to be empty.

The moment the characters set foot in this section of The Frostgauntlet, they will notice that each step they take causes the ice to crack.

**Hazard: Thin Ice.** This area is subjected to the thin ice hazard described in General Features. If the ice breaks, the bugbears and ogres in **area 2** will hear it.

#### 6 - Winter Wolves

The ice in this chamber is littered with the bones of humanoids and frozen carcasses of trespassers.

**Encounter: Winter Wolves.** Five **winter wolves** live in this cavern. They revere Pulraess and act as additional protection for the white dragon's lair. As such, they fight to the death.

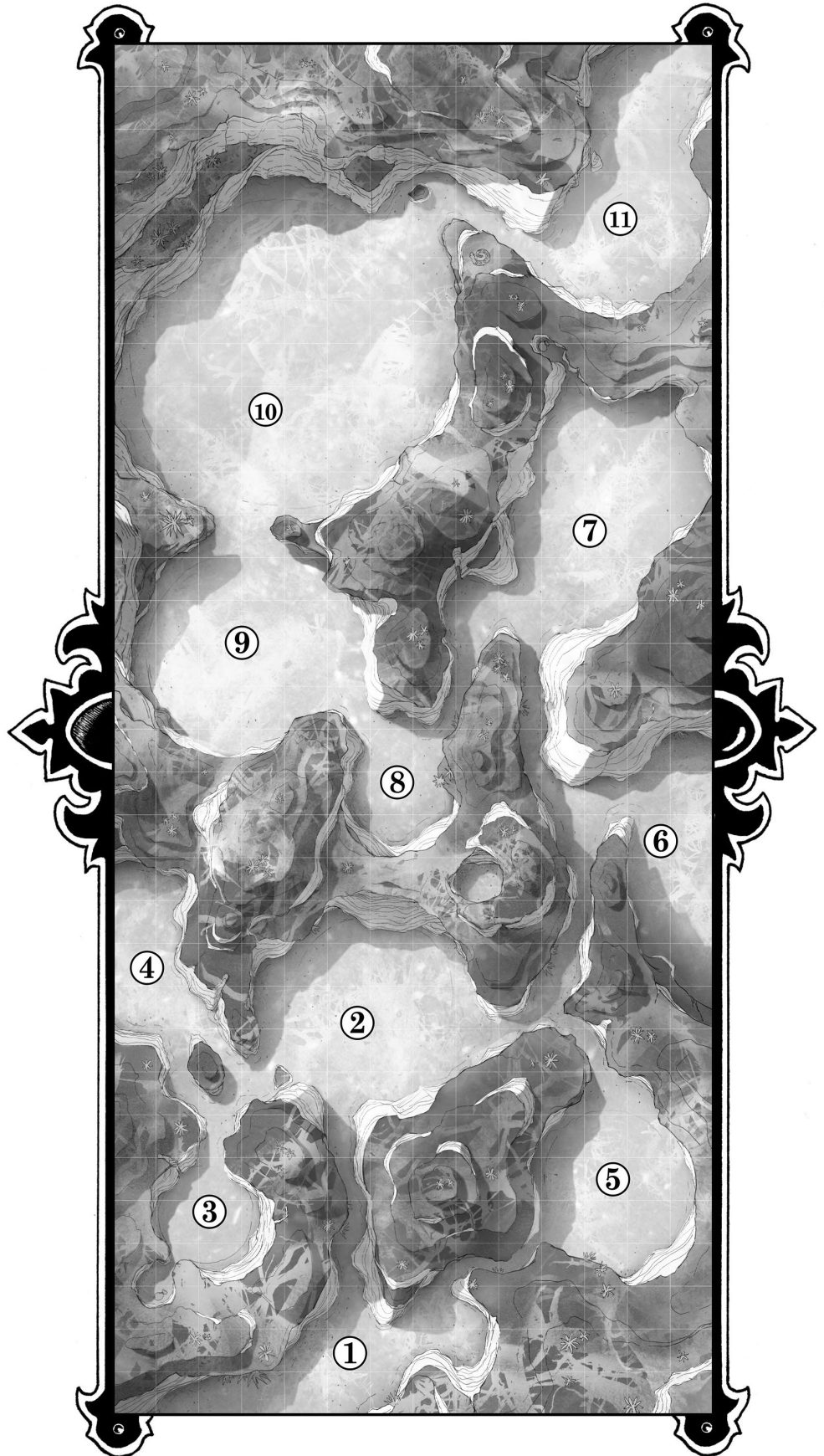
#### 7 - Frost Wisps

The wind howls throughout this large, oblong cavern.

**Encounter: Frost Wisps.** When the characters enter this area, right away they should notice dim points of bluish light moving below the ice. The points of light are six frost wisps. A frost wisp uses the same statistics as a **will-o'-wisp**, but with the following changes:

- The frost wisp is immune to cold damage.
- Replace the frost wisp's shock attack with a *ray of frost* attack that functions exactly like the spell, dealing 9 (2d8) cold damage on a hit. Its spellcasting ability is Wisdom (+4 to hit) for this attack.

Because the ice here is five feet thick, a will-o'-wisp can use 10 feet of its movement to move between the



surface and water below the ice and vice versa. A combat here is likely to garner the attention of Pulraess in **area 9**.

### 8 - Pulraess' Hoard

This small, chilly niche appears to be devoid of anything of interest.

**Hidden Treasure.** The dragon Pulraess keeps his treasure hoard below the ice of this **area 10** feet under frigid water on the lake's floor. Noticing the treasure requires a successful DC 15 Wisdom (Perception) check. The characters can only access the hoard if they break through the ice or find another way to reach the bottom of the lake. The hoard contains 20,300 cp, 76,500 sp, 10,250 gp, and 2,000 pp in coins. It also holds the following gems: 2 black opals (1,000 gp each), 1 aquamarine (500 gp), 1 blue spinel (500 gp), 6 pearls (100 gp each), and 8 onyxes (50 gp each). There is also a golden goblet with diamonds worth 2,500 gp buried under the coins and *Winter's Embrace* (see Appendix C).

### 9 - Pulraess' Lair

This large cavern is filled with the bones of various large creatures including mammoths, polar bears, and even a few frost giants.

**Hazard: Thin Ice.** This area is subjected to the thin ice hazard de-

scribed in General Features. Pulraess has learned how to walk along the ice without breaking it.

**Encounter: Pulraess.** The **adult white dragon**, Pulraess claims this area as its lair. Stubborn and impatient, Pulraess views all adventurers as intruders and attacks without a second thought. Pulraess prefers to take to the skies and

keep 60 feet above the ice, using his cold breath to corral his foes to the same patch of ice in hopes they fall through.

Greedy to the point of lunacy, Pulraess will fight to the death to ensure his hoard (in **area 8**) goes untouched by trespassers.

### 10 - More Thin Ice

The moment the characters set foot in this section of The Frostgauntlet, they will notice that each step they take causes the ice to crack.

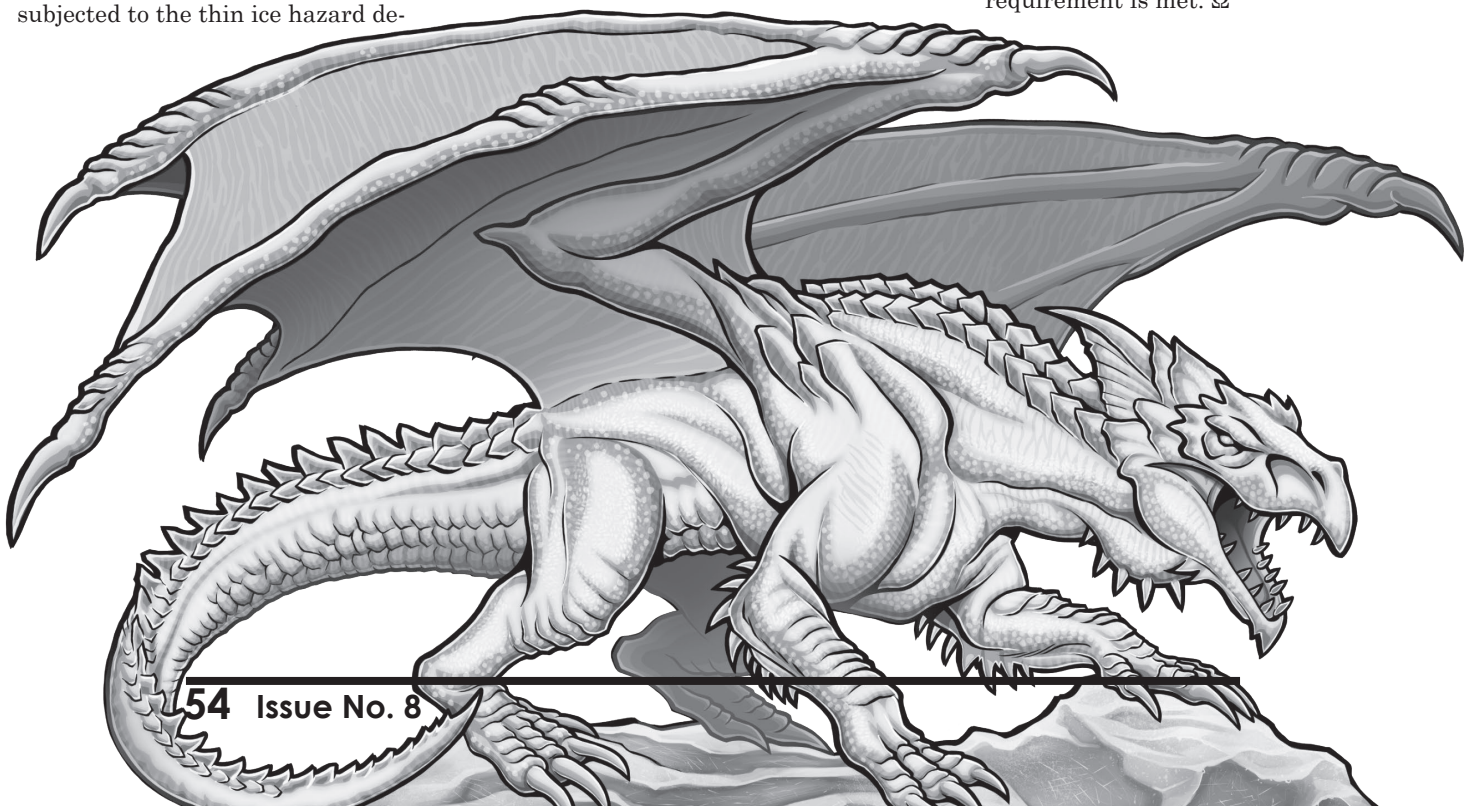
**Hazard: Thin Ice.** This ice that covers this lake is thin as described in General Features. Even if the characters don't fall through the ice here, each step they take causes the ice to crack loudly. If Pulraess is in **area 9** and isn't otherwise distracted, the sound of the cracking ice alerts the dragon to the characters' presence.

### 11 - North Entrance

Less accessible than the southern entrance, the northern entrance is guarded by two, large, polar-bear-humanoid hybrids wielding oversized greataxes.

**Encounter: Polar Werebears.** Two polar werebears in hybrid form stand guard at the northern entrance of The Frostgauntlet. Their names are Kaskae (male) and Nukka (female). The polar werebears use the same stats as a **werebear** except they are chaotic evil and have resistance to cold damage in addition to their other immunities. These lycanthropes do not use their bite attack unless they have no other option.

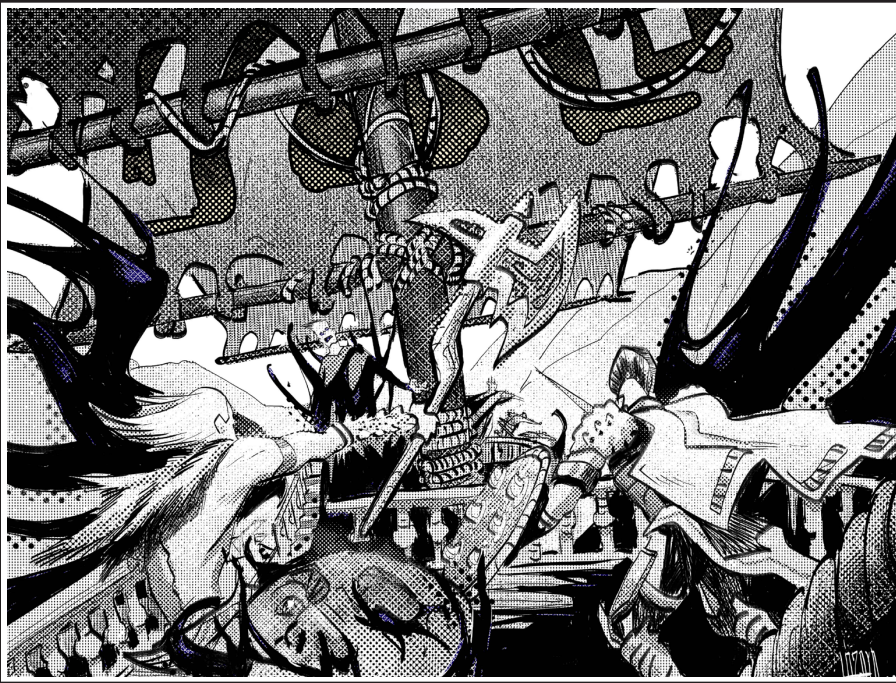
**Treasure.** The were-polar-bears keep a stash of goods taken off adventurers who've tried to pass through The Frostgauntlet (and failed). Finding the stash requires a successful DC 15 Wisdom (Perception) check. The stash, held in a small cast-iron chest, consists of 70 pp, 100 gp, and three bits of amber worth 100 gp each. Kaskae also carries a *+1 hungry dagger*. The weapon functions like a normal *+1 dagger* so long as fresh blood from a humanoid has been applied to it within 24 hours. Otherwise, it becomes a mundane dagger until this requirement is met. Ω





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# THEY CAME FROM BEYOND



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# CHAPTER 1: MUTINY ON THE CHIVALROUS

BY DAVE HAMRICK

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## A 12th-level adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, Fat Goblin Games, Shutterstock, and William McAusland

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*Mutiny on the Chivalrous* is a Fifth Edition adventure for four to six characters of 11th to 13th level. The adventure is optimized for a party of five characters with an average party level (APL) of 12. Characters who play through the entire adventure should earn one-quarter of the experience necessary to reach the 13th level.

This adventure takes place on *The Chivalrous*, a ship sailing north through treacherously cold arctic waters. This adventure assumes placement in the Legends of Omeria campaign setting, specifically in Northern Omeria. However, it can just as easily be placed in any campaign setting that has a cold, arctic stretch near water.

This is the first chapter of the adventure series, *They Came From Beyond!*

### Adventure Background

*The Chivalrous*, a sailing ship from the Dinzer port of Boscos, was hired to carry cargo north along the eastern Northern Omerian coast through the Tyrant's Riddle. The Tyrant's Riddle is the chilly sea that grasps the islands of Xenem Dynasty and Aegreya, then slides up the coast of Rasgax Highlands before joining the Omerian Ocean at the tip of the Syhros Peninsula. Its waters are filled with dense ice flows, plagued by frosty hurricanes, and populated by gargantuan creatures who thrive in the cold. Thanks to Casar's extreme axial tilt and slow path around the distant sun of Naeyer's Eye, this region of the world is bathed in perpetual ice and subject to impossibly long nights.

Argus, the ship's Dinzer captain, was hired for his reputation for discretion. Unfortunately, Argus also has a reputation for pushing his crew beyond their limits. Just coming off a difficult mission to the island of Elsath, his crew demanded downtime before setting off again; Argus refused. Now a mutiny brews among the crew of *The Chivalrous*.





## The Oozes

Argus was paid handsomely—up-front—so long as he didn’t ask any questions about what he and his crew would be transporting. Little does Argus or his crew realize, the cargo he was asked to transport isn’t the typical goods that they’re used to moving from point A to point B. In the hold of *The Chivalrous*, Argus and the crew have eight specially-lined containers that prevent the creatures within from escaping. Those creatures are black puddings, eight in all, whose acidic touch would bore holes through the wooden hull of *The Chivalrous* in just a few minutes. They are to be delivered to the village of Borgstrand, a little-known settlement on the Syhros Peninsula.

**Who Hired Argus and The Chivalrous?.** Argus’ employer needs the puddings for experiments. If you run this adventure as a one-shot, the employer’s identity is not important to the story. However, if you run this adventure as part of the They Came From Beyond! Adventure path, Argus and his crew were hired by none

other than Dr. Calamity through a third-party intermediary. The intermediary left no paper trail for the characters or Argus to follow; thus, the true identity of Argus’ employer is unknown.

## Adventure Hooks

So why would a group of high-level characters suddenly find themselves on an icy ship transporting cargo north along the eastern Northern Omerian coast? Here’s a few ways to get them involved in the story:

**Passage North.** For some reason, the characters need to travel further north. Not a lot of ships travel beyond the Ocean of Warna into the Tyrant’s Riddle, thus, *The Chivalrous* is their best bet to reach the Syhros Peninsula and beyond.

**Mutiny Breakers.** Argus, sensing that the crew is about to turn on him, hires the characters to keep an eye on the ship’s crew while it delivers its cargo north. Argus recognizes that the characters are likely wealthy (they are level 12, afterall), but promises access to a few maps he keeps in his safe that are rumored to lead to

treasure that defies the imagination. Argus might even have information that’s important to the characters which he’s willing to trade if they help.

**Illegal Cargo.** A patron of the characters suspects that *The Chivalrous* might be transporting illegal cargo. Fearful that Argus and the crew might drop the cargo into the depths of the Tyrant’s Riddle at the first hint of the authorities, the patron tasks the characters to join the ship’s manifest under false pretenses. The characters must learn exactly what *The Chivalrous* is carrying and report their findings.

## The Chivalrous

*The Chivalrous* is an old, tough sailing ship built for travel in both warm and cold waters. Despite his Dinzer origins, Argus prefers “traditional” ships. *The Chivalrous* lacks the fancy *odonburgite*-powered engines of *Odonburg*’s airships and Naval vessels.

*The Chivalrous* has the following features:

**Ceilings.** In the lower deck, holds, and cabins, the ceilings are 8 feet

high with 6-foot-high doorways.

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

**Footlockers.** Many of the ship's cabins possess iron footlockers. All of the footlockers have AC 19, 18 hit points, and immunity to poison and psychic damage.

**Light.** Hanging lanterns cast bright light throughout most of the ship.

**Rigging.** All of the ship's rigging can be climbed without an ability check.

**Sails.** *The Chivalrous* has three 80-foot tall masts with sails. Because the ship often moves through icy waters, it also includes oars on the lower deck for rowing.

### Crew of the Chivalrous

The Chivalrous boasts a crew of twenty-one sailors and five officers. All of the sailors are **commoners** with proficiency in Athletics and water vehicles. The officers are detailed below.

**Captain Argus.** Argus hails from the Dinzer province of Boscós. Originally a Naval officer in Odonburg's navy, he turned his sights to mercenary work in Central and Northern Omeria. While the captain rarely talks about his past, some of his men suspect he left Odonburg after committing some unspeakable crime there. Argus is a lawful evil human **bandit captain** with proficiency in water vehicles.

**Zebess.** Argus' first mate is Zebess, also from Odonburg. Beyond barking orders at the crew, she says very little. Zebess uses the stats of a lawful neutral human **noble** with proficiency in Intimidation and water vehicles.



**Kong Yu.** The ship's quartermaster, Kong Yu, spends most of his time below deck. The Aegreyan enjoys playing dice and taking naps. Kong Yu is a lawful neutral dragonborn **noble** with proficiency in water vehicles.

**Duval Rihle.** Originally from Murktown in Northern Omeria, Duval is the ship's bosun. He's also a drunk with one hell of a temper. As the ship's navigator, Duval spends most of his days staring at charts. More so than the rest of Argus' other officers, he's dissatisfied that *The Chivalrous* is being led through the icy waters of the Riddle. Duval is a neutral good human **noble**.

**Rachele Ashbinder.** Another Murktowner, Rachele is the ship's cook. Like her best friend, Duval, Rachele hates the idea of traveling through Tyrant's Riddle so soon after their last job. The crew love Rachele and many have shared their dissatisfaction with her. Rachele is a neutral good human **noble**.

### Keyed Locations

The following locations are keyed to the map of *The Chivalrous* on the following page..

**1 - Main Deck.** The main deck has a covered 10-foot square opening that leads to the lower decks. The crew can easily lower cargo thanks to a rope and pulley system attached to the ship's main mast. During most hours of operation, Zebess is here directing the ship's crew.

**2 - Zebess' Quarters.** Zebess' room contains a footlocker that holds her possessions which includes an explorer's pack worth of goods, a light crossbow with 20 bolts, and 50 gp.

**3 - Duval's Quarters.** The ship's quartermaster, Duval, sleeps here. He keeps a footlocker that contains all his maps and charts as well as a leather pouch with 25 gp. He is usually found here or in his office.

**4 - Duval's Office.** When Duval isn't here, the door is kept locked.

This small room has a desk where Duval spends his time pouring over charts. There's usually a half-empty bottle of wine hidden within one of the desk's drawers.

**5 - Armory.** The door to this room is always kept locked.

This room holds sixteen light crossbows, 200 bolts for the crossbows, and twenty scimitars.

**6 - Meeting Room.** Argus and his officers meet here to discuss important matters.

**7 - Private Storage.** Argus keeps special cargo, treasure, and other valuables locked away in this room. Right now, the load is light, but there is still a footlocker against the bowside wall that contains 200 gp, 50 pp, and an ornate spyglass worth 1,500 gp.

**8 - Captain's Quarters.** Argus' bed and personal effects are kept in this area. There is also a plush leather couch, plundered from an Aspaethan fortress, where Argus enjoys relaxing and thinking.

**9 - Captain's Office.** In this room, Argus writes in his journal, pours over charts, and contemplates. Argus also keeps his safe here, hidden in the bottom of a barrel that acts as a table.



Inside the safe, Argus keeps 1,000 gp and a +2 *dagger*. Additionally, Argus stows various treasure maps which he has yet to pursue. Whether or not the maps lead to actual treasure—or other points of interest—is up to you.

**10 - Forecastle.** *The Chivalrous'* forecandle boasts a loaded ballista with ten arrows stacked nearby. *The Chivalrous* once had an iron figure-head at the forecandle's front, but lost it while running through a sea elf barricade along Dorithell's coast.

**11 - Quarterdeck.** Most days, Argus is found here operating the wheel. He prefers silence while he pilots and thinks.

**12 - Aft Hold.** Multiple hammocks hang in this cramped cabin. When the ship is especially crowded, excess cargo is stored here, as well.

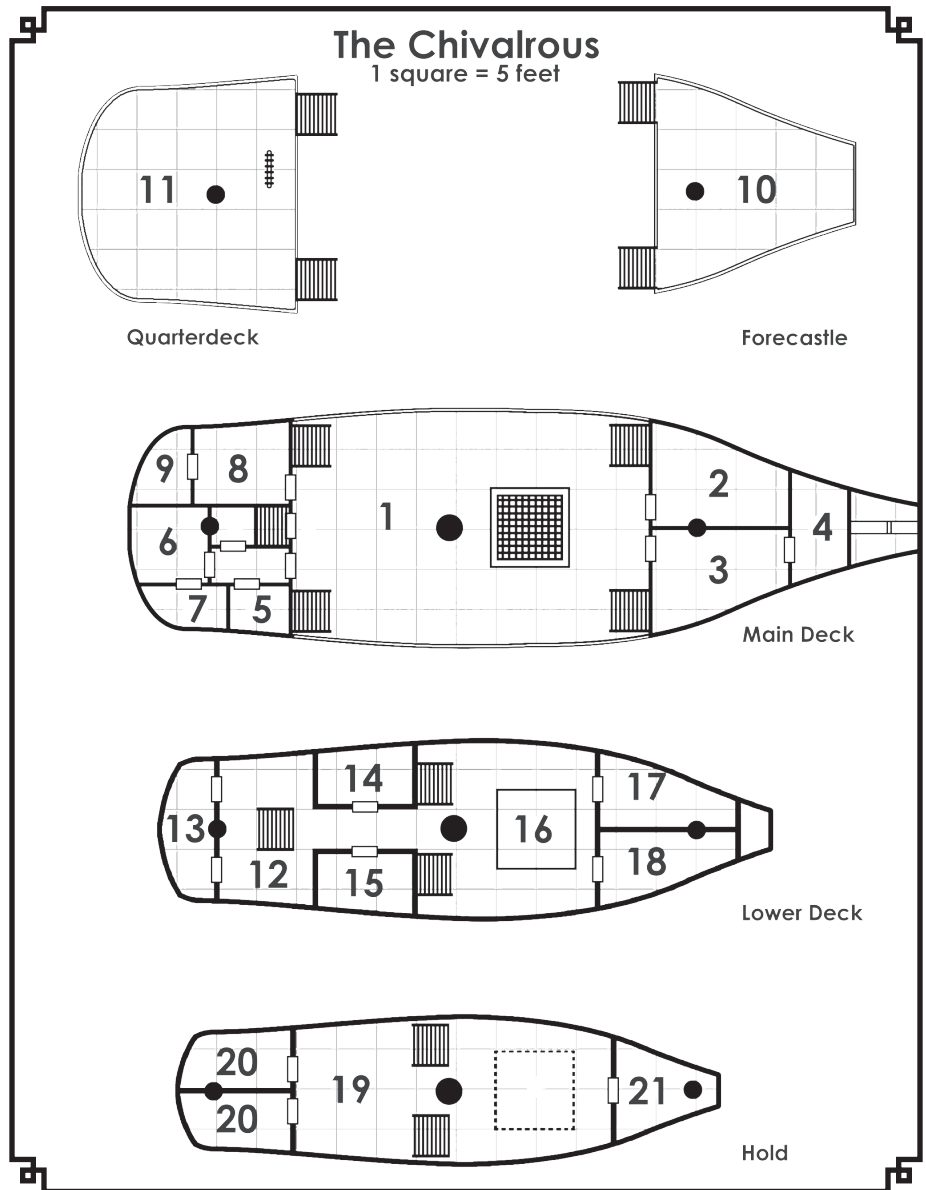
**13 - Guest Cabin.** VIP passengers sleep here on one of the three small beds that clutter this room. Likely, this is where Argus will stow the characters. There is a footlocker here, too, but it's empty.

**14 - Medical Cabin.** All of the ship's medical supplies are kept here. There is a table on which injured sailors or passengers can be treated. Currently, *The Chivalrous* does not have a surgeon.

**15 - Galley.** The ship's cook, Rachele, prepares meals for the crew here. Most of the meals consist of gruel, stew, or some other "quantity-over-quality" dish fit for the iron-stomached deckhands. Rachele is almost always here, cooking and sharing gossip with the ship's crew.

**16 - Lower Deck.** A 10-foot square opening in both the ceiling and floor allows cargo to move easily between the hold, lower, and main decks of the ship. Crates and barrels crowd the walls. A few of the sailors hang their hammocks here, too.

**17 - Rachele's Quarters.** Although this area was originally intended to act as a VIP cabin, Rachele claimed this room as her own. The footlocker here contains Rachele's clothing, 10



gp, a heavy crossbow, and two scimitars.

**18 - VIP Guest Room.** This simple room hosts a single bed and empty footlocker. When it isn't in use, Argus uses it as the ship's brig.

**19 - Hold.** The majority of *The Chivalrous'* cargo is kept in the lowest part of the ship, the hold. There are also oars stowed here in case the ship needs them (rarely).

During this adventure, the hold contains eight crates. The crates measure 6-feet on a side. Each of the

crates' interiors are coated with a special substance that makes them immune to acid damage—this is important, because each of the crates holds a single **black pudding**.

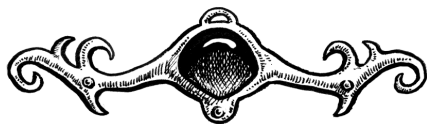
Because the eight crates are so large, the crew must shimmy past them to get around. So long as the crates remain, treat this area as difficult terrain.

Kong Yu is often found here, napping on top of the crates.

**20 - Crew Quarters.** The two rooms at the hold's stern are where the ma-

jority of the ship's sailors sleep. Rarely trusting even their own colleagues, they keep no valuables here.

**21 - Privy.** Benches line both the starboard and portside walls of this room. Four holes carved into them house chamber pots.



### Travel Along the Riddle

*The Chivalrous* leaves port in the town of Greatwell along The Wound, the large sea that divides Northern and Central Omeria, then sails west. After three days, the ship enters the Ocean of Warna and cuts north. From there, it will take Argus and his crew two weeks to reach the village of Borgstrand.

The trip north to the Syhros Peninsula is anything but enjoyable. Soon after *The Chivalrous* passes Yazur Island, the water turns frigid, the winds grow stronger, and the waves crest at 16 feet or more. If the extreme cold isn't enough, heavy precipitation is a problem, too. Freezing rain, hail, and snow pelt the small ship. After a day of travel through these conditions, ice begins to collect on *The Chivalrous'* decks. Zebess directs the crew to salt the decks and keep the sails free of frost.

If morale wasn't already bad enough, it only gets worse once the cold sets in. The crew of *The Chivalrous* starts to whisper that Argus must be a secret cultist of Vapul, the God of Ice and Death (which is not true).

The first few days of travel, the characters should get a feel for the ship, its crew, and all the important personalities, especially the officers. None of the ship suspects that there is anything strange about the cargo in the hold; just that it's taking up a lot of space and, for whatever reason, Argus was paid a lot of gold to transport it to Borgstrand. If asked what the

crates contains, Argus tells the truth: "I was paid not to ask questions, so I don't care, and neither should you." Argus suspects it's weapons or forbidden spell components.

### Events

The following events occur while *The Chivalrous* sails north. These encounters should be run in the order presented below. Of course, the characters' action can change the course of events. No matter what happens or how it happens, the black puddings should escape their containers and attack. If you are running *They Came From Beyond!*, the ship should also reach Borgstrand.

**Ice Floes.** Halfway between Yazur and the Syhros Peninsula (roughly five days after they set sail), *The Chivalrous* runs into thick, floating ice along Tyrant's Riddle which immediately slows

the ship's progress from 120 miles per day to only 30 miles per day—this extends the ship's travel time from two weeks to two months. Argus assures the crew that they won't run out of supplies, but Rachele has already started to ration food and potable water. Meals go from lousy-but-passable to barely-edible. Argus and Zebess ask the characters to help any way that they can. If the characters have the ability to create food and water or can help cut through the ice, these efforts definitely help. However, the crew's ill-will toward Argus persists.

**Duval's Coup.** Rumors float that the ship's bosun Duval, angered by Argus' acceptance of the dangerous mission north, wants to take over leadership and turn the ship around. These rumors aren't true, but they eventually reach Argus' ears. Argus tasks the characters to learn whatever they can about a possible mutiny. If the characters agree, they can spend a day speaking with the ship's crew. At the end of the day, have one

or more characters make a DC 15 Charisma (Deception or Persuasion) check. On a success, the characters learn that the crew hopes to push Duval into a coup. If the characters fail the check by 5 or more, the crew suspects that the characters are on the side of Argus (whether or not this is true) and the characters won't be able to learn anything more from their ranks.

**Argus Confronts Duval.** Tired of the persistent rumors that Duval wants to start a coup, Argus enters Duval's quarters and confronts the bosun. The two argue loudly from within Duval's quarters while the sailors eagerly listen from outside. After a few minutes, Duval screams, "No!" and then there's the unmistakable sound of a body hitting the floor. After a minute, Argus exits the cabin cleaning blood from his scimitar.

With a sneer, he boasts, "There will be no mutinies on this ship, lest ye suffer the same fate as Duval!" Duval's crumpled form lies on the floor just behind Argus, dead.

This triggers the riot.

**Mutiny on The Chivalrous.** Stuck in the unforgiving ice of Tyrant's Riddle, a riot breaks out on *The Chivalrous*. Joined by thirteen sailors, Rachele leads the rebellion against Argus. Kong Yu, Zebess, and the eight remaining sailors join Argus as loyalists. The characters are free to choose whichever side they like.

The fight that breaks out is a bloody one as both sides have access to weapons; Captain Argus and the loyalists have access to the armory, while Rachele and the mutineers arm themselves with clubs, oars, boarding hooks, and even lanterns.

The fight continues until one of the following conditions are met:

- **Argus is killed.** The loyalists immediately surrender. Any officers who survived the mutiny are forced to walk the plank (although Kong Yu makes a case for his release with Rachele). The other loyalists



are interred in the brig (area 19).

- **Over half of the mutineers are killed.** The mutineers immediately surrender. Argus and Zebess force them all to walk the plank.
- **The characters intervene and convince the two sides to negotiate their differences.** If the characters don't use magical means to calm the officers and crew, a character can use his or her action to make a DC 20 Charisma (Deception, Intimidation, or Persuasion) check. If the check succeeds, everyone stops fighting. The character must then give a quick speech speaking to the wants/needs of both parties. The speech lasts 1 minute. At the end of the minute, have the character make another DC 15 Charisma check (Deception, Intimidation, or Persuasion). If the check succeeds, the two sides of the mutiny put aside their differences and, over the course of the next few days, make amends.

**Coda.** What happens next depends on how many casualties *The Chivalrous* suffered during the mutiny. If Argus and Zebess are dead, Rachele becomes the ship's captain. Rachele is a great leader, but not nearly as knowledgeable on the operation of sailing vessels as the other officers. *The Chivalrous'* speed grinds to a painful fifteen miles per day. Plus, there is no end in sight to the ice floes that slow the ship's progress. After three weeks pass, the ship starts to run low on supplies. Rations drop to half a pound of food per surviving crew member (and character) and starvation sets in. If the characters have ways to create food (such as the *create food and water* spell or *goodberry*), they can stave off the hunger effects. Regardless, this does nothing to improve morale as most magically-created food lacks flavor.

If Argus and his loyalists survived, the ship continues to move at a pace of thirty feet per day. With Rachele gone, there is no one present to ration

### Adventure Adjustment

While this adventure is designed for 12th-level character, it can easily be customized to fit parties of any level. Use the following adjustments:

**1st-2nd level.** Remove all of the black puddings except for one. The lone black pudding should prove enough of a challenge for the characters.

**3rd-4th level.** Use only two black puddings in the final conflict.

**5th-7th level.** Introduce only four black puddings in the final event.

**9th-10th level.** The final conflict involves six black puddings.

**13th-14th level.** Run the adventure as written.

**15th-level or higher.** Grant the black puddings immunity to bludgeoning, piercing, and slashing damage against nonmagical weapons. Additionally, give the black puddings double their normal hit points.

the supplies or ensure sanitation.

After a few days of poor eating, all of the crew members contract a disease similar to Sewer Plague (see Chapter 8 of the DMG). Unless the characters are able to remove the disease from the sick crew members and replace their food with healthy alternatives, the crew stops working and the ship stops moving.

#### The Proof is in the Pudding.

No matter who survives the mutiny and its ramifications, eventually, one or more surviving crew members descend below deck to search for food supplies. Whoever the crewperson is who triggers this event is up to you. The crewperson opens one of the special crates in the hold to discover that it is filled with some sort of black substance—a black pudding. Free of its specially-treated container, the black pudding immediately attacks and kills the sailor, then escapes. Because the crates aren't coated on the

outside, the black pudding's corrosive touch dissolves the exterior of the other crates allowing its cohorts to escape. To make matters worse, the puddings' acidic touch creates leaks in the ship's hull. Freezing water starts to fill the hold and lower deck.

Unaccustomed to the cold, the eight **black puddings** ascend to the higher levels of the ship. Once other members of the crew have eyes on the oozes, cries of alarm go out. The characters must slay the oozes to keep the crew—and themselves—safe. The oozes are mindless and starved and will fight until destroyed.

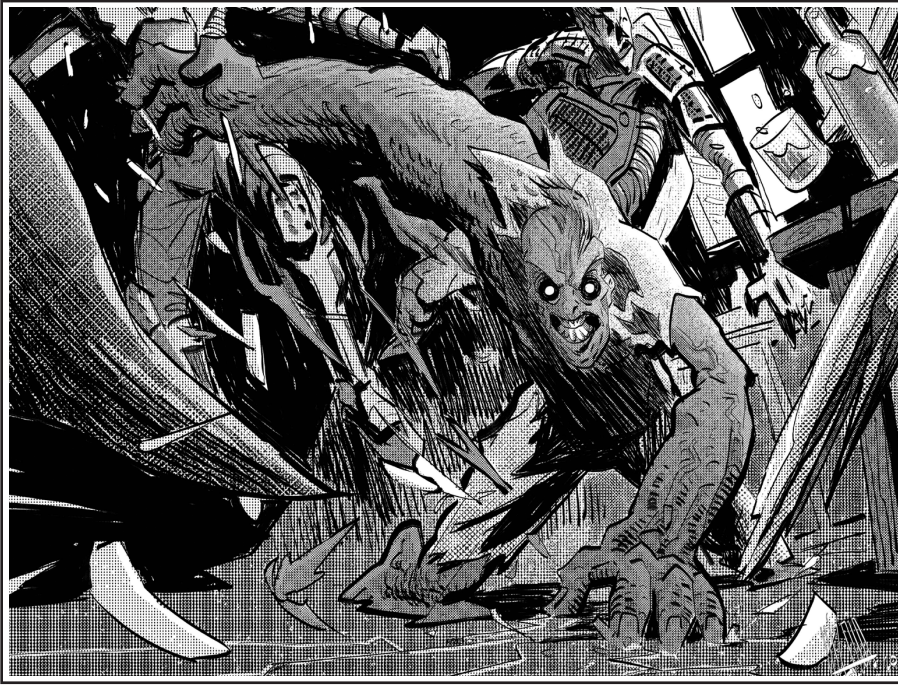
**Dead in the Water.** The black puddings were the last straw. The damage the oozes caused to the ship's hull are likely too difficult to repair. Now, the only thing keeping *The Chivalrous* from sinking to the bottom of the Riddle are the thick ice floats keeping it aloft. The characters and crew are free to abandon the ship and set out on the ice toward land. Of course, this may prove just as dangerous as staying onboard.

If the characters do stay onboard, in three days time (or however long makes sense for your runthrough of this adventure) the characters or crew spot land—the Syhros Peninsula! While Syhros is little more than arctic tundra, jagged mountains, and icy waterways, it's still better than the black depths of the Tyrant's Riddle.

### Concluding the Adventure

The characters are now stranded in the Syhros Peninsula, just a few miles east of the village of Borgstrand. If you are running this adventure as a one-shot, they eventually reach the village, find a tavern to stay in, and can finally rest peacefully before they begin their next adventure.

However, if you're running this adventure as the first part of the *They Came From Beyond!* Adventure path, their story continues in Chapter 2: *Village of the Absent Sun*. Ω



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# CHAPTER 2: VILLAGE OF THE ABSENT SUN

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BY DAVE HAMRICK

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## A 12th-level adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, Fat Goblin Games, Jason Glover, and Maciej Zagorski

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*Village of the Absent Sun* is a Fifth Edition adventure for three to seven 11th-to-13th-level characters. It is optimized for a party of five characters with an average party level (APL) of 12. Characters who play through the entire adventure should earn enough experience to reach halfway to the 13th level, especially if they participated in the first chapter, **Mutiny on the Calamity**.

This is the second chapter of the adventure series, **They Came From Beyond!** The adventure takes place in Borgstrand, a small village in the arctic circle. Although the adventure is set in the Legends of Omeria campaign setting, you can just as easily place it in any campaign setting that includes an arctic region subjected to polar nights.

### Adventure Background

There's something strange going on in the arctic village of Borgstrand. A couple weeks ago, a bright, green flash filled the sky north of the village. A group of hunters led by the butcher Thorleif Egner left to investigate the disturbance. Three days later, the group returned claiming they had not found anything. As life in Borgstrand started to settle back down, Egner's wife, Sigrid reached out to the village reeve, Markus Aasen. Troubled, she claimed Thorleif had been experiencing unusual behavior ever since he returned from the expedition. The next day, Reeve Aasen went to the Egner home to investigate Sigrid's claims. When Sigrid answered, she looked confused—she told Aasen she didn't remember inviting him to their home. All of her concerns regarding Thorleif seemed to disappear overnight.

Over the next few days, Reeve Aasen noticed unusual behavior exhibited by other members of the Borgstrand community. Many of the Borgstrand-ers—especially those closest to the original hunting party—had a cold,





eerie calmness about them. And they spoke slowly, too, as if they had to carefully consider each word before they spoke it. Every step they made was slow and concise. It reminded Aasen of someone trying on snowshoes for the first time.

Aasen only trusts a few Borgstrand-ers now—others who've noticed the change in their community. This small group meets regularly at the inn, The Crowded Otter. Far from civilization, Aasen and his compatriots aren't sure what to do or where to go for help.

### Adventure Hooks

The adventure takes place in a snowy village. So long as the characters are traveling through a cold or arctic environment, it should be relatively easy for them to encounter Borgstrand or a similar town of your own design. Still, if you need another reason to place the characters in Borgstrand, here are a few ideas:

**Shipwrecked.** The characters traveled aboard the sailing vessel,

The Chivalrous, which was nearly destroyed during its voyage through the ice-floe-ridden waters of the Tyrant's Riddle. Fortunately, the icy shelves carried the characters to stable land just a few miles east of Borgstrand. This hook is the plot for the first chapter of this adventure series, *Mutiny on The Chivalrous*.

**The Green Flash.** The characters are hired by the Dinzer guild, The Secrets of the Righteous, to investigate a green flash that appeared over Northern Omeria's arctic skies. Since Borgstrand is the northernmost trade town in all of Omeria, the characters are sent there to investigate the disturbance.

**Strange Cargo.** Recently, a strange man wearing an owl's mask entered the town of Orbea in Central Omeria to meet with Hydrius, a well-known crime lord. However, The Cords, Orbea's secret police force, set up a sting operation at Hydrius' seedy tavern and gambling hall, The Mystique. The man in the owl mask fled through an alley. Although The Cords pursued

the man, they only found his discarded cloak. From those they arrested, The Cords discovered that the man wanted to buy black market oozes and have them transported to the village of Borgstrand. Hoping to learn more about this mysterious buyer, The Cords hire the characters to travel to Borgstrand to investigate.

### Running the Adventure

Listed below are the key events of this adventure in sequence. Although it's possible that the characters disrupt the flow of events, be sure to hit the major points.

- **Part 1 - Village of the Absent Sun.** In this part of the adventure, the characters settle into the village of Borgstrand and get to know its people (real or otherwise).
- **Part 2 - Something Isn't Right Here.** One or more events occur in the presence of the characters while they rest in Borgstrand, alerting them to the presence of the simulacra.
- **Part 3 - Help Us.** The characters

are approached by Reeve Aasen who implores them to help uncover what happened to the people of Borgstrand.

- **Part 4 - The Butcher, The Baker, The Candlestick Maker.** The characters confront the simulacra somewhere in the village. There, they learn the strange-acting Borgstranders' true natures and discover a series of tunnels that leads below the village.

### Part 1 - Village of the Absent Sun

When the characters first arrive in Borgstrand, read or paraphrase the following:

Barely visible through the ice and fog, a village of thirty-to-forty buildings stands before you. A wooden sign wrapped in frost on the side of the road reads: "Welcome to Borgstrand. Population: 153."

The streets of this icy hamlet are relatively devoid of people. That's unsurprising seeing as how cold it currently is. In the surrounding pastures, large, furry livestock grazes on what little grass pokes through the soft snowfall.

Just a few dozen feet from where you stand, the tallest building in town—its sign proclaiming that it's an inn called The Crowded Otter—rises above the other high-pitch roofs. A man and a woman wearing thick pelts stand on the porch of the inn having a quiet discussion. When they see you approach, they nod your way and quickly disperse.

The man is the town's reeve, Markus Aasen, and the woman is Maja Tieg. Tieg was telling Aasen that she suspects something unusual has happened to her husband Tord, and her two children, Kai and Iris. Aasen, having encountered similar issues around Borgstrand, does his best to keep her calm, ensuring her that he will get to the bottom of what's hap-

#### The Absent Sun

Borgstrand sits at the edge of Casar's arctic circle. Because of the planet's extreme tilt and slow path around its distant sun, Casar's north pole is always bathed in complete darkness. As such, Borgstrand experiences only six hours of dim sunlight each day. Visitors to Borgstrand who aren't used to the unusual day-night cycle have trouble adjusting to the conditions.

Naturally, the arctic circle is a haven for many creatures who despise sunlight. Vampires, dhampir, and other forms of undead call the frozen wastes home. Arnitikos, refugees of The Other, also live in the arctic reaches, as do a race of elves known as the drow.

pening in their community. When the characters appear, the two go their separate ways. If approached, Markus warmly welcomes the adventurers to Borgstrand and invites them into The Crowded Otter.

#### Welcome to Borgstrand

Likely the northernmost human-dominant village in all of Omeria, Borgstrand boasts a population of 153 souls. Markus Aasen is the village's reeve. Despite the title, he rarely makes the important decisions. Those are left to the village council. Aasen then carries out the will of the people—whether he agrees with the decisions the council makes or not.

Relatively small and far from major Omerian cities, Borgstrand's economy is mostly communal. It does have some trade ties with sailors who brave the Tyrant's Riddle or northern reach of the Omerian Ocean, as well as Rasgax villages to the south. Borgstranders also work closely with the drow who live in the icy burroughs further north. Coin is rare in Borgstrand as Borgstranders prefer trade. "I can't warm my home with gold," is a popular Borgstrander expression.

Humans are the most prevalent race in Borgstrand followed by half-orcs and elves, particularly the mysterious drow, a sun-fearing race native to the northern reach. Most Borgstranders speak Common, and a fair number speak Elvish and Orcish, too.

#### The Borgstrand Experiment.

Currently, Borgstrand's population is under attack—and very few of its people are even aware of this fact. Already, half of the population has been killed and replaced with alien simulacra, which are powered by the souls of those they replace. As an unexpected side effect, these simulacra look, talk, and think exactly like the Borgstranders they replace. Those close to the replaced Borgstranders immediately recognize a change. Otherwise, there is no nonmagical way to detect that something is wrong.

A simulacrum uses the statistics of a **clay golem**, except with the following changes:

- The simulacrum gains the shapechanger tag and its alignment is neutral evil.
- Its Intelligence score is 10.
- **New Trait: Shapechanger.** The simulacrum can use its action to polymorph into a Medium or Small humanoid it has replaced, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
- The simulacrum's Immutable Form trait does not prevent it from using its Shapechanger trait.

The simulacra were created by a heinous dimensional traveler named Doctor Calamity. Through transmutation and necromancy magic, Calamity found a way to power clay golems with the souls of humanoids. And of all the worlds that he's tested his creatures, the souls of Casarian humanoids grant the golems the longest lifespans. So far, only a handful of the Casarian-soul-powered



golems have broken down (often in gruesome ways, no less). Otherwise, the Borgstrand Experiment has been an unmitigated success for Calamity. Once the Borgstrand Experiment concludes, Calamity hopes to use his army of simulacra to invade all of Casar.

Doctor Calamity is detailed further in the fourth and fifth chapters of this adventure series.

**Important NPCs.** Below are a few of the town's most important NPCs who haven't been replaced with Calamity's simulacra.

**Joakim Mathiasen.** The owner of The Crowded Otter, Joakim has offered the basement of his inn and tavern as a safe place for Markus and the others "in the know" to meet. Joakim is a lawful good male human **commoner**.

**Maja Tieg.** Maja's husband Tord was among the hunters who returned changed. Tord captured both of their children and converted them to simulacra. Now, Maja fears for her life. Maja is a lawful good female human **Knotsider commoner**.

**NPCs from The Chivalrous**

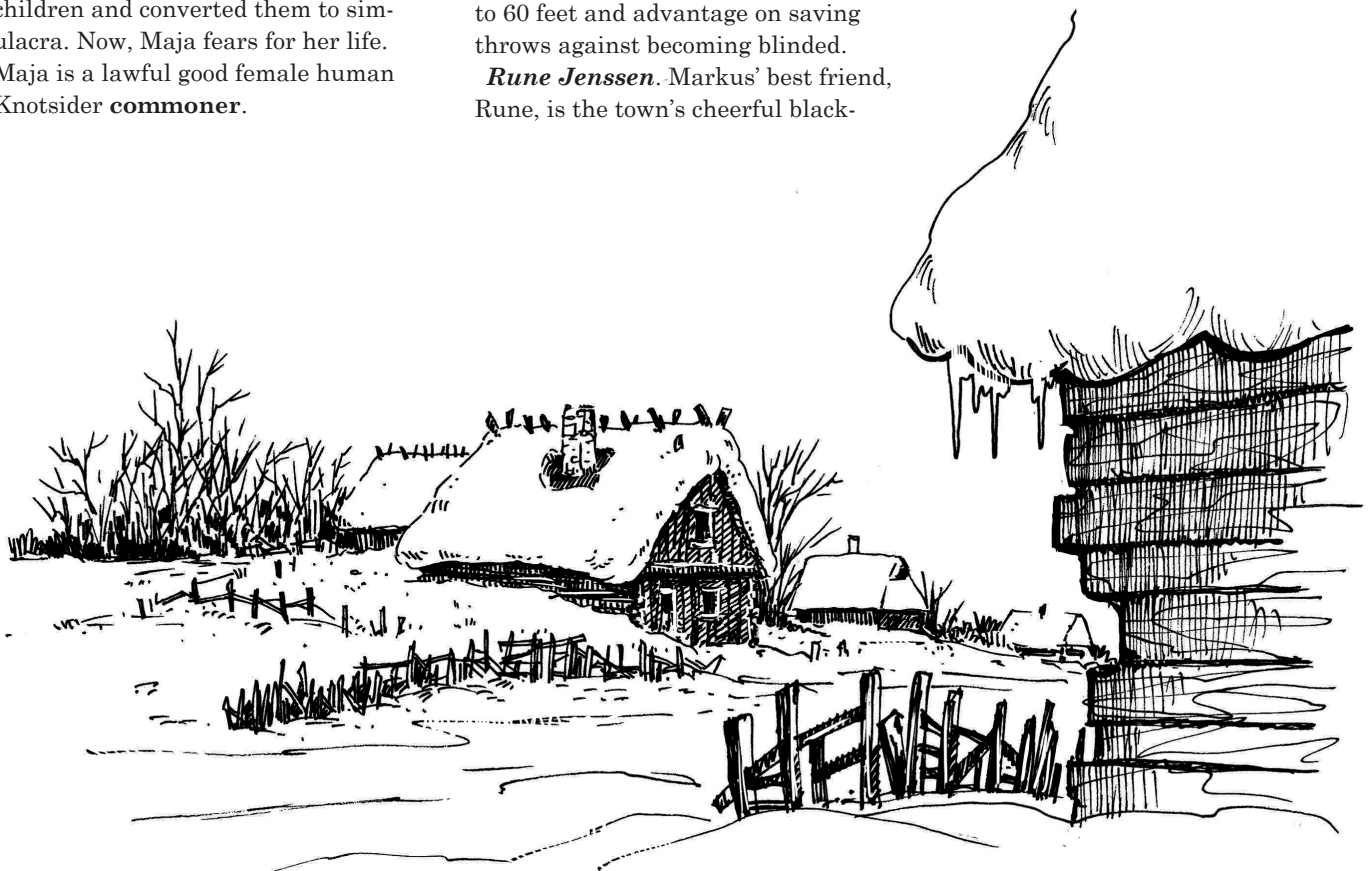
If you are continuing the *They Came From Beyond!* Adventure path, then you might have a few of the important NPCs from the first chapter, *Mutiny on The Chivalrous*, available for the characters to interact with. Like the characters, these sailors are trapped in Borgstrand and have to contend with the presence of the simulacra. As "red shirts" these NPCs might make for good victims for the simulacra. It's likely one or more will be replaced, too, supplanted by Doctor Calamity's minions.

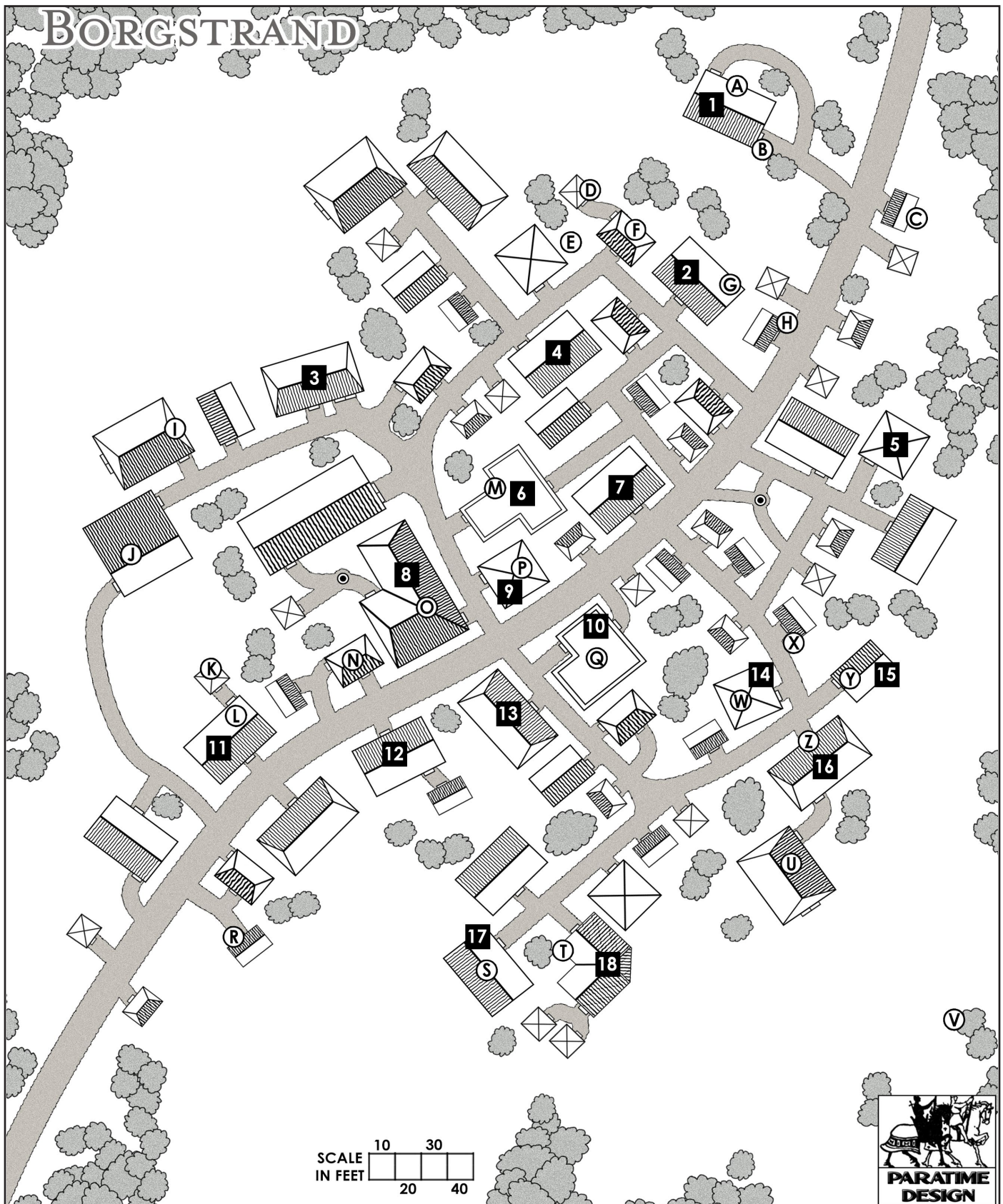
**Markus Aasen.** Markus Aasen is Borgstrand's reeve. His office is across the street from the town's inn, The Crowded Otter. He leads the contingent of Borgstranders who suspect something is amiss. Markus is a lawful good Rasgax human **scout**. As a Rasgax, Aasen has darkvision out to 60 feet and advantage on saving throws against becoming blinded.

**Rune Jenssen.** Markus' best friend, Rune, is the town's cheerful black-

smith. Like the others, Rune suspects that many of the Borgstranders who went north to investigate the green flash aren't who they say they are. Rune is a male hill dwarf **veteran**. As a hill dwarf, Rune has a movement speed of 25 feet, resistance to poison damage and advantage on saving throws against the poisoned condition, darkvision out to 60 feet, and speaks Dwarvish as well as Common.

**Yvonma Dalifar.** A retired **dr** warrior, Yvonma lives in a small home at the northeastern end of town. She moved to Borgstrand to escape the politics of her people. Although she lives alone, she suspects something is amiss among the Borgstranders. A few days ago, Yvonma witnessed one of the simulacra posing as the currier Nils Clausen have a "meltdown"—literally. Nils' soul went berserk and the simulacra reverted to its original form. It then melted into a puddle of steaming, ruddy ooze. Yvon-







ma brought this to Markus' attention.

#### Who Else is a Simulacrum?.

Borgstrand is a village that boasts a population of 153 people. The five important NPCs mentioned above and the other NPCs mentioned in Locations in Borgstrand section below only account for a dozen or so of the village's denizens. When the characters meet a new NPC in the village that's not in their home (see Locations in Borgstrand below), roll a d20. On a result of 1 through 6, the NPC is a simulacrum. No matter what their appearance is like, they share the same traits of the other simulacra: cold demeanor, methodical movement, blank stares, etc. Otherwise, the NPC is an actual humanoid.

Keep in mind that just because someone isn't a simulacrum that doesn't mean they aren't a little weird!

#### Locations in Borgstrand

Below is a list of the most important locations in Borgstrand, important NPCs that the characters are likely to encounter there, and whether or not the location offers access to the tunnels below Borgstrand, detailed in chapter 3 of the *They Came From Beyond!* Adventure path, *Tunnels of the Simulacra*.

Despite many of the shop's owners having been replaced by simulacra, they still offer their goods and services as normal. Many will look for opportunities to corner one or more characters or NPCs with intent to subdue, kill, and replace.

A full map of Borgstrand can be seen overleaf.

**Secret Passages.** Locations marked with letters denote secret passages that lead to the corresponding letters on the map of the Tunnels of the Simulacra (in part 3 of this adventure series). The tunnels are often found within the buildings or places of work of the simulacra. The passages are usually hidden under rugs,



in basements and closets, and other out-of-view spots. Discovering a secret tunnel requires a successful DC 20 Wisdom (Perception) check made in the location where it's hidden. The secret passages descend 40 feet into the cold earth below Borgstrand. Unless otherwise noted, the simulacra have placed wooden ladders to these passages to allow quick access.

**Borgstrand Residences.** Buildings in Borgstrand not listed below are residences. Assume that any of the homes offering entrances to the tunnels below Borgstrand are occupied by 1d4 simulacra. For homes not occupied by simulacra, a house in Borgstrand is home to 1d4 adults (LG male and female **commoners**) and 1d6 - 1 children (LG male and female noncombatants). Most of the residents will be human, however, there is a 10% chance that the residents are half-orcs, elves (drow or wood), or half-elves.

**1 - Currier.** Nils Clausen was the town's leather maker. He was replaced by a **clay golem** simulacrum, but his soul rejected the golem, leading to a meltdown in front of Yvonma Dalifar. The currier's shop is described in further detail in Part 4 of this adventure.

**2 - Cooper.** The cooper Vebjørn Bonde makes and repairs casks and barrels. Bonde and his entire family were replaced by **clay golem** simulacra (5).

**3 - Blacksmith.** The smith Rune Jennsen (see Important NPCs) continues to work at his shop, despite his valid suspicions of the simulacra's infiltration. Rune offers a wide array of nonmagical arms and armor available for purchase.

**4 - Carpenter.** Anja Nordlie and her wife, Greta, are the town's carpenters. They are still human.

**5 - Potter.** Kris Hovda was the town's potter before he was replaced by a **clay golem** simulacrum.

**6 - Village Hall.** The town meets at this large building at the center of the village. All of the town's lawmakers are clay golem simulacra save for the village reeve, Markus Aasen. A storage closet in the village hall's basement offers a rope ladder down to the tunnels below Borgstrand.

**7 - Trader.** The trader is the town's one-stop shop for supplies and trade goods. All of the adventuring gear listed in the PHB can be purchased from this shop. The owner, Sven (LG male human **commoner**) has not yet been turned by the simulacra.

**8 - Inn.** The Crowded Otter is the town's inn and tavern. It's owned by Joakim Mathiasen (see Important NPCs). Although Joakim is a human at the start of the adventure, he's turned shortly after the characters arrive in Borgstrand (see Part 2 of this adventure). Once replaced, the simulacra create a tunnel in The Otter's basement that leads down to the tunnels below Borgstrand.

**9 - Wheelwright.** Filip Finne was the village's wheelwright. Now, he and his family are all **clay golem** simulacra (6).

**10 - Temple.** Borgstrand once boasted a large temple dedicated to the God of Spring, Asnas. A few years ago, the floor of the temple collapsed through a sinkhole created by a family of remorhazes living below the village. Although its walls and roof still stand, its interior lies in ruins. The temple is described in further detail in Part 4 of this adventure.

**11 - Butcher.** One of the first to be replaced by a simulacra, the village butcher, Thorleif Egner is viewed as the “leader of the simulacra” by Aasen and the other non-simulacra. (This isn’t true. While the simulacra seem autonomous, they are actually directed by Dr. Calamity.) Both the shop and shed behind the shop offers entrances into the tunnels below Borgstrand. The butcher shop is described in further detail in Part 4 of this adventure.

**12 - Stone Mason.** Tore Munsen was the town’s stonemason before he was replaced by a **clay golem** simulacrum.

**13 - Village Reeve.** Markus Aasen (see Important NPCs) lives and works from his office at the center of town. Although he suspects that his fellow Borgstrandens are being replaced by something unnatural, he has no idea that there is a massive cavern directly below his office.

**14 - Money Changer.** Both of the town’s money-changing twins, Leaf in the Wind and Cry to the Moon (lawful neutral female tiefling **commoners**) have been replaced by simulacra. The money changers’ shop is described in greater detail in Part 4 of this adventure.

**15 - Weaver.** Jørgen Grieg and his two sons were replaced by clay golem simulacra. They were the village’s weavers. The weavers’ shop is described in greater detail in Part 4 of this adventure.

**16 - The Tieg’s Home.** Maja and Tord Tieg, along with their two children, Kai and Iris, live in a large, two-story farmhouse at the southern end of town. Tord, Kai, and Iris were all replaced by simulacra. The Tieg’s home is described in greater detail in Part 4 of this adventure.

**17 - Cheesemaker.** Hallvard Hammer, a veteran who left the military to make cheese in his hometown of Borgstrand, was replaced by a **clay golem** simulacrum. A tunnel in his



basement leads down to the tunnels below Borgstrand.

**18 - Brewer.** The village brewer, Monica Bakker, and her family were all replaced by **clay golem** simulacra (5) a few days before the characters arrived.



## Part 2. Something's Not Right Here...

Once the characters have had a chance to settle into the village, one or more events occur that raise their suspicion that there is something strange going on in the village. Listed below are six events that might occur in Borgstrand.

**Choose or roll a d6** to determine which of the events you wish to introduce to the characters. You are free to use as many of the events that you like.

### 1 - Those Aren't My Children!

While the characters are traveling down one of Borgstrand’s streets (any street, your choice), they hear a woman shout, “Those aren’t my children!” Maja Tieg (see Important NPCs) is screaming at the top of her lungs while her husband and two children (all simulacra) watch with

cold silence. She breaks down in sobs as other villagers gather to watch. Eventually, Reeve Aasen pulls her away and escorts her to his office.

If the characters confront Maja, she explains that she knows that her children and husband aren’t who they appear to be and that they’ve been “replaced.” The simulacra won’t engage in combat, and if approached, the simulacrum of her husband, Tord, explains that Maja suffers from severe mental anxiety issues ever since the couple lost a baby two winters ago (the story is true). Without knowing Tord or the children, the characters have no way to Insight that the creatures are actually simulacra.

### 2 - The Circle

The characters witness six Borgstrandens silently standing in a circle starting at each other. All six are **clay golem** simulacra. If approached or questioned, the Borgstrandens seemingly snap out of their trance and go about impersonating their respective Borgstrandens. The simulacra explain that they were simply “praying to Asnas” (a lie). In reality, they were receiving telepathic instructions from Doctor Calamity to keep an eye out for suspicious persons in the village—such as the characters.

### 3 - Where's Wolfy?

When the characters first enter town, a **wolf** named Wolfy barks its head off as they pass. Wolfy is chained to a post in front of its owner’s home. Noticing the commotion, Wolfy’s owner pops her head out, smiles, and waves—“Don’t mind, Wolfy!” she says, “She’s harmless. Just doesn’t like strangers.”

The next time the characters pass by Wolfy’s home after they’ve spent one or more nights in town, Wolfy is no longer there. Her owner sits on her porch, staring unblinking at the characters. If the characters ask the owner what happened to Wolfy, she



smiles weakly and suggests, “He got sick. I had to put him down.” (In reality, Wolfy’s owner was replaced by a clay golem simulacrum who killed the pet.)

#### 4 - Green Light Means Stop

In the middle of the night, the characters notice that the sky to the north is lit up with a strange green light that hovers just above the treeline. While that is certainly odd, they also notice dozens of Borgstrand’s (simulacra) standing outside, too. The only difference is that they aren’t looking at the sky—they’re looking at the characters. After a few minutes, the green light vanishes and the simulacra return to their respective homes.

#### 5 - Meltdown

The characters are speaking with one of the Borgstrand’s (a **clay golem** simulacra) when the person suddenly stops speaking mid sentence. The man or woman then starts to violently convulse. Finally, much to the characters’ horror, it starts to melt before their eyes. After one round, the simulacrum turns into a puddle of ruddy, brown paste and torn clothing. A soft globe of light emerges from the melted simulacra’s puddle then dissipates in the air.

#### 6 - Attack at the Inn

This event happens after Markus Aasen approaches the characters (see Part 3 of this adventure). After the characters have been cooperating with Aasen and the others for a day or more, The Crowded Otter’s owner, Joakim Mathiasen is killed and replaced by a simulacrum. The Joakim simulacrum is aware that Aasen, the characters, and the others are aware of their presence in the village. When the characters and their allies least expect it, the Joakim simulacrum and two more **clay golem** simulacra attack the characters at the inn.



#### Part 3 - Help Us

Once the characters suspect that there is something strange amiss in Borgstrand, Reeve Markus Aasen approaches them. If they haven’t already met the reeve, he introduces himself and asks that they speak in quiet.

Aasen explains what’s been happening in Borgstrand ever since the flash of green light that occurred two weeks before the characters arrived. He and the other four in his group (see Important NPCs) suspect that as much as half the village’s population has been replaced by some sort of evil creature. Aasen asks the characters to help, offering a few clues.

- “The original hunting party consisted of four Borgstrand’s: Thorlief Egner, the village butcher; Cry to the Moon, one of the village’s money-changers; the weaver, Jørgen Grieg; and Tord Tieg, a farmer and Maja’s husband.”
- “Just a few days ago, the drow, Yvonma Dalifar witnessed the village currier, Nils Clausen, melt before her eyes. His shop is at the north end of town.”
- “I’ve seen various Borgstrand’s entering the old Temple of Asnas at the center of town. The temple’s been closed ever since a family of remorhazes created a sinkhole below it, destroying the interior. So it doesn’t make any sense that people would be going in there.”

#### Part 4 - The Butcher, The Baker, The Candlestick Maker

After the characters speak with Reeve Aasen and the other survivors, they should set out to uncover Borgstrand’s mystery. Listed below are six possible confrontations for the adventurers.

#### The Butcher Shop

The characters visit the butchershop (**area 11** on the map of Borgstrand). When they arrive, Thorlief Egner isn’t present, but his wife, Sigrid is there.

When the characters enter the butcher shop, read the following:

Borgstrand’s small butcher shop stands at the south end of town. Like many of the village’s shops, half of the building is the shop itself while the other works as its home. Entering the shop, a small bell hung over the door chimes. A woman with gray hair stands behind the counter. Without her gaze ever leaving you, she smiles faintly and greets, “Hello. How may I be of service?”

Like her husband, Sigrid was replaced by a **clay golem** simulacrum. Until she suspects that the characters are on to her, she continues to play the “Sigrid” role, offering cuts of meat. Unfortunately, all of the meat for sale in the Egners’ shop has started to fester—the simulacra haven’t been butchering animals as often as they should.

If the characters attack or confront her about her unnatural nature, she attacks.

The entrance to the tunnels below Borgstrand through the butcher shop is relatively easy to find as it’s just below the butcher counter. There is a second hole down in the smoke shack behind the shop. Both holes lead to **area 3** in the tunnels below

Borstrand (see *They Came From Beyond!* Chapter 3 for details).

### The Currier

Nils Clausen's simulacrum had a meltdown before Yvonma Dalifar's eyes. As the town currier, Clausen kept a leatherworking shop at the north end of town. Since Clausen's simulacrum disintegrated, his shop's been kept locked. To pick a door's lock, a character must make a successful DC 13 Dexterity check using proficiency in thieves' tools. Alternatively, a successful DC 20 Strength (Athletics) check forces a door open.

A simulacrum in its true form waits inside the shop. It was tasked to destroy any creature who came to the shop looking for clues following Clausen's meltdown. The simulacrum immediately attacks and fights until destroyed.

Clausen's simulacrum kept two holes down to the tunnels below Borgstrand. The first is hidden under his bed and the second is outside hidden under a stack of firewood. Finding either hole requires a successful DC 20 Wisdom (Perception) check. The hole under his bed leads to **area 6**, and the hole by the logpile leads to **area 9** in the tunnels below Borgstrand (see *They Came From Beyond!* Chapter 3 for details).

### The Money-Changers

Regardless of the time the characters go to the money-changers' shop, the business is closed and the doors are locked. To pick a door's lock, a character must make a successful DC 13 Dexterity check using proficiency in thieves' tools. Alternatively, a successful DC 20 Strength (Athletics) check forces a door open.

When the characters enter the shop, read:

The inside of this small shop is a mess. Scraps of paper, receipts, and other detritus litter the floors. The

counter has been tipped over. Behind it, an iron safe sits with its door wide open—you can see the glitter of gold and silver within.

The safe holds 200 gp and 100 sp. Unless the characters are careful, their presence alerts the two tiefling sisters who were in the rear of the shop receiving telepathic commands from Dr. Calamity. When they emerge, they first coldly ask the characters, "Why are you here?" No matter how the characters reply, the two **clay golem** simulacra attack. The pair fight until destroyed.

The hole that leads below the shop is in the girls' living quarters at the rear of the shop. It leads to **area 12** in the tunnels below Borgstrand (see *They Came From Beyond!* Chapter 3 for details).

### The Weaver

The weaver's shop is across the street from the money-changers. Unlike the money-changers, this shop is still in service. When the characters enter the shop, read the following:

A large loom and dozens of spools of fabric crowd this small shop. At the center of the shop floor, a small, old man wearing cracked glasses looks at you with a weak smile. "Hello, friends," he says. "How may I be of service?"

Like many of the town's denizens, the weaver, Jørgen Grieg was replaced by a **clay golem** simulacrum. The Grieg simulacrum does its best to play the "Grieg" role. However, once it suspects that the characters realize it isn't who it says it is, it attacks. After





two rounds, both of the Grieg's sons—also **clay golem** simulacra—appear and join the fight.

The hole in the weaver's shop is hidden under a pile of fabric at the rear of the shop, noticeable with a successful DC 20 Wisdom (Perception) check. It leads down to **area 12** in the tunnels below Borgstrand (see *They Came From Beyond!* Chapter 3 for details).

There is nothing else of value in Grieg's shop.

### The Tieg Home

Maja Tieg's husband Tord and their two children, Kai and Iris were replaced by **clay golem** simulacra. Since Maja started to suspect there was something wrong with her family, she started staying at the inn.

If the characters go to the Tieg home, they will discover Tord, Kai, and Iris there quietly sitting around a dining table (they are receiving telepathic orders from Dr. Calamity). It

won't take much to provoke the three simulacra into combat. They fight until destroyed.

Under a thick rug, the Tieg simulacra have hidden a hole down to **area 12** in the tunnels below Borgstrand in their fruit cellar.

### Temple of Asnas

A few years back, a family of remorse triggered a series of sinkholes below the village. Fortunately, only one building was destroyed, the village's temple of Asnas. The interior of the temple collapsed into the earth. Interestingly, its walls continue to stand. To protect the Borgstranders, Reeve Aasen locked the temple's doors and put signs warning, "Danger! Sinkhole inside."

Picking the locks to the temple requires a successful DC 13 Dexterity check using thieves' tools. Alternatively, a character can make a successful DC 20 Strength (Athletics) check to force a door open.

The insides of this large building have been completely gutted. A large hole roughly 25-feet in diameter consumes the majority of the temple's floor. Multiple ropes have been hung along its edges offering access into the darkness below.

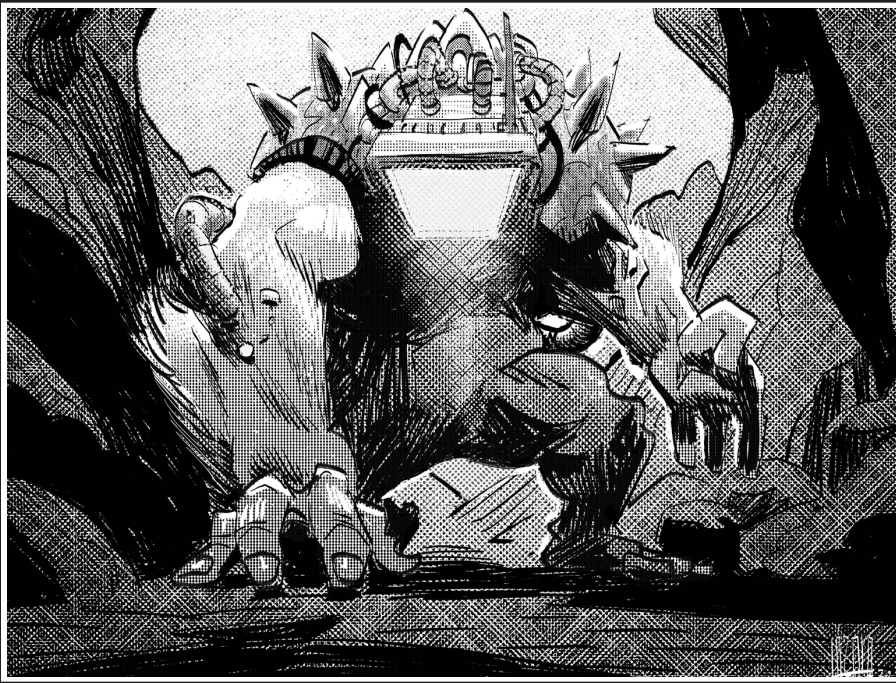
Placed by the village's simulacra, the ropes are simple to climb, requiring no check to do so. The sinkhole leads to **area 1** in the tunnels below Borgstrand.

### Concluding the Adventure

By the adventure's conclusion, the characters should realize two important things. First, many of Borgstrand's citizens have been replaced by Intelligent clay golems. Second, there is a series of tunnels below Borgstrand through which the simulacra operate. Once the characters descend into the tunnels, this chapter concludes. The adventure continues in *Tunnels of the Simulacra*. Ω



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# CHAPTER 3: TUNNELS OF THE SIMULACRA

BY DAVE HAMRICK

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## A 12th-level adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, Rick Hershey, Shutterstock, and William McAusland

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*Tunnels of the Simulacra* is a Fifth Edition adventure for three to seven 11th-to-13th-level characters. It is optimized for a party of five characters with an average party level (APL) of 12. Characters who play through the entire adventure should earn enough experience to reach the 13th level.

The adventure takes place below the village of Borgstrand, a small village in the arctic circle. Although the adventure is set in the Legends of Omeria campaign setting, you can just as easily place it in any campaign setting that includes an arctic region subjected to polar nights. This is the third chapter of the adventure series, *They Came From Beyond!*, *Tunnels of the Simulacra* and immediately follows the second chapter, *Village of the Absent Sun*. You can access the first two parts of the adventure on both DMDave's Patreon and Roll20.

### Adventure Background

Five years ago, a family of remorhazes tore through the earth below the village of Borgstrand, creating a series of tunnels and caverns. Fortunately for the Borgstrand-ers above, a group of adventuring drow entered the tunnels and cleared the remorhazes out before they could do further damage. In time, most of the Borgstrand-ers forgot about the tunnels. And then the green flash happened. Recently, a wicked dimensional traveler named Doctor Calamity arrived in the forests north of Borgstrand and took residence in an abandoned monastery. The bright flash created by his arrival drew the attention of the Borgstrand-ers who sent a retinue of hunters to investigate. Calamity and his minions killed the hunters and replaced them with clay golem simulacra. Then, the simulacra returned to the village and started to replace more Borgstrand-ers with simulacra. The faux Borgstrand-ers used the old remorhaz tunnels





to move between locations and draw their victims into the dark in order to replace them. At the conclusion of the last chapter in the *They Came From Beyond!*, the adventurers discovered this dark plot and learned that the simulacra were working below Borgstrand. This adventure picks up right after the characters enter the caverns.

### Adventure Hooks

Although much of this adventure assumes that the characters are continuing the *They Came From Beyond!* adventure path, you can easily introduce this dungeon in another setting of your choice.

**Trouble Underground.** Similar to the story presented above, the characters learn of the presence of strange creatures posing as humanoids in a rural village or town in their area. They learn from a trusted source that the simulacra access the caverns below the settlement via a secret trapdoor in nearby ruins. If you use this hook, the characters enter the dungeon via entrance “V” in **area 16a**.

**The Old Caverns.** With this hook, the characters learn that there are an old series of tunnels below a local settlement; they are completely unaware of the presence of the simulacra. Once within the cavern, they discover the extent of the simulacra’s plot and how they’ve begun to infiltrate the humanoids. If you use this hook, the characters enter the dungeon via one of the egresses: **areas 4, 10, or 16**.

**Prisoners.** If a situation comes up where the party is wiped or knocked unconscious, you might use this adventure hook. The characters awake in **area 17** bound with the other prisoners. See page 7 for details on what happens to creatures who end up in the hands of Doctor Calamity’s golemmancers.

### Tunnels of the Simulacra

Once home to remorhazes, the tunnels of the simulacra now act as the operating center for Borgstrand’s simulacra. The simulacra and their creators use these tunnels to capture Borgstrand and convert them into new simulacra.

### Golemmancers

Doctor Calamity’s minions—known collectively as his “golemmancers”—carry out their own twisted experiments on Borgstrand’s citizens. The three golemmancers are all siblings: twin brothers named Mazus and Pravok, and their sister Vohilde. When the characters enter the tunnels below Borgstrand, Pravok and Vohilde are packing up their experiments in **area 5** while Mazus clears out **area 17**. Cowardly to a fault, the three golemmancers flee at the first sign of trouble and head for the Calamity Saucer in **area 4**. They’ll use *sending* spells to communicate with each other and will wait as long as they need to before escaping via the saucer. But if the characters catch up to them, they will command the saucer to flee, abandoning their allies—blood be damned! All three of the golemmancers use the **golemmancer** stat block included in the appendix of this adventure. They are neutral evil humans. While in the caverns, they use *light* spells cast on their arcane foci to see.

## Clay Golem Simulacra

Through transmutation and necromancy magic, Doctor Calamity found a way to power clay golems with the souls of humanoid. As an unexpected side effect, these simulacra look, talk, and think exactly like the humanoids that they replaced. A simulacrum uses the statistics of a **clay golem**, except with the following changes:

- The simulacrum gains the shapechanger tag and its alignment is neutral evil.
- Its Intelligence score is 10.
- The simulacrum understands and can speak all the languages the creature it replaced knew.
- **New Trait: Shapechanger.** The simulacrum can use its action to polymorph into a Medium or Small humanoid it has replaced, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
- The simulacrum's Immutable Form trait does not prevent it from using its Shapechanger trait.

## Sentries

Two of the golemmancers, Vohilde and Pravok, might lack the arcane knowledge of their patron, Calamity, but that doesn't stop them from creating their own unusual—and often horrific—creatures. One of their favorite creations are sentries. A sentry is a living creature whose head has been removed and replaced with a magical, telepathic sensor. Vohilde and Pravok have complete control over these sentries and use them as guardians.

**Sentry Template.** A sentry is any Huge or smaller creature whose head has been removed and replaced with a magical sensor, through which the creature can detect its surroundings and emit psychic torrents. A creature that was never flesh and blood to begin with (such as a construct, ele-



mental, ooze, plant, or undead) can't be turned into a sentry. The following characteristics and changes are added to a creature that becomes a sentry.

**Retained Characteristics.** The sentry retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

**Lost Characteristics.** The sentry loses its original saving throw and skills bonuses, special senses, and special traits. 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, unless the damage comes from a piece of equipment, such as a magic item.

**Type.** The sentry's type is construct, and it loses any tags.

**Alignment.** The sentry is unaligned.

**Ability Scores.** The sentry's ability scores change as follows: Int 2 (-4), Wis 10 (+0), Cha 1 (-5).

**Senses.** The sentry has blindsight with a radius of 30 feet, and it is blind beyond this radius.

**Damage Immunities.** The sentry is immune to psychic damage.

**Condition Immunities.** The sentry is immune to the blinded, charmed, deafened, exhaustion, frightened, paralyzed, and petrified conditions.

**Languages.** The sentry loses all known languages, but it responds to orders given to it by its creator.

**Attacks.** If the sentry has no other natural means of dealing damage (not including its Psychic Static feature detailed below), it can use its fists or limbs to make unarmed strikes. On a hit, an unarmed strike deals bludgeoning damage equal to 1d6 + the sentry's Strength modifier, or if the servant is Large, 2d6 + its Strength modifier.

**New Action: Psychic Static (Recharge 6).** The sentry emits a wave of psychic energy in a 30-foot cone. Each creature in the area must succeed on a DC 10 Intelligence saving throw. On a failed saving throw, a creature takes 10 (3d6) psychic damage and is stunned until the end of the sentry's next turn. On a successful saving throw, the creature takes half as much damage and isn't stunned.

## General Features

The tunnels and caverns below Borgstrand were created by a family of remorhazes. The creatures' heated bodies created smooth, featureless passages. In the five years since the remorhazes were cleared from these tunnels, time and pressure have taken its toll on the caverns. Regardless, the distinct patterns remain. Unless stated otherwise, the tunnels' ceilings are 10-feet high. The chambers are taller, often 30-feet or more. Because the caverns are below the frost line, the water in the cavern, while cold, doesn't freeze. Throughout the complex are ladders and ropes that lead



up to secret entrances in the village of Borgstrand. Each secret entrance is marked with a letter of the alphabet, and each letter corresponds to a letter on the map of Borgstrand (see Chapter 2 for details). Many of the tunnels throughout the complex have steep ascents/descents. Treat these tunnels as difficult terrain.

**Plan B.** While Doctor Calamity considers the Borgstrand Experiment to be an unmitigated success, the villain recognizes that it's drawn too much attention to itself. Thus, Doctor Calamity has commanded his golemancers and simulacra to enact "Plan B." Plan B involves placing crates of alchemist's fire at strategic locations in the tunnels below Borgstrand. Each of the crates has a bomb attached to it. Once the minions and all the simulacra are clear, Calamity will trigger an explosion, destroying the village of Borgstrand and any evidence of his nefarious experiment.

Calamity's minions placed the time-bombs in seven different locations throughout the tunnel complex:

- **Area 1** near exit S at the southside of the cavern.
- **Area 2** on the dry patch of land near exits K and L.
- **Area 5** against the western wall.
- **Area 8** against the northern wall.
- **Area 11** against the northern wall.
- **Area 15** against the northern wall.
- **Area 17** near the prisoners.

When the characters first enter the caverns, they have 4 hours to locate and remove all the bombs before they explode. Keep track of the countdown in real time using a stopwatch (your cell phone should have one). If the characters enter combat, pause the clock until the combat finishes. Likewise, if the characters perform actions that take longer in real time than they would in game time, adjust the clock accordingly.

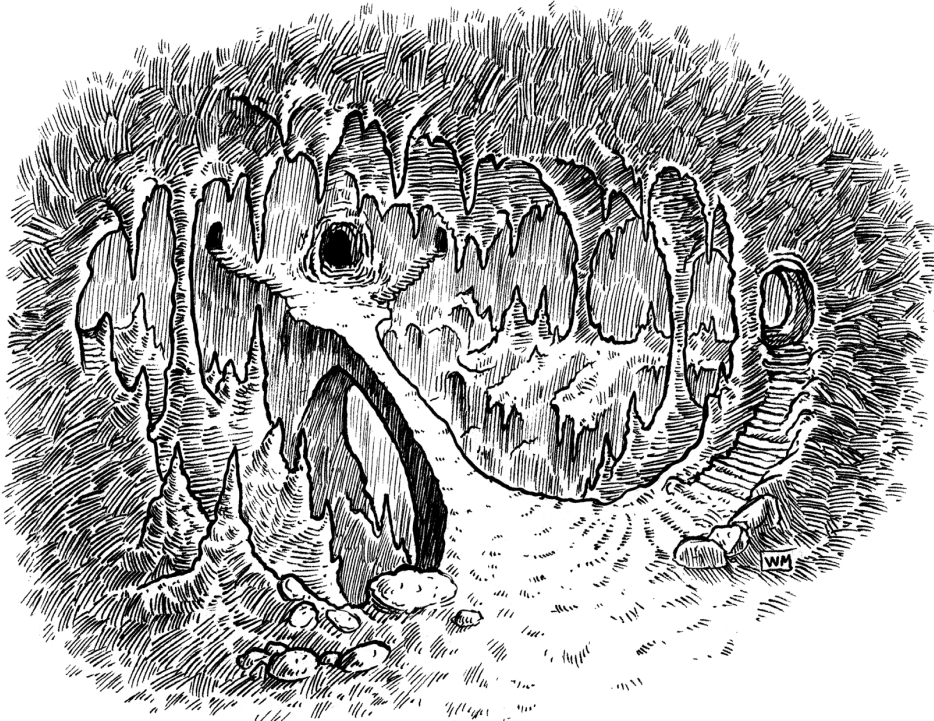
The players should not be immediately aware that this adventure is a race against the clock. There are two ways that the characters can discover that they have to find the bombs and disarm them before they explode. First, if the characters discover one of

the seven bombs and succeed on a DC 15 Intelligence (Investigation) check, they determine how much time is left on the bomb. Second, the characters can capture one of the golemancers and force them to tell them about the bombs. The golemancers are all cowardly and fear for their lives; no check is needed to get the villains to spill the beans about the bombs.

To disarm a bomb, one or more characters must make two checks, each check using a separate action. The first check is a DC 15 Intelligence check to understand how the bomb works. If this check is successful, the second check is a DC 20 Dexterity (Sleight of Hand) check to disarm the bomb. This check cannot be made if the first check failed. If the characters learned how to disarm the bomb from one of the golemancers, they can make both of these checks with advantage. If the Dexterity (Sleight of Hand) check fails by 5 or more, the bomb explodes. Attempting to move the bomb or dealing damage to it also triggers an explosion.

When a bomb explodes, the following happens:

Each creature within 20-feet of the bomb must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed saving throw, or half as much damage on a success. The bomb does an additional 1d6 of fire damage for every vial of alchemist's fire in the area up to a maximum of 20d6 fire damage. The earth above the bomb collapses in the explosion. Each creature under the collapsing ceiling must succeed on another DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The area where the bomb exploded is still passable, but counts as difficult terrain thereafter. The parts of Borgstrand immediately above the explosion are completely destroyed in the blast and resulting collapse, instantly killing any humanoids in the area.









## Keyed Encounters

The following encounter locations are keyed to the map of the tunnels below Borgstrand on page 76.

**1 - The Pit.** Five of the secret passages that lead to the tunnels below Borgstrand arrive here.

**Colossal Cavern.** This massive chamber boasts natural, 60-foot high ceilings.

**Remorhaz Remains.** Five years ago, remorhazes congregated in this massive cavern. The beasts were killed by a band of drow. Their shells still litter the cavern's floors.

**Sinkholes.** There are three huge sinkholes in the cavern. The largest of the three is to the east directly below the temple; the temple's ceiling is visible from below. The sinkholes are 150-foot deep. There is nothing of interest at the bottom of the sinkholes.

**Steam.** Thick steam drifts out of the passage that leads to areas 19 and 20. The steam originates from the fire blood in **area 19**.

**Encounter: Black Puddings and Simulacrum.** Three **black puddings** loiter in this cavern. A **clay golem** simulacra sits among them, refreshing itself with their acidic touch. The oozes have a symbiotic relationship with the simulacra. The simulacra attacks when it sees the characters and the oozes, hungry for flesh, join in.

**Treasure: Crates.** The golem-mancers use the simulacra to bring supplies into the tunnels. The supply crates are kept at the northern end of the cavern, just to the south of the exit marked "P." The crates contain building supplies, tools, and 40 vials of alchemist's fire. There is also a chest with 50 pp the golemmancers use to make purchases.

**Bomb.** There is a bomb in this cavern. It's placed near the exit marked S at the southside of the cavern. It's surrounded by twenty vials of alchemist's fire (these are separate from the ones in the crates).

**2 - Underground Pool.** A large, cold water pool fed by underground springs fills this cavern. The water is only two feet deep. There are four exits leading up to Borgstrand spread throughout the area.

**Encounter: Clay Golem Simulacra.** Three clay golem simulacra in their normal forms wade through the water of this pool. One stands guard at the north end of the cavern beside the "I" passage. Two more stand in the center of the pool. They are carrying a supply crate to the passage that leads to "K" and "L." Unless encountered elsewhere, one of the simulacra is the butcher Thorleif Egner's replacement (see Chapter 2 for details). These golems attack the characters the moment they see them. Following specific commands from the golemmancers, the third simulacrum stays in its place and only attacks if it is attacked first or the characters approach passage "I."

**Treasure: Supply Crate.** The simulacra's supply crate contains 20 flasks of alchemist's fire, part of Doctor Calamity's "Plan B."

**Bomb.** There is a bomb on the dry patch of land between exits K and L. It's surrounded by 20 vials of alchemist's fire. These vials are in addition to those mentioned above.

**3 - Roper Landing.** Halfway through the difficult climb from areas 2 and 4 is a small cavern with stalactites covering the ceiling. None of these stalactites are real: they're actually a **roper** and six **darkmantles**. These creatures attack any creature that passes through the cavern that isn't one of the simulacra. (They used to attack the simulacra but eventually realized it was pointless.)

**4 - Calamity Saucer.** At the end of the tedious climb leading to the far northwestern end of the caverns, the tunnels gives way to the dim light of the northern Omerian sky. Unless the golemmancers have already evacuated, a silver, disc-shaped object is

parked among the rocks of this low pit.

**The Calamity Saucer.** The disc is a vehicle called a **Calamity Saucer** (See Appendix D). Once the golemmancers have finished implementing Plan B and removing all damning information from the tunnels, they will load the saucer and fly back to Xidar to rendezvous with Calamity. Meanwhile, the simulacra will resume their alter egos, exit via this opening and march south to the next village on Calamity's list.

**Trap: Glyph of Warding.** The entry hatch to the saucer is trapped with a *glyph of warding* keyed to a *cloudkill* spell. The *glyph* triggers when any creature other than one of Calamity's golemmancers attempts to enter the saucer. Noticing the *glyph* requires a successful DC 14 Intelligence (Investigation) check. *Dispel magic* cast against a 4th-level spell is required to remove the glyph.

**Escape to the Vihāra Xidar.** Once the characters gain access to the Calamity Saucer, the machine automatically assumes that the characters are the golemmancers and immediately prepares for takeoff: its doors and hatches seal, it turns invisible, and its engines fire. After 30 seconds it levitates 100-feet into the air above the woods north of Borgstrand, then flies toward Xidar, Doctor Calamity's base of operations. Unless the characters know the correct command words to disable the device, all they can do is sit back and enjoy the ride. See Chapter 4: *Siege at the Vihāra Xidar*.

**5 - Vohilde and Pravok.** This cavern is set up as an arcane laboratory. Makeshift tables assembled from wooden planks, crates, and barrels crowd the smooth stone walls. In addition to the four tunnels that lead from the cavern, there are three ladders that lead back up to Borgstrand.

**Encounter: Vohilde, Pravok, and Sentries.** The **golem-mancer** (see Appendix D) siblings Vohilde and

Pravok rush to pack up their supplies in this cavern. Two **giant ape sentries** (see the section on Sentries on page 74) stand guard, waiting for commands from their creators. As soon as the siblings recognize that they are under attack, they command the sentries to attack while using spells to cover their escape to **area 4**.

If either golemancer is cornered, they surrender, offering vital information in exchange for their release. The pair will share the location of the seven bombs, directions on disarming the bombs, and even the name of their benefactor (Doctor Calamity). Unless pressed, they won't mention the calamity saucer in **area 4**, though.

**Treasure: Spellbooks.** Both golemancers carry spell books containing all the spells they know plus a leather pouch with 10 pp. A thorough search of the crates reveals enough equipment to create three full sets of alchemist's tools plus 10 vials of alchemist's fire.

**Bomb.** One of the seven bombs is tucked into the natural alcove along the northwestern wall. It's surrounded by 20 vials of alchemist's fire (in addition to the vials mentioned above).

**6 - Below the Currier.** This cavern is directly below the currier's shop in Borgstrand, accessible via a crude wooden ladder.

**Encounter: Ucroid.** A 10-foot tall construct the golemancers have named Ucroid stands guard here. Ucroid uses the **iron golem** stat block, except with the following changes:

- Ucroid does not carry a sword.
- Ucroid does not have Poison Breath; instead, it uses a Disintegration Beam.
- Ucroid is immune to force damage. Its Fire Absorption feature is replaced with Force Absorption. The trait is functionally the same as Fire Absorption except it is triggered by force damage instead of fire damage.
- **New Action: Disintegration Beam (Recharge 6).** Ucroid fires a green beam of force energy from its head in a 100-foot line that's 5 feet wide. Each creature in the area must succeed on a DC 18 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller

nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Unless the characters already encountered the golemancers, a combat here alerts Vodhile and Pravok in **area 6**.

**Treasure: Power Source.** The inside of Ucroid's head contains a hunk of *emerald odonburgite* (see Appendix C) the size of a cantaloupe.

**7 - Shrieker Cavern.** Strange, yellow and red mushrooms as tall as a human grow from the smooth floors of this natural cavern.

**Encounter: Shriekers.** The mushrooms are **shriekers**, ten in all. When a creature enters the cavern, the mushrooms shriek, alerting Vohilde and Pravok in **area 5**.

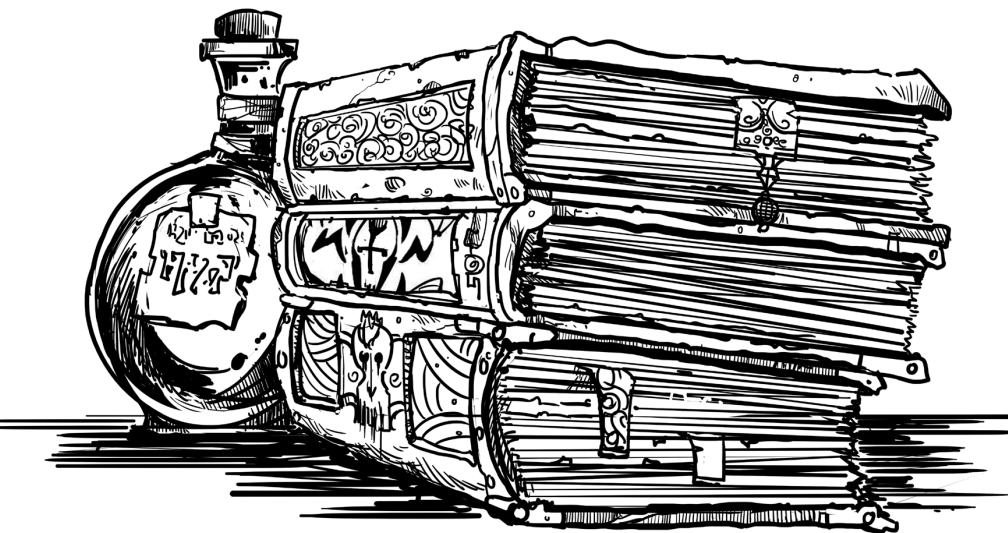
**8 - Trapped Ladder.** This large cavern appears to be empty except for a tall ladder that climbs up to the surface.

**Trap: Faulty Ladder.** The ladder marked C on the map has been rigged to collapse. If a creature weighing 50 pounds or more uses the ladder, the rungs snap and the creature falls 30 feet to the cavern below, taking 10 (3d6) damage as they fall. A character can notice the faulty rungs with a successful DC 15 Wisdom (Perception) check.

**Bomb.** One of the seven bombs is buried under a pile of rubble against the northernmost wall of this cavern. The bomb is wired to 10 vials of alchemist's fire. Noticing the bomb and the vials requires a successful DC 15 Wisdom (Perception) check.

**9 - Malfunctioning Simulacrum.** At the center of this cavern, one of the clay golem simulacra stands motionless a few feet from the ladder marked B on the map.

The simulacra's soul departed it. Unusually, this one didn't melt down





and instead stands where it was. It is harmless.

**10 - Eight-Legged Intersection.**

Thick web cover this intersection plus the first thirty feet in each of the adjoining tunnels.

**Encounter: Swarms of Spiders.**

Although the webs heavily obscure the area, they webs aren't strong enough to prevent the character from passing through. The webs are home to 12 **swarms of spiders**. The spiders attack any creatures that enter their webs.

**Eastern Passage.** The tunnel that leads east goes deeper into the Low. It can lead to a dead end or it can lead to a new location of your own creation.

**11 - Empty Cavern.** This large cavern appears to be empty.

**Bomb.** There is a bomb hidden under the rubble at the north end of this cavern. It sits atop 20 vials of alchemist's fire. Finding the bomb and the alchemist's fire requires a successful DC 15 Wisdom (Perception) check.

**12 - Below Town Square.** There are no less than four exits that lead up to Borgstrand in this cavern.

**Encounter: Clay Golem Simulacra.** Two clay golem simulacra stand guard here. They attack any creatures with whom they aren't allied.

**13 - Statue of Asnas.** This cavern boasts a damaged statue of a man wearing a full suit of plate armor. A gold halo hangs over his head. A successful DC 10 Intelligence (Religion) check reveals that the statue is of Asnas, the God of Spring. The statue tumbled into the cavern below the temple five years ago and was never recovered.

**Encounter: Clay Golem Simulacra.** Viggo Haugland, the town's priest of Asnas, was among those replaced by simulacra. Although the Viggo simulacrum has no real memory of its time as Viggo, it is strangely



drawn to the statue of the god of spring. Because of its fascination, it will only attack if it's attacked first or if one of the characters messes with the statue's gold halo. Otherwise, it continues to stare at the old statue.

**Treasure: Golden Halo.** The halo over Asnas' head is made of solid gold. It's worth 500 gp.

**14 - Further Into the Low.** The tunnel that leads east goes deeper

into the Low. It can lead to a dead end or it can lead to a new location of your own creation.

**15 - Splinter Stone.** This large cavern offers a single exit to the west. A skeleton clutching a longbow is slumped against the southern wall.

**Hazard: Splinter Stone.** The stone that covers the floor of this cavern is an opaque, glass-like substance known as splinter stone. The area

is considered difficult terrain. When a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it moves. The ground looks natural except for the shimmer it gives off in light. Recognizing the splinter stone for what it is requires a successful DC 15 Wisdom (Nature) check.

**Treasure: Drow Corpse.** One of the drow adventurers who killed the remorhazes five years back died while trying to cross the splinter stone in this cavern. Its corpse now lies against the southern wall. Its fellow drow were unable to reclaim the body out of fear of suffering the same fate. Its bow is a *bow of dark elf sight*, a rare magic item. A creature attuned to the magic weapon gains a +2 bonus to attack and damage rolls made with it. Additionally, non-drow who equip the weapon gain darkvision out to 120 feet. The drow also has four +1 arrows in its quiver.

**Bomb.** There is a bomb placed against the eastern wall. It sits on a crate containing 20 vials of alchemist's fire.

**16 - Ledge.** This large cavern is divided by a 25-foot high ledge. The sides of the ledge are smooth, requiring a successful DC 15 Strength (Athletics) check to climb or descend without climbing gear.

**Encounter: Yvonma vs. the Simulacrum.** When the characters first enter this area, they discover the drow warrior Yvonma Dalifar (see Chapter 2 for details) at the bottom of the ledge with only 6 hit points remaining. Like the characters, Yvonma entered the tunnels below Borgstrand to confront the simulacra. Unfortunately, she came face-to-face with one of the creatures right away. Trying to evade its clutches, she fell over the ledge and hurt her leg. If the characters don't stop it, the simulacrum plans to jump down and pound her into a pulp with its fists.

**Development: "I'm Coming With**

**You."** Although Yvonma is hardly the fighter she was in her hundreds and two-hundreds, she wants to protect the village that she's called home for the last decade. She respectfully asks the characters to allow her to travel with them and won't take no for an answer.

**17 - Conversion Chamber.** This large cavern reeks of mud and rot. Thick, ruddy clay coats the walls. This clay binds the arms and legs of over a dozen unconscious humanoids. Placed all around them are small, round egg-like clusters made of the same clay. These eggs glow with dim light. A man with long, silver hair wearing a purple uniform barks commands at a clay golem and a creature that appears to be a twenty-foot-tall ape with a steel bubble for a head.

**Encounter: Mazus, Giant Ape Sentry, and Simulacrum.** Mazus, one of Doctor Calamity's golem-mancers (see Appendix D), is trying to collect as many of the "youngling simulacra" that he can before departing for the Calamity Saucer in **area 4** to rejoin his siblings. Mazus is escorted by a **giant ape sentry** and a **clay golem simulacrum**. As soon as he sees the characters, he grabs his pack and flees, commanding the sentry and simulacrum to attack. Like his siblings in **area 5**, Mazus easily cracks under pressure. He will gladly reveal everything he knows in exchange for his life and freedom.

**Prisoners.** There are 15 villagers (**commoners**) in this cavern, all of whom are unconscious but stable. This is where Mazus and the other golemmancers have been converting the citizens of Borgstrand into simulacra. The clay that binds their legs and arms is soft; a character can use its action to free a villager. Each character earns an additional 200 experience points for each of the villagers that they free from their binds and escort outside the tunnels below Borgstrand.

**Youngling Simulacra.** The cavern is filled with dozens of "youngling simulacra." These egg-shaped globs of clay of Doctor Calamity's own invention house the potential for new simulacra. Although the youngling is not yet completely sentient, if it starts its turn within 10 feet of a creature that has 0 hit points and is still alive, it can spend the next 12 hours siphoning the creature's soul. At the end of the 12 hour period, the target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the youngling simulacra immediately grows into a full-sized clay golem simulacra under Doctor Calamity's command. Each youngling has AC 10, 10 hp, and immunity to acid, poison, and psychic damage, as well as bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine weapons.

**Bomb.** In the southerneaster section of this cavern, one of the bombs sits atop a crate filled with 40 vials of alchemist's fire.

**18 - Natural Spring.** This colossal cavern's ceilings soar 60-foot above its smooth stone floors. A small pool fed by underground springs sits at the southern end of the cavern.

**Encounter: Clay Golem Simulacra.** Two clay golem simulacra stand here waiting for orders from Mazus in **area 17**. If a fight breaks out in **area 17** and these simulacra are still here, they rush to **area 17** to join the fray.

**Treasure: Gems.** A character who inspects the walls near the pool and succeeds on a DC 15 Wisdom (Nature) checks recognizes that there are shards of spinel embedded in the walls. If a character spends 1 minute recovering the spinel, they find 10 pieces, each worth 100 gp.

**19 - Fire Blood.** Thick steam pours from this cavern. The floors are covered in a fluorescent orange substance that gives off a dim glow that illuminates the entire area.



**Hazard: Fire Blood.** When the remorhazes were killed five years ago, the blood from their heated bodies drained into this cavern. Even now, it's still potent. A creature that enters this cavern for the first time or starts its turn in the area takes 7 (2d6) fire damage from the blood. A 10-foot square patch of fire blood can be neutralized by dealing 5 necrotic damage to the area (no attack roll necessary).

**20 - Snack Break.** This cavern is below one of the farmhouses on the southend of town.

**Encounter: Simulacrum and Black Pudding.** One of the **black puddings** originally from **area 1** crawled into this cavern where one of the **clay golem** simulacra discovered it. The simulacra is refreshing itself with the pudding's touch when the characters find it. Content to continue its "snack break" the simulacrum won't attack the characters unless it or the pudding is attacked first.

## Concluding the Adventure

The conclusion of this adventure depends heavily on a number of factors, most of which are influenced by the characters' actions.

### Disarming the Bombs

If the characters fail to disarm more than half of the bombs before the four hour mark passes, the bombs explode and completely destroy the village of Borgstrand. This likely results in dozens of deaths and even more injuries. Even if many of the Borgstranders do survive the destruction, the Syros Peninsula is an unforgiving arctic environment. If three bombs or less remain, they deal considerable damage to the town, but not enough to evict the Borgstranders. It will only take them a few months to rebuild.

### Destroying the Simulacra

Even if the characters don't destroy all of the clay golem simulacra in the tunnels below Borgstrand, the golems have been instructed to flee the tun-

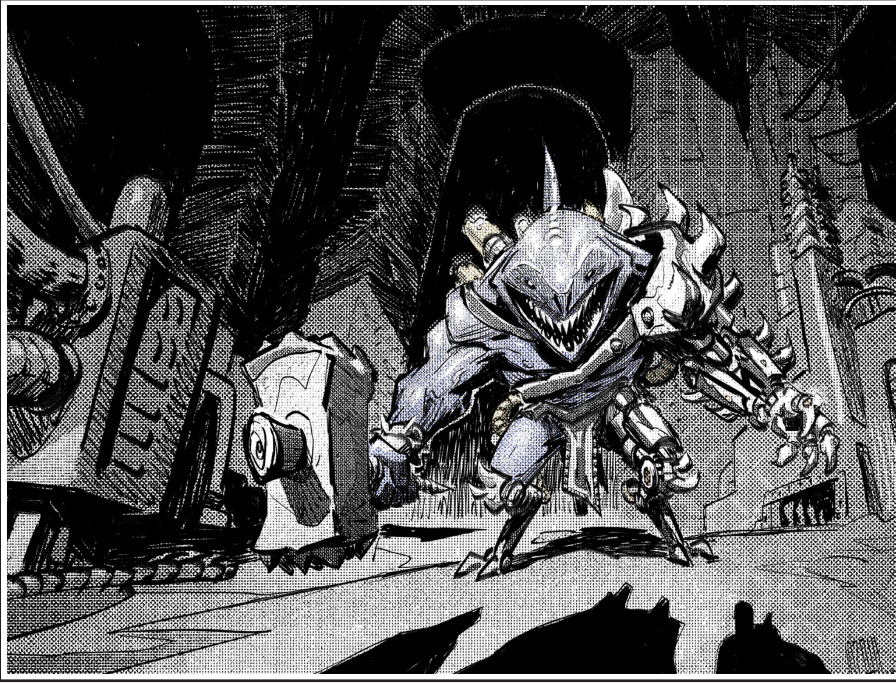


nels before the bombs explode. Like the golemancers, the golems exit through the natural exit at the northwestern end of the complex (**area 4**). Then, the simulacra will resume their alter egos and march south to the next village on Calamity's list. There, they will establish a similar operation and begin replacing captured humanoids with simulacra. The only way to completely destroy the simulacra is by destroying the control device Calamity keeps at his base of operations in the Vihāra Xidar.

### Get Doctor Calamity!

Various clues throughout this adven-

ture and the previous chapters point to the existence of an overarching villain: the vile Doctor Calamity! If the characters stop the golemancers and discover the saucer before they escape, they can enter the saucer. Once inside, the saucer automatically lifts off and flies away from Borgstrand. Ten minutes later, the saucer lands on the roof of the Vihāra Xidar. From there, they must enter, find the villain, and stop him before his simulacra take over all of Casar. The adventure continues in Part 4 of *They Came From Beyond!, Doctor Calamity's Temple of Horrors* Ω



# CHAPTER 4: DOCTOR CALAMITY'S TEMPLE OF HORRORS

BY DAVE HAMRICK

## A 13th-level adventure for Fifth Edition

Cartography by Tim Hartin

Art by Matias Lazaro, William McAusland, Rick Hershey, David L. Johnson, and Maciej Zagorski

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*Dr. Calamity's Temple of Horrors is a Fifth Edition adventure for three to seven 12th- to 14th-level characters, and is optimized for five characters with an average party level (APL) of 13. Characters who play through this entire adventure should earn enough experience to reach the 15th level.*

The adventure takes place in the chilly dark region of Omeria known as the Syhros Peninsula. Although the adventure assumes placement in the Legends of Omeria campaign setting, you're free to place this adventure into any setting you like. It especially fits well in a cold, arctic environment.

This is the fourth chapter of the adventure series, *They Came From Beyond!* It immediately follows the third chapter, *Tunnels of the Simulacra*.

### Adventure Background

A few weeks ago, the skies north of the frozen village of Borgstrand exploded with green light. A band of hunters led by the village's butcher traveled north to investigate the disturbance. There, the posse found the snow-blanketed Vihāra Xidar, a colossal fortress that once served as a temple for drow monks. The brave men and women entered the temple—but they never reemerged. Horrifically, the group was captured and converted to clay golem simulacra, constructs whose mutable forms allow them to assume the appearance of any creature they kill.

The simulacra returned to Borgstrand. One by one, the clay golems replaced the village's residents, using the old remorhaz tunnels below the village as their base of operations. Of course, their plan was foiled thanks to the effort of the village's reeve and a band of plucky adventurers. Within the tunnels of the simulacra, the heroes discovered the name of the mastermind behind the entire scheme: a nefarious dimensional traveler named Dr. Calamity.





Now, it's up to the adventurers to travel back to the Vihāra Xidar and confront Dr. Calamity and his army of minions before the villain can exercise his greatest scheme: replacing all of northern Omeria with his vile creations.

### Adventure Hooks

Although this adventure is the fourth and final part of the *They Came From Beyond!* Adventure series, you can easily introduce the adventure to characters without need for playing the first three parts. Below are a few adventure hooks that allow the characters to enter the adventure path media res.

**The Green Flash.** The characters are hired by the Dinzer guild, The Secrets of the Righteous, to investigate a green flash that appeared over Northern Omeria's arctic skies. They arrive in the village of Borgstrand and learn from the village's reeve the events that transpired over the last few weeks. The reeve provides directions to the Vihāra Xidar.

**Strange Cargo.** Recently, a strange man wearing an owl's mask entered the town of Orbea in Central Omeria to meet with Hydrius, a well-known crime lord. However, The Cords, Orbea's secret police force, set up a sting operation at Hydrius' seedy tavern and gambling hall, The Mystique. The man in the owl mask fled through an alley. Although The Cords pursued the man, they only found his discarded cloak. From those they arrested, The Cords discovered that the man wanted to buy black market oozes and have them transported to the village of Borgstrand. The characters arrive in the village of Borgstrand and learn from the village's reeve the events that transpired over the last few weeks.

**Shipwrecked.** The characters traveled aboard the sailing vessel, The Chivalrous, which was nearly destroyed during its voyage through the ice-floe-ridden waters of the Tyrant's Riddle. Fortunately, the icy shelves carried the characters to stable land just a few miles east of Borgstrand.

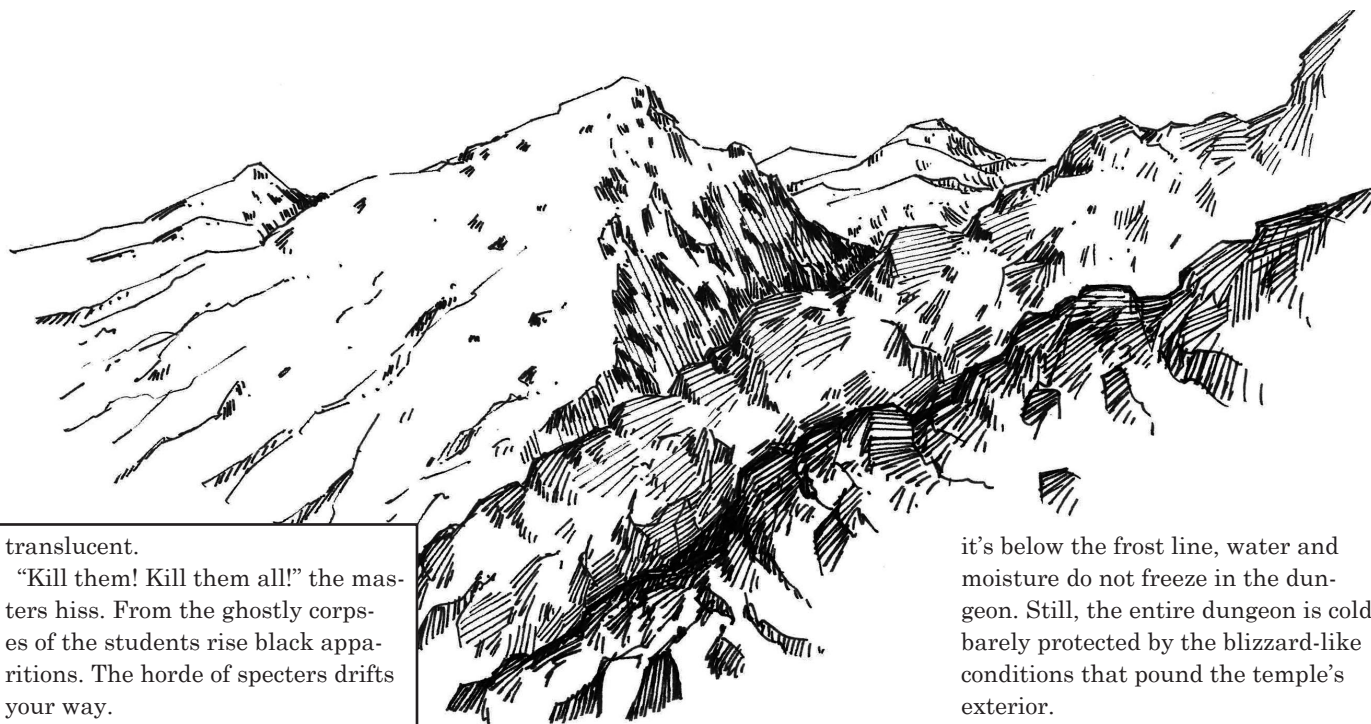
Once in Borgstrand, the characters learn from the village's reeve that events that transpired over the last few weeks. The reeve provides directions to the Vihāra Xidar.

This hook is the plot for the first chapter of this adventure series, *Mutiny on The Chivalrous*, but can be used as exposition if you don't feel like playing it out.

### Arrival at the Vihāra Xidar

Regardless of how the characters arrive, the first time they lay eyes on the temple, read the following:

The two masters stand over the dead, disemboweled students that litter the center of this chamber's floors. Wiping blood from his curved dagger, one of the masters looks to the other and asks, "Is that all of them?" The second master rolls his shoulders and turns his gaze toward you: "No, I think there's more." Slowly, their facial features dissolve into visages of horror and their material forms turn slightly



translucent.

“Kill them! Kill them all!” the masters hiss. From the ghostly corpses of the students rise black apparitions. The horde of specters drifts your way.

Outside of magical means, there are two ways to enter the Vihāra Xidar:

### The Calamity Saucer

If the characters discovered the Calamity Saucer within the Tunnels of the Simulacra and managed to hitch a ride back to the Vihāra Xidar, the saucer lands on the roof of the old fortress. Just a few feet from the landing, they discover an icy hatch, below which a ladder descends into darkness. Characters who arrive this way start in **area 41b**.

### Through the Ice and Snow

Thirty miles from Borgstrand, through treacherous ice and snow, the Vihāra Xidar sleeps in a forest of tall, dark pines and mighty snow drifts. If characters approach the temple this way, it's possible that they will be spotted by the **Calamity henchmen** who keep watch from **areas 57** and **64**. The “easiest” way to enter the temple is through **area 1**, however, the characters can also try to fly or climb into the temple through one of its balconies, **areas 37, 48, 57, or 64**. The windows surrounding the complex are too narrow for even a small

character to squeeze through, except for the wider window in **area 61** that the mechanical roper uses to defenestrate spare body parts.

### General Features

The Vihāra Xidar consists of three levels. Above ground, the temple has two levels with a pair of staircases connecting both. Access to the temple's frozen roof is available in **area 41b**. A series of dungeons and natural caverns below the temple not only offer a safe place for Dr. Calamity to work, but hides secrets long thought buried by the temple's previous inhabitants.

Unless stated otherwise, the temple has the following features.

### Architecture

Overall, the Vihāra Xidar is an austere temple of cold, gray stone that lacks decoration. The drow who built the temple preferred a life free of distraction. This motif persists both above and below ground. The natural caverns found at the southwestern part of the dungeon level are made from smooth limestone. Because

it's below the frost line, water and moisture do not freeze in the dungeon. Still, the entire dungeon is cold, barely protected by the blizzard-like conditions that pound the temple's exterior.

**Ceilings.** In both the temple and the dungeon below it, the constructed ceilings are 20-feet high throughout. Natural caverns vary; generally, the ceilings in these areas are as tall as the room is wide. If a natural cavern's ceiling height isn't specified in the text, assume it's the minimum height.

Thick, stone buttresses and strong columns hoist the ceilings throughout most of the temple. Meanwhile, the dungeon's ceilings are held aloft by arched corridors and massive stone cross beams that tray its ceilings.

**Doors and Secret Doors.** The doors throughout the temple are made of thick, pine planks, specially treated to avoid warping, and fitted with iron hinges and handles. The typical door has AC 16, 22 hp, and immunity to poison and psychic damage.

Secret doors are fashioned of the same material as the surface in which they are set. A successful DC 20 Wisdom (Perception) check is required to detect the presence of a secret door. The temple's secret doors are airtight, preventing gases and gaseous creatures from seeping through them.

Only a handful of the doors within the Vihāra Xidar are kept locked. Details on opening those locks are



included in the area's description.

**Illumination.** Most of the creatures who operate in the Vihāra Xidar possess darkvision. As such, many of those areas are kept dark. The humanoids who work for Dr. Calamity have other methods of seeing in the dark or are found carrying lanterns or torches.

### What Dwells in the Temple?

Dr. Calamity isn't the only presence in the Vihāra Xidar.

### Unspeakable Horrors

Before the temple became the base of operations for Dr. Calamity and his interdimensional goons, it was a temple dedicated to the teachings of the Brothers of Xidar. Monks who honed their skills here were known as winter warriors. The winter warriors dedicated their lives to fighting the creatures who clung to the ice and darkness of Omeria's arctic circle, including those influenced by Vapul, the demonic god of death and winter.

Unfortunately, their pursuit of knowledge to better equip themselves against the evils of Syhros unlocked even greater threats. The winter warriors sealed the horrors in the dungeons below the temple, warded the monastery with magics to prevent

the creatures from ever leaving, and fled.

Even now, those creatures writhe and struggle to free themselves of their bonds. Calamity, unfazed by these dangerous, unspeakable horrors, uses them as defense. But even the good doctor realizes that he's playing with fire when it comes to handling the things from beyond.

### Dr. Calamity

The chief resident of the Vihāra Xidar is Dr. Calamity and his gang of minions. Although there are a handful of humanoids who work for the dimensional traveler, overall, Calamity prefers the company of his strange and vile constructs and minions. Such creatures include (but aren't limited to):

**Calamity Henchmen.** Although Calamity favors creatures he can control with direct commands, he still sees value in hiring cheap labor to defend his the temple. Calamity henchmen use the **thug** statblock, except they are armed with blaster rifles instead of heavy crossbows.

**Clay Golem Simulacra.** Through transmutation and necromancy magic, Calamity found a way to power clay golems with the souls of humanoids. And of all the worlds that

he's tested his creatures, the souls of Casarian humanoids grant the golems the longest lifespans. So far, only a handful of the Casarian-soul-powered golems have broken down (often in gruesome ways, no less). Otherwise, this experiment has been an unmitigated success for Calamity. Once the experiment and testing concludes, Calamity hopes to use his army of simulacra to invade all of Casar.

A simulacrum uses the statistics of a **clay golem**, except with the following changes:

- The simulacrum gains the shapechanger tag and its alignment is neutral evil.
- Its Intelligence score is 10.
- **New Trait: Shapechanger.** The simulacrum can use its action to polymorph into a Medium or Small humanoid it has replaced, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
- The simulacrum's Immutable Form trait does not prevent it from using its Shapechanger trait.

**Flesh Golems.** Early in his career as an extradimensional villain, Calamity learned the value in flesh golem creation. In fact, he and his minions are so proficient in the creation of flesh golems, that they have created an assembly line to create new flesh golems from captured humanoids within a few hours.

In addition to the typical humanoid-shaped flesh golem, Calamity and his golemmancers use spare parts to create other horrific creatures such as flesh golem wolves and worms.

**Flesh Golem Wolf.** A flesh golem wolf uses the **flesh golem** stat block, except with the following changes:

- A flesh golem's speed is 40 ft.
- The flesh golem has the Keen Smell and Pack Tactics feature of a wolf.
- Remove the flesh golem's multiattack.



- Replace the flesh golem's slam attack with a bite attack. The bite deals the same damage as the flesh golem's slam attack, except it deals piercing damage. Also, if the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Flesh Golem Worm.** A flesh golem worm uses the **flesh golem** stat block, except except that they lose their multiattack and their slam attack is replaced with the following bite attack.

**Golemmancers.** Doctor Calamity's minions—known collectively as his “golemmancers”—carry out their own twisted experiments in the Vihāra Xidar. Cowardly to a fault, the golemmancers usually flee at the first sign of trouble. All of the golemmancers use the **golemmancer** stat block (see Appendix D). They are neutral evil humans.

**Jane the Llama.** Calamity also keeps a mundane llama named Jane who lives just outside his quarters on the first floor. At all times, Jane is watched by a pair of **Calamity henchmen** guards. Killing or harming Jane is the easiest way to bring down Calamity's wrath.

**Mechanical Roper.** A mechanical roper resembles a wall or cone of steel with a single eye sensor at its sensor and six grasping tendrils. Typically, these constructs are used for surgical tasks. The mechanical roper uses the **roper** stat block, except it has the following changes:

- The mechanical roper is a construct and its alignment is neutral.
- It replaces its darkvision with blindsight out to 60 feet. It is blind beyond this radius.
- The mechanical roper loses its False Appearance trait.
- The mechanical roper replaces its bite attack with a surgical laser attack.
- **New Action. Surgical Laser.** The roper targets one creature it is grappling that is within 5 feet

of it. The target must make a DC 16 Constitution saving throw. On a failed saving throw, the target takes 21 (6d6) radiant damage and gains one level of exhaustion. A target who dies from exhaustion due to the roper's surgical laser is dismembered. On a successful saving throw, the target takes half as much damage and does not gain a level of exhaustion.

**Sentries.** A sentry is a living creature whose head has been removed and replaced with a magical, telepathic sensor. These creatures are controlled by Calamity and his minions.

**Sentry Template.** A sentry is any Huge or smaller creature whose head has been removed and replaced with a magical sensor, through which the creature can detect its surroundings and emit psychic torrents. A creature that was never flesh and blood to begin with (such as a construct, elemental, ooze, plant, or undead) can't be turned into a sentry. The following characteristics and changes are added to a creature that becomes a sentry.

**Retained Characteristics.** The sentry retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

**Lost Characteristics.** The sentry loses its original saving throw and skills bonuses, special senses, and special traits. 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, unless the damage comes from a piece of equipment, such as a magic item.

**Type.** The sentry's type is construct, and it loses any tags.

**Alignment.** The sentry is unaligned.

**Ability Scores.** The sentry's ability scores change as follows: Int 2 (-4), Wis 10 (+0), Cha 1 (-5).

**Senses.** The sentry has blindsight with a radius of 30 feet, and it is blind beyond this radius.

**Damage Immunities.** The sentry is immune to psychic damage.

**Condition Immunities.** The sentry is immune to the blinded, charmed, deafened, exhaustion, frightened, paralyzed, and petrified conditions.

**Languages.** The sentry loses all known languages, but it responds to orders given to it by its creator.

**Attacks.** If the sentry has no other natural means of dealing damage (not including its Psychic Static feature detailed below), it can use its fists or limbs to make unarmed strikes. On a hit, an unarmed strike deals bludgeoning damage equal to 1d6 + the sentry's Strength modifier, or if the servant is Large, 2d6 + its Strength modifier.

**New Action: Psychic Static (Recharge 6).** The sentry emits a wave of psychic energy in a 30-foot cone. Each creature in the area must succeed on a DC 10 Intelligence saving throw. On a failed saving throw, a creature takes 10 (3d6) psychic damage and is stunned until the end of the sentry's next turn. On a successful saving throw, the creature takes half as much damage and isn't stunned.

**Spider-Brains.** Humanoids with arcane ability who fail to meet Dr. Calamity's ever-increasing standards are converted to spider-brains. A spider-brain is a disembodied brain in a jar set onto a platform with three spider legs. The brains can communicate with other creatures telepathically and have access to powerful psionic abilities. The statistics for **spider-brains** are included in Appendix D.

**Other Horrors.** There are plenty of other horrors within the temple. If a creature isn't identified within the text description, likely its statistics are in the Fifth Edition core rulebook that details monsters or its stat block is included in Appendix D.



## Temple: Ground Floor

Excluding magic, the Vihāra Xidar’s ground floor is accessible via the front entrance in **area 1**. The following encounter locations are keyed to the ground floor of the Vihāra Xidar found on page 88.

### 1 - Wedding

The snow drifts clear revealing a narrow exterior entryway that terminates in double doors, one of which is slightly ajar. Flanking the two doors are two, 12-foot-tall statues depicting elves wearing thick furs. Each statue stands on a 3-foot-tall cracked pedestal.

The statues depict the Brothers Xidar, founders of the temple that bears their name.

**Trap: Teleport Ray.** A *detect magic* spell reveals an aura of conjuration emanating between the two statues. If a creature steps between the two statues, a band of bright light forms between the two statues. The band extends all the way to the overhang. A creature who triggers the ray must make a DC 15 Charisma saving throw. On a failed saving throw, the creature is involuntarily teleported to **area 51**. On a successful saving throw, the creature is immune to the effects of the trap for 24 hours.

Casting *dispel magic* on either one of the statues permanently removes the teleportation ray.

### 2 - Sausage

The floors of this foyer are coated in gore and ichor. Blood stains everything, including the ceilings and floor. The whole place reeks.

A successful DC 10 Wisdom (Medicine) check reveals the body parts belonging to humanoids.

These are the remains of half of a party of drow who attempted to storm the temple shortly after Calamity arrived. These “lucky” few were pul-

verized by the flesh golems in **area 3** while the others were escorted to the flesh golem assembly line (**areas 20, 23, 25, and 26**).

**Treasure: Magic Quiver.** Under the viscera, the characters will find a *brambleheart quiver* (see Appendix C).

### 3 - Mutation

Two four-armed flesh golems stand idly in this room. There is nothing else of interest in this room.

**Encounter: Four-Armed Flesh Golems.** If the characters make too much noise traveling through 2 or the hallway just

outside this room, the **flesh golems** respond. Add two extra slam attacks to the flesh golem’s multiattack to account for the extra arms, and adjust their CR to 6. They fight until destroyed.

### 4 - Taxidermy

Six, poorly stitched-together corpses litter the floor of this antechamber. The corpse’s limbs vary in color, size, and relative health. Also, some of the corpses appear to have bites taken out of them.

There is a mark drawn in blood over the northeastern door depicting a deer skull with antlers.

Anyone who succeeds on a successful DC 15 Intelligence (Religion) check recognizes the deer skull as the sign of wendigo, the spirit of cannibalism.

**Hazard: Wendigo’s Curse.** Hundreds of years ago, a pair of drow hunters found themselves lost in the wilderness. To avoid the icy clutches of death, the pair hid within the old monastery. Without food, the pair started to starve. Madness overtook them both and they fought. One of the hunters slew the other. Then, the hunter devoured her companion’s flesh. This lone act drew the attention of the dark forces that permeate the Syhros Peninsula, and the ground where the drow committed her act of cannibalism became cursed.

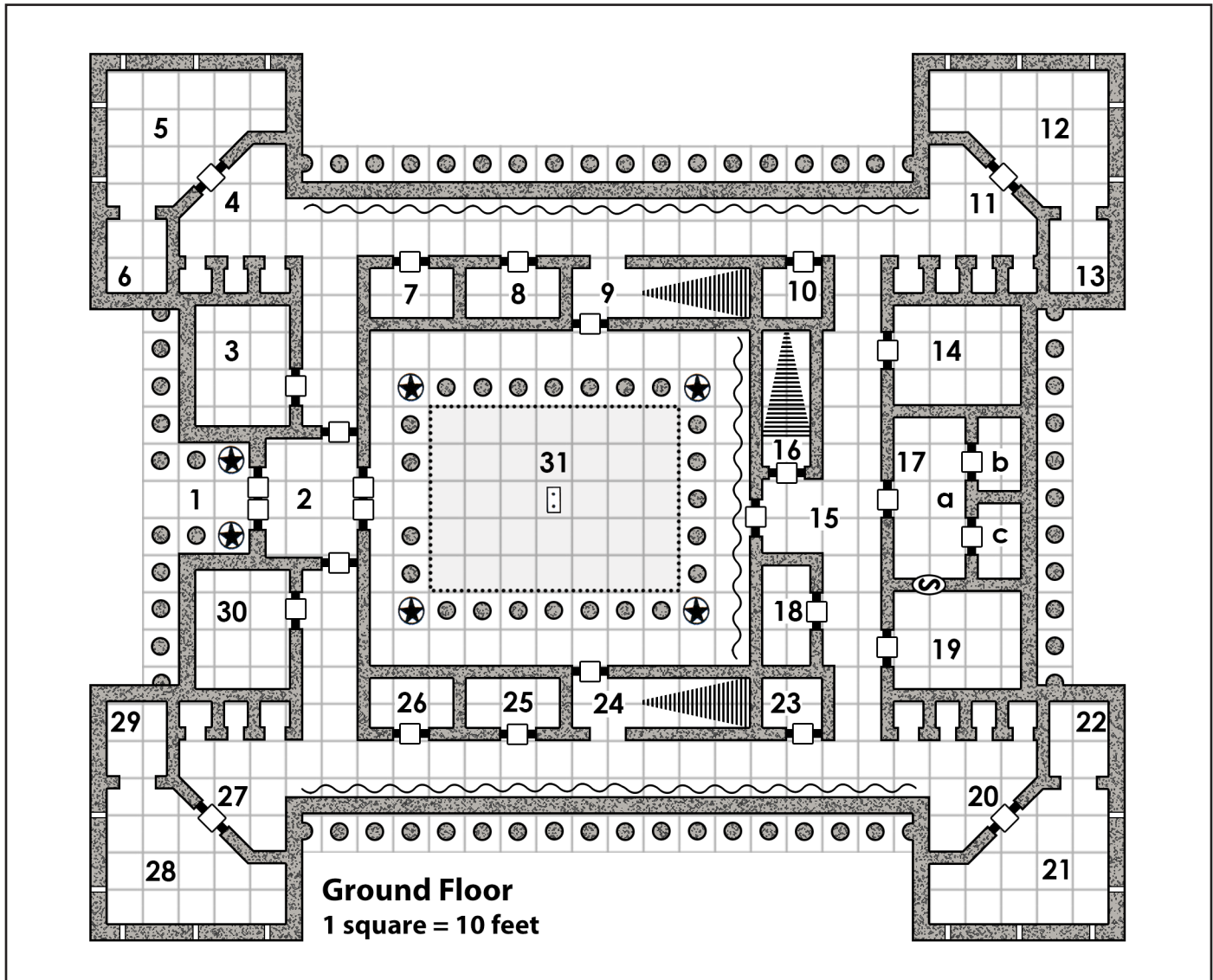
A character who passes through the door to **area 5** must make a DC 15 Charisma saving throw. On a failed saving throw, the character becomes cursed with the wendigo’s curse. While cursed, the character craves raw flesh. If the character sees blood, they must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature becomes cursed with the wendigo’s curse. While cursed, if the character starts its turn within 30 feet of a living creature that doesn’t have all of its hit points, it must make a DC 15 Wisdom saving throw. On a failed saving throw, the character becomes consumed with bloodlust for 1 minute. While affected, the character must use its action before moving on each of its turns to bite the bleeding creature. To bite the creature, the character makes an unarmed attack against the target. If the character doesn’t have a natural bite attack, it deals 1 piercing damage on a hit. If the character can’t reach the target, it must use as much of its movement as it’s able to reach the target. The character can repeat its saving throw at the end of each of its turns, ending the bloodlust on itself with a success. If the character succeeds on its initial saving throw or the effect ends for it, it automatically passes its saving throws to avoid bloodlust for 24 hours.

A character who successfully bites a creature while consumed with bloodlust takes one level of exhaustion. This exhaustion can’t be removed until the wendigo’s curse is removed. If the character dies from exhaustion, it returns as a **wendigo** in 1d6 days (see Appendix D).

**Treasure: Gold Ring.** One of the flesh golems still wears a gold wedding band. The wedding band is worth 250 gp.

### 5 - Wendigo

Blood and viscera covers the floors of this chamber. A horrific crea-



ture kneels among the gore. The lanky creature appears to be rotting. Thick, blood-matted hair barely covers areas of exposed bones all over. Where its head should be instead sits an antlered deer skull within which two red eyes burn. Using its claw and jagged teeth, it tears away flesh from the ruin on the floor.

**Obstacle: Wendigo's Presence.** The wendigo is an apparition of the drow woman who devoured her friend. It can't be attacked. Each creature who enters this room that can

see it must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature becomes frightened of this room for 1 minute. If the creature fails its saving throw by 5 or more, it also ages 1d4 x 10 years. A frightened creature that is no longer in view of the wendigo room can repeat its saving throw at the end of its turn, ending the frightened effect on itself with a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the wendigo's presence for 24 hours. If a creature attacks the wendigo apparition, it vanishes for 24 hours.

**6 - Virus**

A dozen rotting humanoid creatures linger in this room.

**Trick: Apparitions.** The undead creatures are apparitions. They can't harm the characters, and if the characters attack them, they vanish for 24 hours. Each of the apparitions represents one of the wendigo's victims.

**7 - Bookworm**

Dozens of dusty books litter the floor of this small chamber.

**Trap: Bookworm.** One of the



books has three circles arranged in a triangle on its cover. A character who succeeds on a DC 10 Intelligence (Religion) check recognizes it as the Mark of Vapul, the demonic god of death and winter. A successful *detect magic* spell reveals an aura of necromancy and abjuration. If a non-evil aligned character touches the book, the book discharges necromantic energy—the character must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed saving throw or half as much damage on a successful one.

**Treasure: Vapulite Spellbook.**

The book is a Vapulite spellbook. It contains all of the 1st, 2nd, and 3rd level necromancy spells listed in the *PHB*.

**8 - Mansion**

This chamber appears to be relatively clean compared to the rest of the chambers in the temple. A round table dominates the center of the room upon which a small pile of glittering gold coins sits.

**Encounter: Greater Mimic.** The entire room is actually the interior of a **greater mimic's** mouth (see Appendix D). The moment one or more characters enter the chamber, the mimic engulfs them.

**9 - Tribble**

Just as the characters walk up to the entry to this stairway, a swarm of rats rushes past them. The rats don't care about the characters. They're too busy escaping a deadlier threat.

**Encounter: Black Pudding.** The **swarm of rats** is being chased by a **black pudding** that's sludging its way down the stairs. When the pudding senses the characters, it switches its interest to the bigger, tastier targets. The black pudding itself is being chased by the **clay golem simulacra in area 33** which arrives in 1d4 rounds.

**10 - Mottled**

Dusty wooden shelves crowd this large storage closet. Both the shelves and walls are dotted with black and dark green spots.

**Hazard: Winter Moss.** The interior of this closet is covered in winter moss, a dangerous fungus that grows in dark, cold places. The moss feeds on warmth and is attracted to creatures that exude warmth, including humans. Whenever a living creature comes within 5 feet of a patch of winter moss, the winter moss leaps toward the creature. The creature must succeed a DC 12 Dexterity saving throw, or it takes 5 (1d10) acid damage and becomes covered in the moss. The creature takes the damage again at the start of each of its turns until the moss is scraped off or destroyed. Sunlight, any effect that cures disease, and any effect that deals radiant damage destroys a patch of winter moss.

**11 - Gnat**

Four mechanical insects buzz around this antechamber.

**Encounter: Mechanical Wasps.**

The creatures are **mechanical wasps** (see Appendix D). They attack any living creature that they sense that aren't minions of Dr. Calamity.

**12 - Brains**

Beakers, baubles, burners, and other scientific equipment crowds the steel tables of this large, angular chamber. A woman with gravity-defying short blonde hair works at the center of the room, checking measurements on various devices.

There are six sconces burning with *continual flame* spells illuminating the room.

**Encounter: Genoveva and Spider Brains.** Genoveva a lawful evil female human **golemancer** (see Appendix D) works here. Although

she isn't interested in a head-to-head confrontation with the characters, she will parley with them long enough for the five **spider-brains** (see Appendix D) hidden throughout the room to get into position. Once she is confident that the constructs can join the fray and handle the party, she attacks.

**Treasure: Genoveva's Gear.**

Genoveva carries a spellbook that contains all the spells she knows. She also carries a *wand of whispers* (see Appendix C). Genoveva's alchemical gear is top notch. If the characters spend 30 minutes collecting and storing the goods, they can later sell the items for 500 gp to someone who understands the value of alchemist's tools.

**13 - Swarm**

This small chamber's walls are wrapped with shelves. Jars filled with brains of all shapes and sizes clutter the shelves. Each of the jars has an eyestall attached to its top.

**Encounter: Legless Spider-Brains.**

The twenty jars are all the brains of acolytes and apprentice mages who Dr. Calamity and Genoveva have collected throughout their travels. They are to be converted to **spider-brains** as soon as Dr. Calamity and the golemancers find more parts to create their full bodies. For the time being, they are harmless. However, they do have telepathy and can communicate with the characters. Nearly all of them have been brain-washed—figuratively and literally—to love Dr. Calamity and his machinations. It's unlikely that they will share important information. Already "dead", they don't fear death threats.

**14 - Suffocating**

Discarded cables, metal plates, and other junk clutter this chamber. The entire area counts as difficult terrain.

**Encounter: Shambling Cables and Lightning Children.** Thanks to the ambient elemental energy present in a lot of the junk, a large pile of

loose cables has animated and taken on dim sentience. Treat the pile of cables as a **shambling mound**, except that its type is construct and it is immune to poison and the poisoned condition. Joining the shambling mound are 6 **lightning children** (see Appendix D). These creatures aggressively attack any creature that is not a construct.

**15 - Strobe**

As the characters approach this section of the hallway, they notice a light that blinks in rapid succession.

The light is the result of a permanent *light* spell set with a strobe effect cast just over the door that leads to **area 31**. Dr. Calamity's golemancers placed the strobe there as an additional deterrent for the shoggoths that loiter in the dungeon (see the Dungeon, **area 91**). The light is harmless to the characters, but the shoggoth in **area 16** has disadvantage rolls and Wisdom (Perception) checks that rely on sight while within the strobe's area.

**Locked Door.** The door to **area 16** is locked, barred, *arcane locked*, and enchanted with an *antipathy* spell. Both the *arcane lock* and *antipathy* spell can be removed by pressing the button on Dr. Calamity's owl token (see **area 43**).

Otherwise, a DC 25 Dexterity check using proficiency in thieves' tool is required to pick the lock, or the door can be broken down with a successful DC 30 Strength (Athletics) check. The door is immune to all damage.

**16 - Gigantic**

The door to this area is locked and enchanted (see **area 15** for details).

Once the door opens, read the following:

A terrible, indescribable thing lurches up the stairs—a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming

and unforming as pustules of greenish light all over the tunnel-filling front that bears down on you.

**Encounter: Shoggoth.** When Dr. Calamity and his crew moved into the Vihāra Xidar they discovered that the temple's dungeon had a bit of a shoggoth problem. Whether he was unable or unwilling to deal with the incursion, Dr. Calamity decided it best to lock the beasts up and use them as a natural "defense mechanism" for unwanted visitors. This particular **shoggoth** (see Appendix D) wishes to be free of the dungeon. Thus, it waits patiently at the top of the stairs until the door to **area 15** opens. It doesn't hesitate to attack and destroy its liberators—the characters.

**17 - Cleaning Supplies**

This trio of rooms was once used to store the monks' cleaning supplies and mindless servants. Never one to waste good servants, Dr. Calamity decided to leave this room as it is. Thus, the creatures within continue their tasks as they did long before Calamity's arrival.

**17a - Cake.**

This room reeks strongly of ammonia and is shockingly free of litter and dust.

**Encounter: Clay Golem in a Gelatinous Cube.** At the north end of the room, one of Dr. Calamity's **clay golem simulacra** seemingly floats a few feet off the floor. The golem is actually inside a **gelatinous cube**, enjoying the ooze's acidic touch. Both the golem and gelatinous cube stay dormant unless provoked. While inside the cube, the golem can make slam attacks against creatures within 5 feet of the cube, while still gaining the benefits of the cube's total cover.

**Treasure: Platinum Coins.** While cleaning the hallways on this level, the cube accidentally engulfed one of Dr. Calamity's henchmen. All that remains of the henchman is its hel-

met and 20 platinum pieces that he was carrying. These items are visible within the cube.

**17b - Prismatic.** This closet's shelves are filled with glass bottles containing cleaning supplies, some of which have spilled onto the floor.

**Hazard: Bad Mixture.** While searching for acids to sate itself, the clay golem from **area 17a** entered this closet and knocked over a few of the cleaning supplies here. Unfortunately, a few of the supplies mixed together creating a noxious hazard. The first time a creature enters this room, it must make a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the creature is blinded and can't breathe.



**17c - Puppets.** Eight animated **skeletons** stand motionless in this chamber. The skeletons are harmless and possess no weapons or armor.

**Treasure: Silver-Inlaid Feather Dusters.** All eight skeletons carry a wooden feather duster with a silver filigree. Each duster is worth 50 gp.

**18 - Ameliorate**

This chamber contains a small bed, footlocker, and desk. A cat sleeps on a cushion at the foot of the bed.

Beyond Leefka's gear and a few personal effects, there is nothing of value in the room.



**Encounter: Leefka.** Unless encountered elsewhere, the commanding officer of Calamity's henchmen, Leefka, resides in this chamber. When the characters enter the room, she is lying on the bed reading a book by candle light. The book details the western Omeria coast. Caught off guard, she attempts to parlay with the adventurers. Failing that, he calls out of the henchmen down the hall (**area 19**). Leefka is a lawful evil female human **gladiator**. Her **cat** is harmless.

**19 - Probing**

This room is set up as a barracks for Calamity's henchmen. A hooded lantern set on a table in the southeastern corner casts most of the room in bright light.

**Encounter: Calamity Henchmen.** Unless encountered elsewhere, five **Calamity henchmen** (see page 85 for details) stand in a circle at the center of the room. Genoveva (see **area 12**) created a construct of spare parts for them to amuse themselves. The construct consists of a drow's head with a hand attached to its neck to grant it mobility. Use a **frog** stat block for the drow head, except its type is a construct. The henchmen attack anyone who enters this area that isn't a construct or one of Calamity's henchmen. If the battle turns against them, they call for reinforcements.

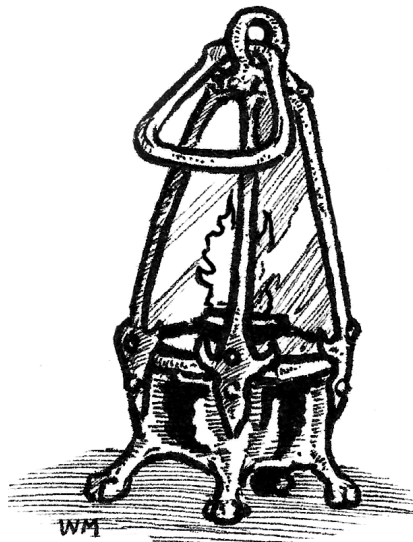
**20 - Friends**

Within the alcoves created by the temple's stone buttresses, four prisoners (drow elf **commoners**) await their fate as spare parts for flesh golems. Each of the prisoners has a collar around his or her neck that prevents them from escaping.

**Encounter: Guards.** Two **calamity henchmen** (see page 85) stand guard by the door to **area 21**. If they see intruders (or hear cries for reinforcements from **area 18** or **19**), they retrieve **Sharkmanbot** from **area 21** who joins the fray.

**Trap: Exploding Collars.** The four prisoners' collars are equipped with explosive runes. If a prisoner is removed from the alcove without disabling it using Sharkmanbot's shark token (see **area 20**), the rune triggers and the collar explodes, instantly killing the prisoner, and each creature within 5 feet of the prisoner must make a DC 10 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed saving throw or half as much damage on a successful one. A character proficient in thieves' tools can remove a collar with a successful DC 15 Dexterity check. However, if the character is not proficient in the Arcana skill, they make the check at disadvantage. Plus, failing the check by 5 or more automatically triggers a collar. Casting *dispel magic* also disables the explosive rune on a collar.

**Development: Saving the Prisoners.** The prisoners are members of a tribe of drow who Dr. Calamity and his henchmen defeated and captured. If freed, the prisoners hope that the characters can return them to their village which is five miles north of the temple. Doing so earns all non-evil characters an additional 1,350 experience each.



**21 - Sharks**

Unless encountered elsewhere, when the characters enter this chamber, they discover one of Dr. Calamity's favorite creations—Sharkmanbot! The first time the characters encounter Sharkmanbot, read the following:

A twelve-foot tall giant in dense, metal armor stands before you, a colossal maul slung over its shoulder. The creature has the scar-covered head of a giant shark. It grins at you with rows of sharp, jagged teeth.  
 "Alo there, poppet," it says in a deep, Murktowner accent.

**Encounter: Sharkmanbot.** **Sharkmanbot** (see Appendix D) is part construct, part ogre, and part shark, with the mind of a deranged psychopath. Sharkmanbot gives no quarter and expects none in return. If he drops a character's hit points to 0, his blood frenzy drives him to ravage the character until little remains.

**Treasure: Shark Token.** Sharkmanbot's chambers lack amenities of any sort. As a construct, he does not require sleep. And as he is only interested in maiming and killing foes, the chambers lack anything passing as entertainment save for a few bloodied bones. However, Sharkmanbot does keep a metal token shaped like a shark's head hanging from a chain on the southern wall. The token has four buttons. Each button is cued to one of the explosive collars worn by the prisoners in **area 20**, and can remove the collars without triggering an explosion.

**22 - Upside Down**

This chamber appears to be empty.

**Trap: Reverse Spike Trap.** A *detect magic* spell cast on the floor reveals an aura of transmutation. The entire room is subject to a permanent *reverse gravity* spell. The first time a creature enters this area, it is automatically affected by the magic. The

creature can make a DC 17 Dexterity saving throw to grab onto the door frame or another fixed object.

If the creature fails its saving throw, it “falls” 20-feet up to the ceiling which is covered in poisoned spikes. The creature takes 7 (2d6) falling damage plus 3 (1d6) piercing damage and must make a DC 15 Constitution saving throw, taking 36 (8d8) poison damage on a failed saving throw or half as much damage on a successful one. The reverse gravity effect ends for any creature that leaves this area. The magic effect can be removed with a DC 18 *dispel magic* spell cast on the floor.

### 23 - Exterminate

Creatures who the golemmancers hope to dismantle and reassemble as flesh golems start their horrific journey in this room.

**Encounter: Mechanical Roper.**

The western wall of this chamber is a

construct that resembles a steel plate with six tendrils and a single eye at its center. This **mechanical roper** (see page 85) grabs creatures, drags it into the area, then dissects it. Once dissected, the creature is loaded onto a bloodied rolling cart operated by a suit of animated armor. The armor wheels the body parts to **area 25**.

### 24 - Vortex

A staircase leads up to the first floor of the temple.

**Encounter: Air Elemental.** A lone **air elemental** summoned and bound by Dr. Calamity prevents creatures from ascending the stairs or passing into **area 31**.

### 25 - Silence

A large, steel table dominates the center of the room. The western

wall of this chamber is lined with shelves containing storage bins, from out of which spare body parts peak. A pair of spider-like constructs with glass jars containing humanoid brains for heads work around the table, diligently assembling new constructs from the humanoid body parts.

**Encounter: Spider-Brains.** The two **spider-brains** (see Appendix D) are focused on assembling a new flesh golem. Once they detect the intruders, they attack. The flesh golem is nearly complete, however, it’s missing one arm and one leg. Its movement speed is 10 feet per round and it loses its multiattack.

### 26 - Malevolent

Four **flesh golems** stand in the middle of this otherwise empty chamber.

**Encounter: Flesh Golems.** Unless attacked or called to action by Calamity’s minions, the flesh golems remain where they are. One of the flesh golems has the head of an orange-skinned tiefling. Another has a horse’s head (it’s functionally the same).

**Treasure: Golden Eye.** One of the flesh golems has a fake eye made of solid gold (it was the owner’s and went unnoticed by the spider-brains that assembled it). The golden eye is worth 200 gp.

### 27 - Worms

Two, bulbous worm-like creatures made of spare body parts guard the southwestern door of this hallway.

**Encounter: Flesh Golem Worms.** The creatures are flesh golems composed of left over body parts. See page 85 for details on **flesh golem worms**.

### 28 - Spores

Four long tables crowd this room. Dozens of earthen clay jars crowd the table’s tops. Each jar has the same rune on it.





**Hazard: Earth Spirits.** There are 100 jars of earth spirits in this area, captured then used to empower the golems created by Calamity and his golemmancers. A character who succeeds on a successful DC 15 Intelligence (Arcana) check recognizes the runes as those belonging to the Elemental Plane of Earth. If a character opens or destroys a jar, the earth spirit within exits the jar. If there is no creature within 5 feet of the jar when this happens, the spirit vanishes and immediately returns to the Elemental Plane of Earth. The spirit attacks any creature that is within 5 feet of it. If multiple creatures are within 5 feet, choose one at random. The target must make a DC 16 Charisma saving throw. Creatures immune to petrification automatically pass their saving throw. On a failed saving throw, the earth spirit possesses the creature. A possessed creature is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect. The creature's alignment becomes neutral, and its Intelligence becomes 5 (-3), Wisdom becomes 10 (+0), and Charisma becomes 5 (-3). It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

Every 24 hours that the target remains possessed by the spirit, the host body must make a DC 16 Constitution saving throw. On a failed saving throw, the target dies and its body transforms into earth and stone; the spirit and its host merge to become an **earth elemental**. Otherwise, the possession lasts until the body drops to 0 hit points, the spirit ends its possession as a bonus action, or the spirit is turned or forced out by an effect like *dispel evil and good* spell. When the possession ends, the spirit returns to the Elemental Plane of Earth.

### 29 - Memory

The walls of this chamber are wrapped with shelves. Empty earth spirit jars are stored on the shelves.

### 30 - Cavalcade

Blood seeps out of the door to this chamber. Inside, lies a dead, headless horse. The horse's owner tethered the horse here while he went to explore the temple. The flesh golems from **area 3** detected the horse, slew it, and removed its head. The cleaning team from **area 17** has yet to clean the mess up and deliver the parts to the flesh golem assemblers in **areas 23 - 26**.

### 31 - Smarmy

When the characters enter this chamber, read the following:

This huge chamber boasts 40-foot-high ceilings divided in half vertically by a mezzanine held aloft by dozens of stone columns. The corner columns are carved to look like elven monks, each one holding the mezzanine upon his or her back. Cables, crackling coils, and other strange mechanical devices crowd the center of the room around an altar that's been converted into a control console. A six-foot-tall humanoid-shaped being wearing elaborate armor, a green cloak, and a mask that resembles a barn owl mans the console.

The figure is a projected illusion of Dr. Calamity. If Calamity senses the characters here (either his illusion,

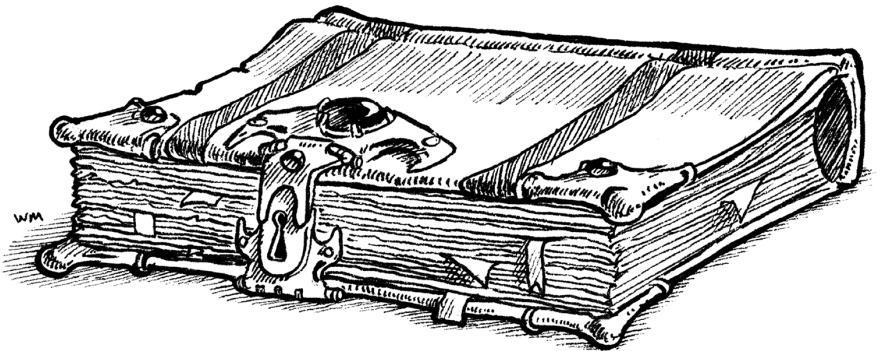
or his actual self in the dungeon), he turns to the characters and raises a claw. "Finally you have arrived! Now, it is time to meet your doom!" Calamity then turns to his minions and commands them to "DESTROY THE HEROES!"

**Encounter: Doctor Calamity's Minions.** Calamity is an illusion, but his minions aren't. He's joined by the following creatures:

- 2 **mechanical ropers**
- 1 **giant ape sentry**
- 10 **Calamity henchmen**, 6 of which are on the ground level with the other 4 on the mezzanine (**area 68**)

The creatures fight until killed/destroyed. Calamity's illusion attempts to pivot and maneuver as much as possible as not to betray its illusory nature. If the characters discover that it's an illusion by touching or attacking it or making a successful DC 18 Intelligence (Investigation) check to see through the illusion, Calamity's illusion cackles, "I see you've learned the truth of my nature! I guess you'll have to find the real me, then!" and fades from view.

**Treasure: Chest of Goodies.** Although Calamity isn't actually in this area, he still keeps items of great importance here. If a character succeeds on a DC 15 Intelligence (Investigation) check to search the console, they discover a small hidden compartment. Inside the compartment, Calamity keeps the following magic items: a *shard of kalapatr*, two *gems of earth elementals*, and a *manual of flesh golems*.



### Temple: First Floor

The first floor of the Vihāra Xidar is accessible a few ways. The most direct routes are via the staircases on the ground floor, **areas 9** and **24**. If the characters arrive via the Calamity saucer and land on the roof, they can access this level via **area 41b**. Creative characters can also climb onto the mezzanine in **area 68** from **area 31**.

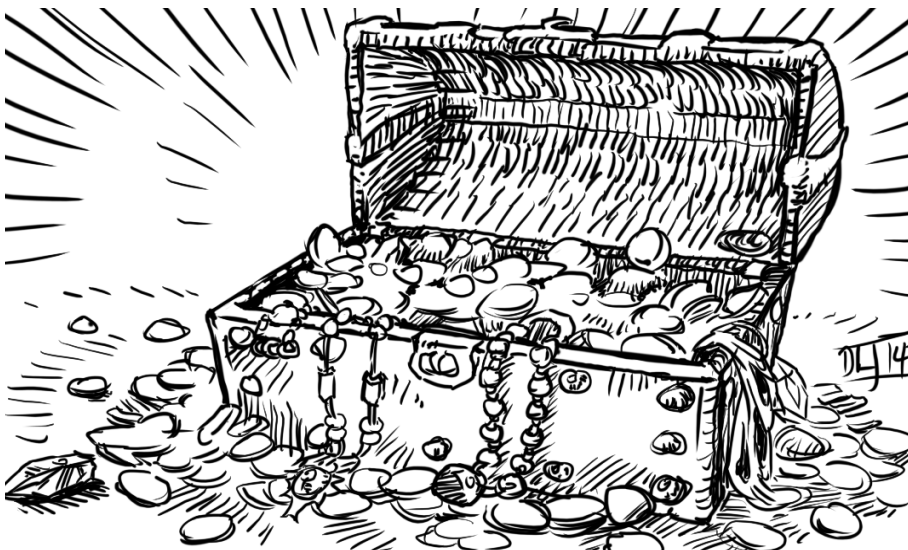
The following encounters are keyed to the map of the first floor on page 96.

#### 32 - Society

The stairways from **areas 9** and **24** lead up to the first floor ambulatory.

**Encounter: Calamity Henchmen.** Two of Calamity's henchmen amble down the hallway carrying a heavy treasure chest between them. One of them carries a lantern. Unable (and unwilling) to leave the chest behind, the two fight if they see intruders.

**Treasure: Chest.** The chest holds some of Calamity's funds, specifically those he uses to make black market purchases. Inside, there are 25,000 silver pieces—Calamity finds that silver seems to have a higher-demand throughout the Cosmos. The chest is exceptionally heavy, weighing 500 lbs.



#### 33 - Bloated

This area is the easternmost part of the first floor of the ambulatory.

**Encounter: Clay Golem.** A ravenous clay golem lurches after a black pudding that escaped its grasp. The pudding itself is chasing a swarm of rats. The pudding and rats are detailed in **area 9**.

#### 34 - Redbeard

This large chamber appears to be empty save for a large, circular platform at the center of the room. Multiple cables run from its base to the walls, some cutting through the walls while others crawl up the walls, set in place by hooks and nails.

When the characters come within 10 feet of the platform, a semi-transparent apparition of a dark-haired elven man with a bat on his shoulder appears on the platform. The man glances around the room. Then, after a moment, he comments, "No, I don't think this is the one, Aaron. I'll keep looking." He then vanishes.

**Hazard: Astral Portal.** If a creature steps onto the platform, it must make a DC 17 Charisma saving throw. If the creature fails its saving throw, it is banished to a random location in the astral plane. The portal then explodes. Each creature within 15 feet of the portal when it explodes

must make a DC 15 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed saving throw or half as much damage on a successful one.

#### 35 - Moist

Despite the fact that they appear to be made from the same stone tile that appears throughout the rest of the temple, the floors here are unusually soft, not unlike cushions. The gibbering moutherers from **area 37** permanently altered the ground here thanks to their Aberrant Ground feature.

A character who succeeds on a successful DC 13 Wisdom (Perception) check made to listen can hear the moutherers from this area.

**Treasure: Flame-Retardant Suits.** Two suits made specially treated canvas hang on the eastern wall near the door to **area 36**. The suits offer no armor bonus, but a creature who wears a suit gains immunity to fire damage from any single attack that deals 9 fire damage or less. Attacks that deal more than 10 damage or more deal damage as normal.

#### 36 - Flaming

This chamber radiates extreme heat (see Chapter 5 of the *DMG* for details). There is a mechanical archway set into the southern wall. The archway offers a permanent gate to the Elemental Plane of Fire; the flames of the plane are visible from the chamber. There is an iron chest bolted into the floor against the eastern wall.

If a character stands near the gate, they might draw the attention of a creature from the Plane of Fire, such as an efreeti, salamander, or fire elemental. How the creature reacts to the characters is up to you.

**Hazard: Flames.** The gate constantly burns. A creature who ends its turn within 5 feet of the gate takes 5 (1d10) fire damage.

**Treasure: Potions.** The iron chest is unlocked. Within are six potions of fire resistance.



**37 - Balderdash**

This balcony is open to the elements.

**Hazard: Soft Ground.** Thanks to their Aberrant Ground feature, the two gibbering mouthers (see below) have permanently ruined the physical structure of the balcony's ground. The entire area is affected by the Aberrant Ground. Additionally, if a creature fails their Strength saving throw, they must immediately make a DC 10 Dexterity saving throw. If the follow up save fails, the character tumbles off the balcony into the snow 20-feet below.

**Encounter: Gibbering Mouthers.** Two **gibbering mouthers** hang out by the edge of the balcony.

**Treasure: Astral Bracelet of Omniscience.** One of the mouthers was a mage whose research into the astral plane eventually drove him mad and caused him to devolve into the mouter. The mage's *astral bracelet of omniscience* (see Appendix C) still remains within his form. When the mouter is destroyed, the bracelet drops to the ground where it stood.

**38 - Goose**

A mechanical goose ambles around this room.

Beyond that, there's seemingly nothing of interest here.

**Encounter: Mechanical Goose.** The mechanical goose uses the stat block for a **baboon** except its type is a construct, it has a fly speed of 30 ft., swim speed of 30 ft., and no climbing speed, and it is immune to poison and the poisoned condition.

**Secret Door.** A secret door connects this room to **area 40**.

**39 - Conundrum**

Three beds each with its own footlocker and nightstand dress this clean room.

**Encounter: Sleeping Mage.** A lawful neutral female human **mage** named Toska is fast asleep in the westernmost bed. If awakened, Toska quickly assesses the abilities of the

party and surrenders. She won't divulge too many secrets, but shares that she only works with Calamity and the others out of arcane curiosity. As one of Calamity's cohorts, she's been able to learn a lot about the Cosmos and hopes to continue her studies. Toska only fights if attacked.

**Treasure: Toska's Spellbook.** The nightstands, footlockers, and beds hold nothing of value. However, if the characters kill Toska, they can take her spellbook, which contains all the spells she has prepared plus *conjure elemental*.

**40 - Curious**

Unless the characters already encountered the mages here, when the characters first enter this room, read the following:

Bookshelves cluttered with dusty tomes encompass this room's walls. Two purple-robed women with short, blonde hair pour through the books. After they fail to find what they're looking for in a particular book, they toss the tome into a growing pile at the center of the room. Meanwhile, a 12-foot tall machine whose head resembles a barn owl guards the southernmost door.

A hooded lantern on a table at the southeastern part of the room sheds bright light throughout the room.

**Encounter: Mages and Shield Guardian.** Dr Calamity sent these two lawful evil human **mages**, Adlit and Notniws, to find a book on the astral plane and its aberrations. So far they haven't found what they're looking for and their frustration is apparent. The two immediately decide to take out their frustration on any intruders in the area. The **shield guardian** is bound to Adlit, which has a *dimension door* spell inside it. It uses the spell if Adlit's hit points are reduced by half to transport both her and the guardian to **area 72** in the dungeons below the Vihāra Xidar.

**Treasure: Library.** Most of the books in the library are terribly outdated or rooted in pseudo-science/arcanaology. A character who spends 1 hour or more in the room looking through the books can make a DC 15 Intelligence (Investigation) check at the end of the hour, finding a book detailing the Jaduee-patr on a success. The book, titled "The Eight Elements of Creation by Oxon of Odonburg" is worth 250 gp. Both mages also carry their spellbooks with them, containing all the spells they have prepared, as well as golden wands they use as arcane foci, each one worth 100 gp.

**41 - Secret Entrance**

Dr. Calamity's eponymous saucers land on the eastern side of the temple's roof. There is an access hatch just above this area which allows the saucers' pilots and crew to enter the temple, avoiding the traps and hazards of the first level. Naturally, Calamity keeps this section well-guarded.

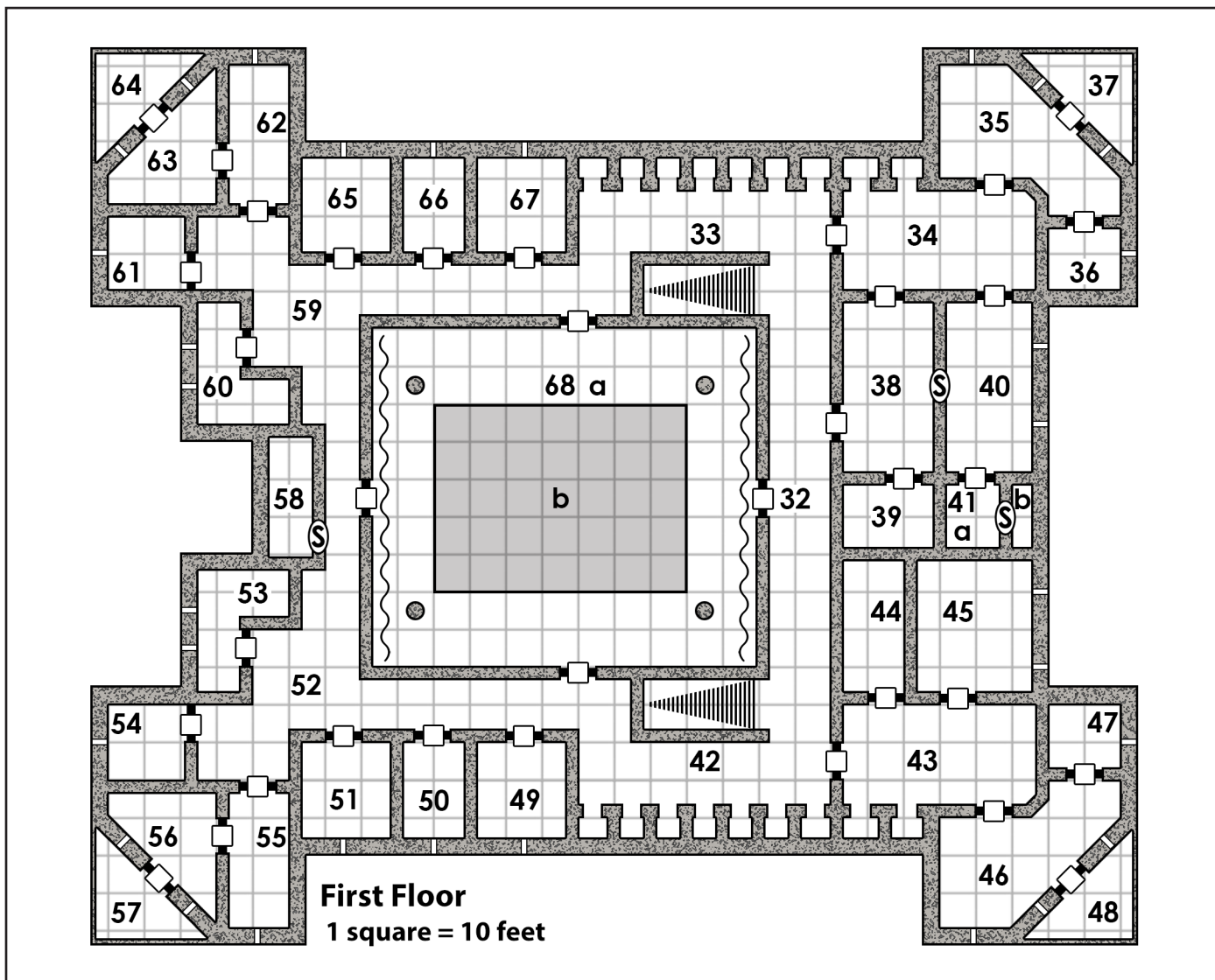
**41a - Bread.** A construct guard stands at the ready.

**Encounter: Clay Golem Simulacra.** A single **clay golem simulacra** stands guard here. It attacks anyone that isn't one of Dr. Calamity's minions.

**Secret Door.** A secret door connects this area to **area 41b**. It's noticeable from this side and doesn't require an ability check to discover it.

**41b - Tragic.** Should the characters enter the temple via the ladder from the roof, they arrive in this area. Read the following:

This small dark corridor is 5-feet wide, 20-feet long, and seems to lack exits except for the ladder through which you entered.. At the south part of the corridor, a grotesque spider-like contraption stares at you through a pair of mechanical eyestalks. Instead of a thorax, the spider-thing boasts a pink, disembodied brain connected to



various cables sitting in a jar of amber-colored liquid.

**Encounter: Spider-Brain.** The creature is a **spider-brain** (see Appendix D), one of Dr. Calamity's creations. It spends one round using a red-light scanner to identify the characters. Once it recognizes that they aren't affiliated with Dr. Calamity or his minions, it sends a telepathic message to one of the mages in **area 40** who prepare themselves for the encounter. The spider-brain then uses its innate ability to turn invisible and flees to join the mages and shield

guardian in 40 while the clay golem in 41a covers it.

**Treasure: Telepathic Amplifier.** The spider-brain carries an uncommon magic item that amplifies its telepathy. A creature with telepathy has its range doubled while attuned to the amplifier.

**Secret Door.** There is a secret door in the wall that leads to **area 41a**. If the spider-brain alerted the clay golem in **area 41a** of the character's presence, it immediately attacks the characters the moment they step through the door.

**42 - Llama**

A furry, long-necked quadruped munches on a pile of dry hay in the center of the corridor. A sparkling diamond tiara sits on the beast's head. Two stern-looking henchmen stand near it, acting as its bodyguards. One carries a torch.

**Encounter: Jane the Llama.** The creature is Dr. Calamity's pet llama named Jane. Jane uses the same stats as a **pony**. Jane is defended by two **Calamity henchmen** (see page 85) who have strict orders to



defend Jane to the death. Although it's a boring job, it's an important one, reserved for only the best.

**Treasure: Jane's Tiara.** Jane's silver tiara is set with diamonds and worth 1,000 gp.

**Development: Don't Kill Jane.** Calamity shares a psychic link with Jane. If Jane is killed, Calamity swears revenge on her killers and will stop at nothing until they are dead.

#### 43 - Ceaseless

This antechamber is devoid of furniture. At the eastern end of the room, a large, technologically-advanced canon set onto a tripod stands facing the westernmost door.

**Hazard: Automated Lightning Cannon.** The cannon fires at anyone who enters these chambers that isn't Dr. Calamity—this includes Calamity's own servants. The cannon is detailed in Appendix C.

**Treasure: Emerald Odonburgite.** The cannon is powered by a shard of *emerald odonburgite* (see Appendix C).

**Treasure: Owl Token.** Calamity keeps his owl token hanging on a chain which hangs from a hook on the northern wall. The owl token offers access to various rooms throughout the temple and dungeon.

#### 44 - Flaming (Again)

The walls, floors, and ceilings of this chamber are scorched. At the center of the room, a large brass scimitar floats 5 feet off the ground. A 5-foot radius sphere of fire encompasses the sword, shedding bright light 10 feet in all directions and dim light for an additional 10 feet.

The sword is an illusory recreation of the great efreeti, Jinad the Bold's own saber. Jinad is a close personal friend of Calamity.

**Trap: Illusory Scimitar.** The sword is a fake, but the fire is very real. If a creature enters the flaming sphere or ends its turn in the area,

it takes 2d10 fire damage. Noticing the sword is an illusion requires a DC 18 Intelligence (Investigation) check. This check is made with disadvantage from characters standing outside the sphere. If a *dispel magic* spell is cast on the sphere, the sphere erupts in a *fireball* (as the spell) with a DC 18 Dexterity saving throw. After the eruption, both the sphere and the sword vanish.

#### 45 - Ark

A huge, 20-foot-by-7-foot stone sarcophagus dominates the center of this room. The sarcophagus is attached to dozens of cables of varying sizes fed by beeping and booping machines on the ceilings, walls and floor.

The lid of the sarcophagus is carved to look like a barn owl.

**Trick: Stone Sarcophagus.** A character who spends at least 10 minutes observing the machines can make a DC 15 Intelligence (Investigation) check to try to understand their function. On a success, they recognize the following things:

- Some of the machines are made for life support.
- A button on one of the machines opens the lid of the sarcophagus. Otherwise, removing the lid requires a successful DC 20 Strength (Athletics) check.
- The device is designed to slow and reverse the effects of aging on humanoids.

When the lid opens, it does so with a hiss as nontoxic gas escapes the capsule. Inside is the body of a nude and unconscious geriatric human man with his arms crossed over his chest. The man is a **commoner** captured by Calamity and his minions. Calamity is testing the device's ability to reverse aging on humanoids. So far, he's had no success.

If the man is removed from the ark, he shrieks. In horror, the characters

watch as he rapidly ages 5 years per second changing from an old man to a skeleton to dust. Nothing short of a *wish* spell can stop the rapid aging effect.

#### 46 - Nebulous

This room is cloaked by a permanent *darkness* spell. There is a large 10-foot diameter vat of viscous liquid at the center of the room.

**Trick: Vat of Refreshment.** A creature who enters the vat and spends 10 minutes within its liquid gains the same benefit that they normally would from completing a long rest. Additionally, the vat provides enough nourishment to sustain the creature for one day.

**Encounter: Shadow Legion.** Nine **shadows**, the nebulous remnants of Calamity's masters, lurk in this room. They attack any creature who enters this room that isn't Calamity. When the shadows are destroyed, they return in 24 hours within Calamity's shadow gem (see **area 78** in the dungeon level for details).

Calamity uses the shadow masters for guidance. Only he can communicate with them, doing so telepathically.

#### 47 - Agonizing

This chamber is kept locked. Like **area 46**, it is bathed in permanent darkness. The darkness boils like flames and it seems like there are whispers heard from within.

**Hazard: The Phoen-X.** Calamity infused this area with the soul of his greatest master, The Phoen-X. A humanoid who enters this room or starts their turn here must make a DC 18 Wisdom saving throw.

On a failed saving throw, the target takes 10 (3d6) psychic damage and must use its turn to move as far away as its speed will allow. A creature who fails its saving throw by 5 or more also becomes cursed. Until the curse is removed, all undead have advantage on attack rolls made

against that target and the target has disadvantage on saving throws made against spells and other effects created by undead.

On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

### 48 - Kamikaze

This balcony offers a glimpse at the southeastern side of the temple. The stones along the corner wall are cracked and crumbling. A character can climb up the stones to the roof of the building and gain access to one or more of the Calamity saucers parked there.

### 49 - Echoes

This room is lit by *continual flames* spells cast on bricks on the wall.

**Encounter: Henchmen and Mage.**

Two calamity henchmen stand outside the door. Two more guards stand inside with a mage standing over a large console. The console offers data on the oversized clay golem in **area 50**.

### 50 - Pulsating

Any character who opens this door is in for a surprise: the big brown face of a gargantuan clay golem pokes out from the portal. The Gargantuan creature's body completely takes up the chamber. Too large to move, the construct is unable to do much more than grunt at any creature who looks at it. The golem has 200 hit points and no effective attacks. If destroyed, it explodes in a burst of stinking clay. The clay is harmless.

**Treasure: Decanter of Endless**

**Acid.** If the characters destroy the golem and dig through the muck, they discover the source of the golem's increased size. There is a decanter stuck in its side. The item functions the same way as a *decanter of endless water*, except that it pours acid instead of water. The acid has the same

corrosive capabilities as the acid detailed in chapter 5 of the *PHB*. When the decanter's geyser effect is used, on a failed saving throw, the geyser deals 2d6 acid damage in addition to the bludgeoning damage.

### 51 - Enigma

A 10-foot diameter pedestal rises 6 inches off the ground. A control console stands a few feet from the pedestal.

**Teleporter.** The pedestal is a teleporter. Any creature who stands on the pedestal and says "Calamity" is teleported to an identical teleporter in **area 73** of the dungeon level.

### 52 - Tepid

A 20-foot diameter puddle of lukewarm water covers the floor of the area just in front of the door to **areas 51, 53, 54, and 55**. A character who succeeds on a DC 15 Wisdom (Perception) check notices that there is a dead, bloated drow trapped inside the puddle.

**Trap: Trap Puddle.** A character who casts *detect magic* on the puddle will detect an aura of conjuration magic. A creature who steps onto the puddle must make a DC 18 Charisma saving throw. On a failed saving throw, the creature is trapped inside the puddle which is a 10-foot deep extra-dimensional hole that functions the same way as a *portable hole*, except it is filled with water. A creature that can breathe water can survive inside the puddle trap indefinitely. Creatures who can't breathe water start to drown.

Creatures inside the puddle can be seen but have total cover. On its turn, a creature can use their action to make a DC 15 Strength check to try to escape the puddle. On a success, the creature appears in an unoccupied space within 5 feet of the puddle.

Targeting the puddle with Dr. Calamity's owl token (see **area 43**) releases all creatures inside the puddle.

### 53 - Stigma

The contents of this room can be smelled from outside the hall.

**Encounter: Flesh Golem Worms.**

This empty room is used to store extra **flesh golem worms** (see page 85). Currently, there are four here. The worms only attack if provoked or one of Calamity's minions commands them to.

### 54 - Delirium

A large device stands at the center of this room. The top of the device boasts a large, wheel painted with a red and yellow spiral. A single chair faces the device's wheel.

**Trap: Calamity's Delirium**

**Device.** Calamity and his minions sometimes use this machine to brainwash new henchmen into working for him. If a character steps within 5 feet of the device, it powers up and its wheel starts to spin. Any creature in the room that can see the wheel must make a DC 18 Intelligence saving throw. On a failed saving throw, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The target does not even recognize its friends.

If a creature speaks to the target and identifies itself as a friend, immediately the target recognizes that creature as its ally—even if the creature was not previously an enemy. From that point onward, the target identifies that creature as its ally, follows it, and even protects it.

At the end of 30 days, the creature can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends. This effect can also be ended by *greater restoration*, *heal*, or *wish*. However, there is a chance that the creature may still identify the creature that brainwashed it as its ally.

The delirium device is a Large object with an AC 18, 50 hit points, and immunity to poison and psychic damage.



It can also be disabled with a successful DC 12 Intelligence (Arcana) check.

### 55 - Bulbous

The door leading into this room from **area 52** is larger than the other doors in the complex, measuring 12-foot-wide.

Inside this room are two, large, translucent spheres, each one 10-feet in diameter. The spheres appear to be empty. A creature who examines a sphere notices that it has a smooth hatch built into the side of it. The inside of the sphere has enough room to fit one Large or up to two Medium or smaller creatures inside it.

A creature inside the sphere can be seen but has total cover against attacks and can't damage anything outside of the sphere. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the sphere can be picked up and moved by other creatures.

Each sphere has AC 18, 50 hit points, and immunity to poison and psychic damage, as well as resistance to bludgeoning, piercing, and slashing damage made by nonmagical attacks.

### 56 - Invert

This room acts as the henchmen's armory. The walls are lined with weapon rack upon which sit the following weapons, all of which are detailed in Appendix E:

- 20 blaster rifles
- 6 rad pistols
- 4 laser swords
- 2 high-powered rad-cannons
- 1 flamethrower

Additionally, there are ten mannequins, half of which are wearing leather armor with the same motif as Calamity's henchmen. Characters wearing the armor have advantage on Charisma (Deception and Performance) checks made to pass as one of the henchmen.

### 57 - Supercalifragilistic-expialidocious

The two henchmen standing on this balcony can be heard from outside the door leading back to **area 56**.

The pair argue the etymology of an unusual word, with one frequently commenting, "The sound of it is something quite atrocious."

**Encounter: Henchmen.** The two **Calamity henchmen** (see page 85) are focused on watching the southside of the temple. If the characters are careful, they should easily surprise the two should they approach from **area 56**.

### 58 - Moist

A secret door conceals this chamber. Not even Calamity's henchmen are aware of its existence.

At the far end of the room stands a podium with an open book resting upon it. Just above the book, carved into the wall, is the face of a marid, its mouth open.

**Trap: Water Symbol.** If a character approaches the book without first speaking the Undercommon word for "water", the secret door to the room shuts and locks and the mouth in the wall starts to discharge frigid water (see chapter 5 of the *DMG* for details). The water discharges at a rate of 2 foot per round, so it only takes 1 minute to fill the entire room with water. Likely, the flow of water is too powerful to stop by clogging the marid's mouth. However, if the secret door can be opened, the water will stop.

The only trouble is that the door, when closed, becomes trapped with a *glyph of warding* that triggers whenever a creature tampers with the door. The glyph requires a successful DC 14 Intelligence (Investigation) check to be found. When triggered, the glyph explodes, requiring each creature in the room to make a DC 14 Dexterity check, dealing 22 (5d8) cold damage on a failed saving throw or half as much damage on a successful one. A creature that takes damage

from this trap has disadvantage on its Constitution saving throws made to avoid the ill effects of the trap's frigid water.

To open the secret door, a character with proficiency in thieves' tools must make a successful DC 15 Dexterity check. Alternatively, a character can force the door open with a successful DC 20 Strength (Athletics) check.

**Treasure: Book of Xidar.** The book is the book of Xidar, a waterproof tome that details the history of the winter warriors and the temple. A character in possession of the book has advantage on all Intelligence (History) checks related to the Vihāra Xidar, its people, and potentially the dangers that lie within its dungeon.

### 59 - Silent

A calamity-bot finds itself accosted in this hallway by a pair of nosy spider-brains.

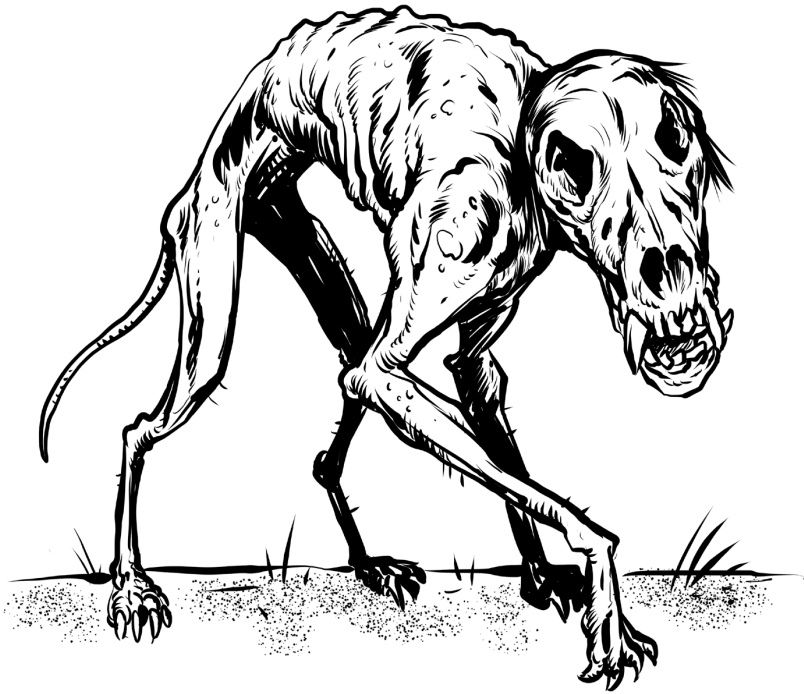
**Encounter: Spider-Brains and Servant.** In the center of the hall, a suit of **animated armor** pushing a cart loaded with valuables stolen from test subjects is being accosted by two **spider-brains** (see Appendix D). As soon as they detect the characters, the brains leap into combat, commanding the animated armor to assist in the attack.

**Treasure: Ill-Gotten Goods.** The cart is loaded with jewelry stolen from dead commoners who've since been converted into flesh golems. There are 50 pieces of jewelry, altogether worth 1,000 gold pieces.

### 60 - Chileno

This observation room is currently occupied by a mage and a spider-brain. Torches hung on the walls burn with *continual flame* spells.

**Encounter: Chileno.** Chileno was a drow hunter who Calamity's henchmen captured. Chileno was spared the fate of becoming a flesh golem, and was instead used as an early test subject for the **clay golem simulacra**. Oddly, Chileno's personality



was preserved within the clay golem. Instead of destroying Chileno, Calamity ordered his **golemmancer** (see Appendix D) Sylvia to examine Chileno and learn what she could from the golem. Currently, Chileno is wired into the northernmost wall of this room. Sylvia and her **spider-brain** (see Appendix D) assistant continue to run experiments on the clay golem. Chileno has the same stats as the other simulacra, except his alignment is neutral good.

**Development: Chileno Leads the Way.** Chileno wants to help the characters any way that he can. The drow-turned-golem knows that Calamity and his goons keep more of his brethren prisoner in **area 20**. If the characters help him free the drow there, he'll join the party to take on Calamity and enact revenge for what Calamity did to his people.

**Treasure: Golemmancer Goodies.** In addition to a spellbook that contains all her spells, Sylvia carries a golden amulet that she uses as her arcane focus. The amulet is worth 200 gp.

### 61 - Defenestration

This room smells of rotting body parts. Probably because there are a lot of rotting body parts here.

**Encounter: Mechanical Roper.** The eastern wall of this room is equipped with a **mechanical roper**. This roper's purpose is to discard unwanted elements by throwing them through the window behind it. Naturally, the roper sees the characters as unwanted elements. If a character is grappled and reeled to the roper, the roper automatically tosses the character out the window behind it. The character falls down a chute and lands in a pile of discarded, frozen humanoid body parts at the western end of the temple.

### 62 - Corgi

This room resembles an animal pen. Four wolf-shaped creatures stitched together from humanoid body parts mill about this chamber. Despite their horrific, fleshy appearance, the creatures seem to think they are wolves.

**Encounter: Flesh Golem Wolves.** Four **flesh golem wolves** (see page 85) commanded by a **golemmancer** (see Appendix D) are in this room.

### 63 - Pugnacious

Multiple tables are set up in this room. One of the tables has a jar of amber-colored liquid on top of it, within which floats a pink brain. Two eyestalks pop out of its top.

The brain in the jar is functionally the same as a **spider-brain** (see Appendix D), except it can't move or cast spells, and it has no effective attacks. Instead, the jar uses its telepathy to pick fights with the characters (despite not being able to win a fight). The characters earn no experience for destroying it.

### 64 - Hollow

This balcony grants anyone standing on it a clear view of the northwestern side of the temple.

**Encounter: Hollow Henchmen.** Two *feebleminded* (literally) **Calamity henchmen** stand guard on this balcony. Both were subjected to Calamity's Delirium Machine (see **area 54**) and have Intelligence and Charisma scores of 1. The two silently stand guard watching the temple's northern face.

### 65 - Sticky

This workroom is used to test out new weapons and inventions. Nearly all of the devices no longer function. However, there is one weapon that still (kinda) functions.

**Trap: Glue Gun.** A large, cylindrical weapon cannon on a tripod sits at the center of the room. The weapon has a large hose that runs from it to a strap-on backpack tank next to it. The weapon is highly unstable. If a character lifts the weapon from its tripod, it explodes. Each creature in the area when it explodes must make a DC 15 Dexterity saving throw. On a failed save, a target is restrained as long as it remains in the glue or breaks free. Once dried, the glue is no longer tacky—

no further saving throws are needed to move through the area.

A creature restrained by the glue



can use its action to make a DC 15 Strength check. If it succeeds, it is no longer restrained.

Strong acid (such as the acid from a typical vial of acid) applied to a 5-foot cube of glue dissolves the glue in one round.

**66 - Cute**

This bed chamber is divided into two sections. The front half is a study with a small table and desk. The back half has a bed with a foot locker.

**Encounter: Lieutenant Vox and (Another) Fake Dr. Calamity.**

Calamity's lieutenant, Vox, a neutral evil female human **archmage** who wears a similar costume as Calamity sits at the window in the northern wall with a **doppelganger** disguised as Dr. Calamity. Vox uses her magic to protect the faux Calamity and make it seem as if the doppelganger has more power than it does.

If the characters see through Vox's deception, she teleports away to **area 78** on the dungeon level to warn Dr. Calamity of the coming incursion. Should the characters corner Vox and prevent her from escaping, she shares that Dr. Calamity is in the room next door. The door is locked but she carries a key.

**67 - Dormant**

The door to this chamber is locked. Vox, in **area 66**, has a key to the door.

**Encounter: Calamity-bots.** Some of Calamity's earliest creations, Calamity-bots, crowd this room. There are twelve in all. They attack any creature that isn't Calamity, Vox, or one of the minions. A Calamity-bot has the same statistics as a suit of **animated armor** but looks exactly like Dr. Calamity.

**68 - Mezzanine**

This mezzanine overlooks **area 31**.

**68a - Buried.** Tapestries at the eastern and western sides of the room drop 20-feet from the ceiling and stretch from the north wall to the

western wall, concealing doors behind each. The tapestries depict the winter warriors who once trained in the Vihāra Xidar.

Four columns hold the roof aloft. *Continual flame* spells illuminate the mezzanine and shed dim light on the area below.

**Encounter: Calamity Henchmen.**

Two pairs of **Calamity henchmen** stand at the northern and southern doors. If a fight breaks out in **area 31**, the henchmen snipe from the top of the mezzanine.

**68b - Below.** This area is open to **area 31** below.

**Dungeon Level**

The true Dr. Calamity keeps himself hidden in the dark corridors and caverns below the Vihāra Xidar. There are four ways to enter the dungeon levels of the Xidar, two of which are obvious and the other two less so. First, the characters can enter the dungeon through the stairway on the ground level in **area 16**. Of course, they will have to contend with a manic shoggoth if they choose this path. Alternatively, they can use the teleporter in **area 51** to teleport to **area 73**. This is the method that Calamity and his minions use to reach the second level.

Finally, there are two 300-foot-long tunnels that enter the dungeons from the east and the west. These tunnels emerge in the arctic tundra at either side of the templ.

The following encounters are keyed to the map of the Vihāra Xidar on page 102.

**69 - Rancid**

The first time the characters approach this area, read the following:

Immediately, your sense of smell is assaulted by the overwhelming stench of rot. Soon, you find its source: this four-way intersection's floors are covered in a mass of writhing, wretched body parts that

quiver and burst like an ooze. Eyes within the flesh blink at you as toothy maws gape and moan.

When Calamity and his minions first took over the Vihāra Xidar, Calamity sent a squad of henchmen into the dungeon to handle the shoggoths there. Unfortunately for calamity's humanoid servants, the good doctor underestimated the eldritch horrors. Not only did the shoggoths kill Calamity's soldiers, but their horrific touch altered their physiologies, leaving them as a messy mass of groaning flesh.

**Hazard: Stench.** The smell of the limbs is overpowering. A creature that ends its turn in this area must make a DC 15 Constitution saving throw. On a failed saving throw, the creature is poisoned until the end of its next turn. A creature that succeeds on its saving throw is immune to the limb's stench for 24 hours.

**Encounter: Shambling Limbs.** Treat the mass of humans as four **shambling mounds**, except their type changes to undead. Wracked with ceaseless pain, the limbs want nothing more than to share their misery with other living creatures. Creatures whose hit points are reduced to 0 by the shambling limbs die and join the limbs' mass.

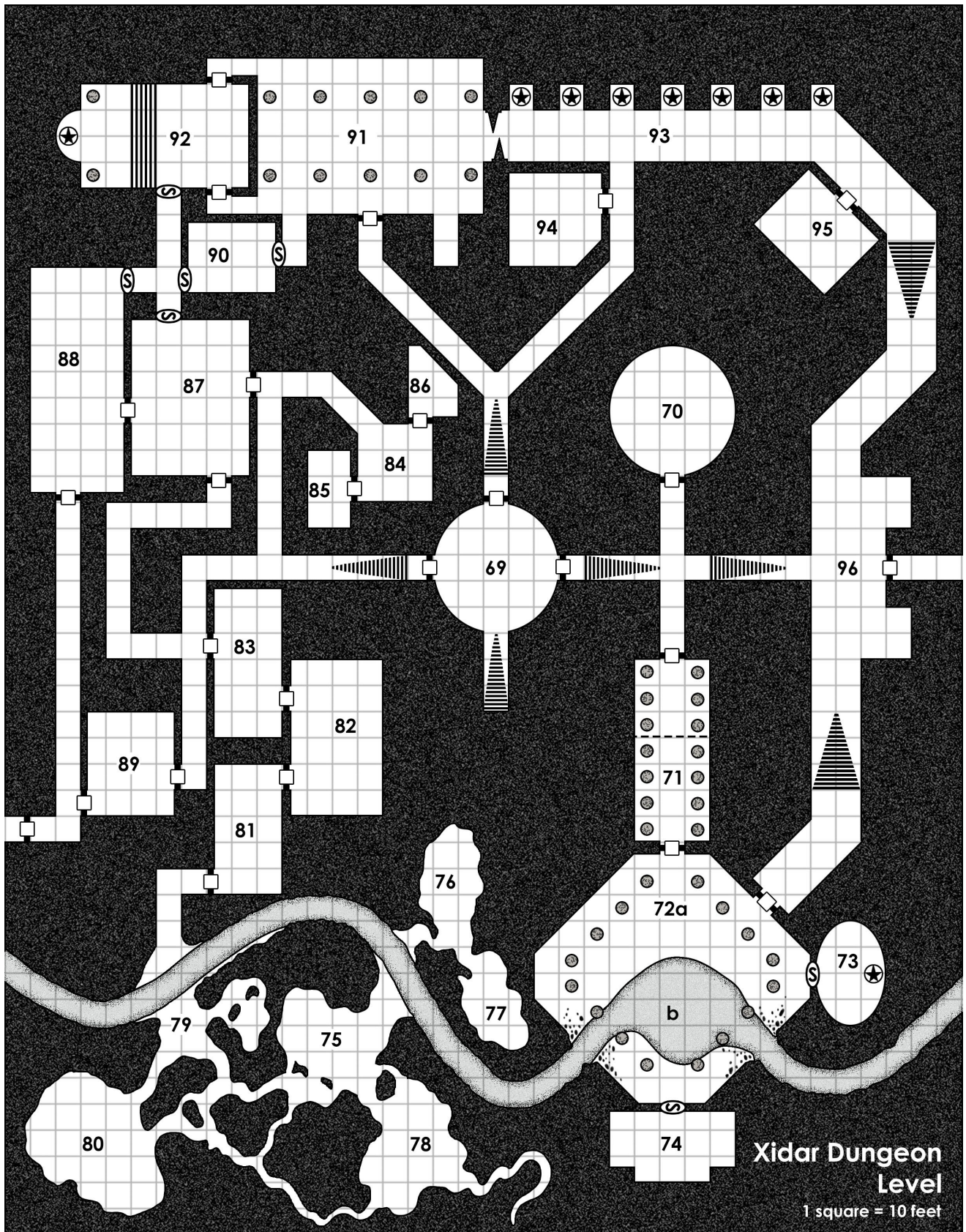
**Treasure: Equipment.** Many of the henchmen's packs remain among the fleshy wreckage of the shambling limbs. In addition to the supplies, the characters will find 200 gp plus all of the henchmen's blasters (see page 85 for details).

**Locked Doors.** The doors to the east and west are both locked similar to the door that leads to **area 16** on the ground level. Only Dr. Calamity's owl token (see **area 43**) opens these doors.

**70 - Acid**

The door leading to this large, round chamber has been heavily dissolved by acid and is almost ready to fall off







its hinges.

This round chamber was once a place for meditation for the monks of the Vihāra Xidar. Many of their prayer mats are still piled against the eastern wall, withering away with dry rot. Now, the room reeks of caustic acid.

Painted onto the northern wall in dried blood are words in Undercommon: “Our folly brought us too close to death—soon, the Winds shall blow again, and the time of man will end.”

There is nothing of value here.

### 71 - Aneurysm

This long 70-foot-long corridor is beset on both sides by thick, granite columns. At the hall’s midway point, a shimmering field of energy divides the northern and southern section.

The door at the southern end of the hall is ajar. From beyond, the characters can hear Dr. Calamity proselytizing (see **area 72**).

**Hazard: Psychic Fence.** Any creature who tries to move through the wall or starts its turns within 5 feet of the wall must make a DC 15 Intelligence saving throw. On a failed saving throw, a creature takes 21 (5d6) psychic damage and is stunned. On a successful saving throw, a creature takes half as much damage and isn’t stunned. Creatures immune to psychic damage automatically pass their saving throws. The fence can be dispelled with a successful *dispel magic* spell cast against a 5th-level spell.

### 72 - Dr. Calamity, I Presume?

This large room appears to be the site for the final confrontation with Dr. Calamity. Of course, it is just another one of his tricks. The “Dr. Calamity” here is another illusion. This particular illusion is joined by a group of invisible drones who fight on his behalf. The drones and the illusion are controlled by the mages in **area 74**.

**Secret Doors.** There are two secret doors in this chamber. One secret

door is hidden in the eastern wall and connects this area to **area 73**. Another door leading to **area 74** is hidden in the southern wall. The minions inside **area 74** are prepared to attack the characters when they enter.

**72a - Probes.** A projected image of Dr. Calamity stands here. This is Dr. Calamity’s “last line of defense” before he decides it’s time to abandon the temple. If the characters defeat this version of him, the real Dr. Calamity in **area 78** prepares for an escape through his dimensional portal in **area 80**.

Unless the characters have already defeated the real Calamity, when they first enter this chamber, read the following:

This large chamber boasts 60-foot high ceilings held aloft by sixteen, 5-foot radius columns. A narrow river of fast-moving water cuts through the chamber, entering from the east and exiting through the west.

A man wearing a green cloak and wearing an owl mask stands at the center of the chamber. You can see that he’s just as much a machine as he is a man, with much of his physiology replaced by gears and steel.

“Finally!” he claims, brandishing a metallic claw. “You have found the \*true\* me. All for naught, of course, as your ceaseless disruption of my plans ends now, adventurers! Prepare to face DOCTOR CALAMITY!”

**Encounter: Another Fake Dr. Calamity.** The illusion can move and fly about the room as if it were the true Dr. Calamity (see Appendix D). If it is hit by a ranged attack or spell, it pretends to take damage, cursing the characters for their damnable luck. If spells are cast on the Calamity illusion with the intent to stop or hinder his movement, the illusion cackles, “You won’t stop me so easily!” feigning that it made its saving throws.

The only way to see through the

Calamity illusion is for a character to actually touch the illusion or to succeed on a DC 18 Intelligence (Investigation) check while within 10 feet of it.

The Calamity illusion is joined by six Calamity drones that make attacks on the faux doctor’s behalf. A Calamity drone uses the **invisible stalker** stat block except that its type is a Construct and it gains the following attack which it can use its multi-attack to make two attacks with in place of its slam attacks:

When the drones are destroyed, the mages controlling the drones and illusion in **area 74** immediately detonate the bomb hidden at the bottom of the river (see **4b** below).

**72b - Indubitably.** The river that cuts through this chamber moves at a swift pace from west to east, but is relatively easy to swim through.

**Trap: Calamity Bomb.** If the fake Calamity in **72a** and its drones are defeated, the mages in **area 74** have a back-up plan: there is a bomb hidden in the water. Noticing the bomb requires a successful DC 16 Wisdom (Perception) check. When detonated, the bomb erupts like a fireball cast at the 6th-level (save DC 18, 9d6 fire damage).

### 73 - Superfluous

At the center of this oval-shaped room, a 10-foot diameter pedestal rises 6 inches off the ground. A control console stands a few feet from the pedestal. Just behind the pedestal stands a 12-foot tall statue of a monk wearing a loose toga. The monk’s head bears a pair of broad horns that jut out from the sides of its head and curls around. The words “he sees us again” in Undercommon have been painted across the statue’s chest. The paint is dried blood and looks like it was written a long time ago.

At the northern end of the room there are multiple crates and sacks piled high.

**Teleporter.** The pedestal is a tele-

## TEMPLE OF HORRORS

porter. Any creature who stands on the pedestal and says “Calamity” is teleported to an identical teleporter in **area 51** of the temple’s ground level.

**Treasure: Supplies.** Among the mundane supplies crates and sacks there are four large treasure chests. The chests hold a combined wealth of 100,000 sp, 5,000 gp, and 1,000 pp. Each chest weighs 500 lbs.

**Secret Door.** There is a secret door hidden in the western wall. It leads to **area 4**.

### 74 - Honour

Unless the characters were extremely careful, the minions in this area are prepared for a fight.

The walls of this chamber are wrapped in consoles, screens, and other important devices. These objects allow the mages here to control the projected image of Dr. Calamity in **area 72** and the drones that support it. They can also detonate the Calamity bomb from the console (**area 72b**).

*Continual flame* spells cast on torches in the walls keep this chamber well lit.

**Encounter: Minions.** Two **mages** run the console while two **Calamity henchmen** offer defense. The group fights until killed.

**Console.** A character who spends 10 minutes examining the console and then succeeds on a DC 14 Intelligence (Arcana) check learns how to operate the console and its devices. The character can use its action to perform the following functions:

- The character can use the screens to *scry* (as the spell) on any area of the temple or dungeon, including the rooms occupied by the unspeakable horrors not associated with Dr. Calamity.
- The character can control any construct in the temple or dungeon under the command of Dr. Calamity or one of his golemmancers. The only exception is Chileno in **area 60**. This function works similar to the *dominate monster* spell.

- The character can unlock any doors or traps keyed to Dr. Calamity’s owl token or Sharkmanbot’s shark token.

### 75 - Void

A collection of henchmen joined by a spider-brain hide in this cavern. The henchmen crowd around a device that looks like a large rifle mounted on a tripod.

**Encounter: Calamity Henchmen and Spider-Brain.** If a battle happens in **area 72**, these five **Calamity henchmen** are prepared for a confrontation; their job is to cover Dr. Calamity’s escape (**area 78**). They are supported by a **spider-brain** (see Appendix D).

The henchmen use a void cannon to banish intruders. A void cannon is a Large object with an AC of 18, 100 hit points, and immunity to poison and psychic damage. Before the void cannon can be fired, it must be aimed. It takes two actions to aim the weapon and one action to fire it. The void cannon targets a point that its operator can see within 100 feet of the weapon. The cannon creates a void in a 5-foot radius centered on that point. Each creature in that area must make a DC 14 Strength saving throw or be pulled into an extradimensional space that exists within the cannon itself. The extradimensional space is a cube that’s 10-feet on a side. A creature inside the extradimensional space is blinded, can’t breathe, and has total cover against attacks and other effects outside the cannon. If the cannon is destroyed, all creatures inside its extradimensional space appear in unoccupied spaces within 5 feet of the cannon. A character not inside the cannon’s space that succeeds on a successful DC 10 Intelligence check can press a button to eject all of the cannon’s prisoners.

### 76 - Utopian

This natural cavern boasts a large table at its center. A diorama de-

picting the entire continent of Omeria has been carved into the table’s top. Small, numbered flags have been inserted into various points along the map. The first pin is in the village of Borgstrand. Other pins appear in densely populated cities such as Murktown, Knotside, and Presson’s Enclave.

Here is where Dr. Calamity plans his invasion of Omeria. There is nothing else of value in this area.

### 77 - Chronology

A device—not unlock a clock—rests against the southerwall of this natural cavern. Unlike a normal clock, however, this clock has eight hands upon it. There is a plush armchair next to the clock upon which a bookmarked book rests.

Most Omerians will immediately recognize that the clock is a recreation of The Amazing Clock in Castlegrasp, a tool many believe predicts the end of Omeria. The book on the chair is titled *Conversations with the Blue Mage* by Jeshud Jadir. Jadir’s book details a series of interviews with a mysterious elf named the Blue Mage who is imprisoned on the island of Yazur.

### 78 - Drowning

This natural cavern is beset on all sides by flickering monsters, beeping and booping control consoles, and other strange devices. A man wearing a green cloak and barn owl mask stands in the middle of the fray. He is joined by a trio of henchmen and a brain in a jar walking on three spider legs.

Finally, the characters will confront the true Dr. Calamity here. If the characters made it this far, it’s likely that Dr. Calamity already knows that they are coming and has made preparations.



**Encounter: Dr. Calamity.** Of course, Calamity would never make it that simple to capture him. The figure wearing the cloak and owl mask is not Calamity, but another one of his Calamity-bots (**animated armor**). The Calamity-bot, **spider-brain** (see Appendix D), and two of the **Calamity henchmen** fight the characters while the third henchmen cowers behind the control console.

The third henchman is the true **Dr. Calamity** in disguise (see Appendix D). What he does depends on the characters' actions.

If the true Calamity is attacked, he ingests a potion that puts him into an unconscious state that is indistinguishable from death for 1 hour. For the duration, he appears dead to all outward inspection and to spells used to determine his status. He is blinded and incapacitated, and his speed drops to 0. He also has resistance to all damage except psychic. Should this false death not fool the adventurers, Calamity also has a *contingency* spell cast upon himself which triggers if he is attacked while unconscious. The spell casts a *dimension door* spell that teleports him to one of the Calamity saucers on the roof. The saucer then automatically launches and flies east over the Tyrant's Riddle.

If the characters allow the true Calamity to live, he continues his ruse as a henchman. He explains that he was subjected to Calamity's brainwashing device on the first floor (see **area 54**) and the attack snapped him out of it. He tells the characters that his name is Lyric Atomcodta and just wants to return to his home in northern Omeria. Calamity's ring of mind shielding prevents magic from detecting the ruse. Calamity as Lyric explains that the real Dr. Calamity fled to **area 80** to escape via his portal generator. He will show the characters where it is.

If the characters see through all Calamity's deceptions and fight the villain, Calamity only fights as long

as he needs to. Intelligent enough to know when he's beat, he looks for a way to escape versus fighting till the death.

### 79 - Vegetarian

The river flows to this cavern with sandy banks to the north and south. To protect access to the portal generator—and potentially Dr. Calamity himself—this area is trapped.

**Trap: Spore Mines.** Hidden in the sand of the southern bank are eight landmines. Each time a character moves through this area, roll a d6. On a result of 4-6, they step on a mine. Instead of exploding, the mines release toxic spores into the air. The creature who triggered the mine and each creature within 5 feet of the exploding mine must succeed on a DC 15 Constitution saving throw or become poisoned. A poisoned creature must repeat its saving throw at the start of each of its turns. If the creature succeeds on its saving throw, the poisoned effect ends for it and it is immune to the effects of all spore mines for 24 hours. On a failure, the creature takes one level of exhaustion. The creature must repeat its saving throw until it succeeds on a saving throw, the poisoned condition is removed, or it reaches five levels of exhaustion. On its fifth level of exhaustion, the creature turns into a plant of the same size and rough shape. As a plant, the creature is transformed along with any nonmagical object it is wearing or carrying into plant matter. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage and the creature automatically fails Strength and Dexterity saving throws. The creature is resistant to bludgeoning and piercing damage, but vulnerable to fire and slashing damage.

A creature can detect the presence of a spore mine in a 10 foot square by making a successful DC 15 Intelli-

gence (Investigation) check. The mine can then be easily avoided by stepping over it. Alternatively, it can be removed with a successful DC 10 Dexterity (Sleight of Hand) check. Once removed, the mine can be disarmed and rendered inert. Once all eight mines are removed or triggered, the characters can move through the area without any further trouble.

### 80 - Catawumpus

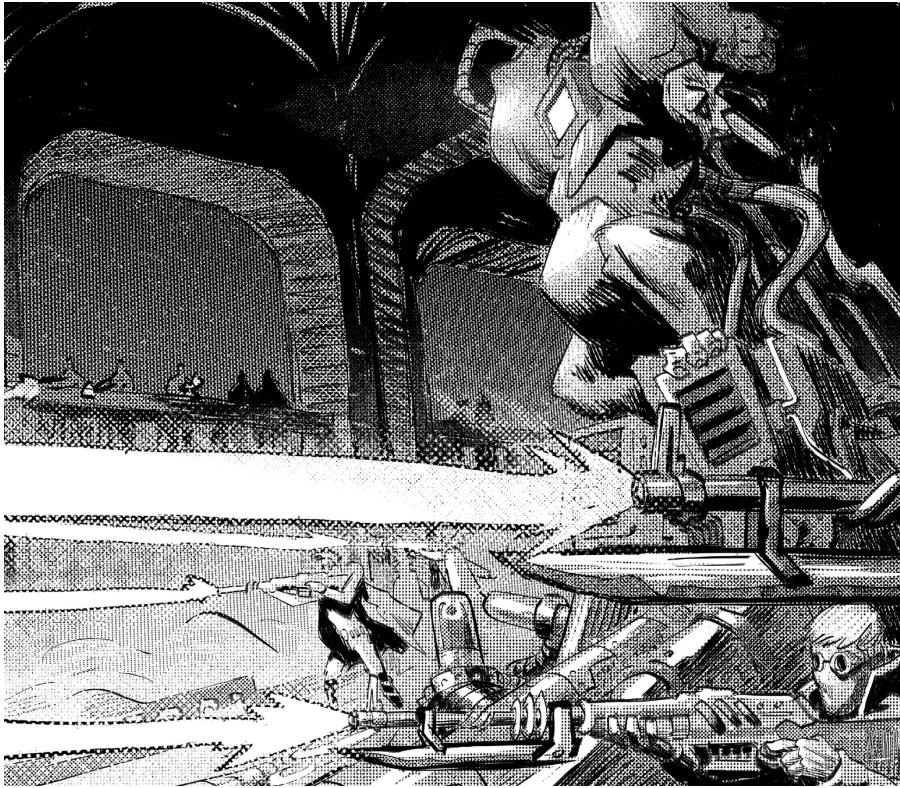
This large natural cavern is cluttered with crates, sacks, and chests. At the southwestern side of the cavern stands a large frame.

At the center of the frame, a swirl of light and energy churns—it appears to be some sort of portal generator. A few feet from the portal stands a console. Judging by the wires that connected it to the portal, it controls the portal.

Unless the characters already confronted the true Dr. Calamity in **area 78**, Calamity is here making preparations to leave. Refer to **area 80** for Calamity's tactics. Also, Calamity might try to use the portal to his advantage.

The console can change the portal's destination to nearly anywhere in the Cosmos and functions exactly like the *gate* spell. When the characters first arrive, the portal is set to take users to Dr. Calamity's island in the astral plane. A character can use their action to make a DC 15 Intelligence (Arcana) check. On a success, they can set the portal's destination to anywhere they like.

**Hazard: Rogue Portals.** If Calamity takes control of the console, he can use his action to weaponize the portal. When this happens, the portal starts to pull objects and creatures toward it. While the portal is weaponized, each creature that starts its turn within 20 feet of the portal must make a Strength saving throw. The DC in the first round after the



portal becomes weaponized is 10, but increases by 2 for each round afterwards until the DC reaches 20, the portal is turned off, or the portal is destroyed. Additionally, the range of the portal's area of effect increases by 5 feet each turn until it affects everything within 45 feet of it.

A creature that fails its saving throw is pulled into the portal and gated to a random plane; where they go is your discretion (default to the astral plane if you aren't sure). An experienced dimensional traveler, Dr. Calamity willingly fails his saving throw and falls into the portal. Before he does, however, he locks the portal's console. To stop the weaponization of the portal, a character standing near the console must use its action to make a DC 25 Intelligence (Arcana) check to disable the portal.

The portal is a Large object with AC 20, 100 hit points, and immunity to poison and psychic damage. When it is destroyed, it explodes in a burst of radiant energy. Each creature within

30 feet of the explosion must make a DC 15 Dexterity saving throw, taking 55 (8d10) radiant damage on a failed saving throw and is gated to a random plane (as above), or takes half as much damage and isn't gated.

**Treasure: Supplies.** In addition to mundane objects, tools, and supplies, there are multiple chests loaded with goods. If the characters take an hour to search the area, they discover a bag of holding carrying 150,000 sp and 7,500 gp, and 1,000 pp. There are also 3 *potions of supreme healing*, and a *helm of comprehend languages*.

### 81 - Iridescent

This long abandoned chamber is filled with old, rotting furniture that's been forcibly pushed aside. A thin residue on the floor shifts colors when illuminated. The residue is harmless.

### 82 - Frigid

This large, chilly room once served as an auditorium. Multiple benches face the northern wall where an over-

turned podium lies cracked on the floor. The northernmost door is open a crack.

There is nothing else of interest in this room.

### 83 - Brittle

Dozens of humanoid skeletons litter the floor of this room. The arrangement of the skeleton's betray a macabre incident—the skeletons are all arranged into a spiral at the center of which rests a large, demonic skull with broad horns. Three circles have been drawn into the forehead of the demon skull.

If a character touches the skull, cold wind—seemingly from nowhere—fills the room and blows the bones apart, ruining the tidy pattern. The wind is harmless, but eerie nonetheless.

### 84 - Gravity

A puddle of iridescent water—not unlike the strange residue in **area 81**—sits at the center of this otherwise empty room. Droplets of water drip upward to the ceiling, almost as if gravity had been reversed. The droplets hit a withered corpse stuck to the ceiling. The corpse hangs from its belt which is attached to the ceiling by a *gravity rod*.

**Treasure: Gravity Rod.** The corpse has a *gravity rod* tucked into its belt. It's what is keeping the corpse pinned to the ceiling. The *gravity rod* is a rare magic item that has a button on one end. A creature that uses an action to press the button, the rod reverses gravity on itself and drifts upward at a rate of 10 feet per turn until it hits a solid surface, ascends 100 feet, or a creature uses its action to turn off the rod. Once it reaches 100 feet in the air, the rod stays fixed in place like an *immovable rod*. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check to stop the rod from moving upward.



### 85 - Bespectacled

When the characters enter this room, read:

Four students sit at desks attentively following the instructions of their master, a bespectacled man who stands at the center of the room reading from a book. When the group notices you, their faces distort into horrific visages, as if they were melting. They then rise from their positions and float toward you—undead!

**Encounter: Wraith and Specters.** A **wraith** and four **specters** attack any creature who enters this room. Driven to continue their lesson, the undead won't leave the room and return to their studies if the characters exit.

### 86 - Extradimensional

As the characters approach this room for the first time, they will notice that there are scrape marks on the ground leading up to the door. A quick investigation of the scrapes reveals dried blood and a removed fingernail—almost as if someone was forcibly dragged into the room.

On the door, written in Elvish, is a simple warning: "Do not enter."

When they open the door, read the following:

Beyond this simple door lies only darkness—unfathomable darkness—the likes of which not even darkvision can penetrate. Immediately, you get the sense that there is no room beyond this portal. Instead, there is endless nothing that stretches on beyond the boundaries of what is possible in The Real. From within this helpless void you hear the skritch of hungry creatures, filled with an unquenchable desire to snuff out humanity's light. And it's getting closer.

The door leads literally nowhere. Each character who gazes into this

nothingness must make a DC 15 Wisdom saving throw or suffer a form of long-term madness (see Chapter 8 of the *DMG* for details).

Should a character step through the door, they vanish into oblivion. Not even a *wish* spell will return the character to life. They are erased from reality and any creature who once knew that character slowly starts to lose their memories of him or her over the course of the next 1d6 days.

**Encounter: Dimensional Shamblers.** From the nothing emerges **dimensional shamblers** (see Appendix D), one for each character. The creatures are unaffected by the nothingness beyond this door, and hope to drag one or more characters into the dismal oblivion. If the shamblers are destroyed, their forms whiplash back to this door and vanish almost as if they never existed in the first place.

### 87 - Schizogenic

The smashed bits of statues lie scattered about this large chamber. Among the rubble is a charred corpse. The corpse is not quite human, not quite insect, and not quite cephalopod. Whatever it was, it looked as if multiple creatures had been trying to unite as one but died in the process.

**Trap: Fission.** If a character touches the charred corpse, they take 2d8 psychic damage and must make a DC 15 Constitution saving throw. On a failed saving throw, the character's body starts to rapidly blister; they take an additional 18 (4d8) necrotic damage and one level of exhaustion. Until the blisters are removed, the character can't regain hit points or remove levels of exhaustion through non magical means. The blisters can be removed with a *lesser restoration* spell or similar magic.

**Secret Door.** There is a secret door hidden in the northern wall. The door leads to a dusty corridor which connects this area to **areas 88, 90, and 92.**

### 88 - Tumble

Tall columns once supported this area's cracked ceilings. The columns were destroyed and lie in ruins on the floor. Treat the entire room as difficult terrain.

**Hazard: Falling Ceiling.** The ceilings in this room are close to collapsing. Each time a creature of Medium size or larger enters or moves through this area, roll a d20.

On a result of 1, the ceiling collapses. When this happens, each creature in the area must make a DC 15 Dexterity saving throw, taking 8d6 bludgeoning damage on a failed saving throw or half as much damage on a successful one. After the ceiling collapses, the southern and eastern doors are no longer accessible. The characters will need to find alternative means to escape the area (likely through the secret door in the north-eastern wall).

### 89 - Ink

The floors of this chamber are coated in a black, opaque liquid. The inky substances make the entire area difficult terrain, but it's otherwise harmless.

### 90 - Sticky

This room is accessible only via secret doors.

When the characters enter this area, read the following:

A dining table divides this room. Six humanoid skeletons bedecked in gold and silver jewelry sit at the table motionless. Each still clutches a goblet. A thin, reddish liquid sits at the bottom of each cup.

The jewelry is all fake. The moment a character tries to take one or more pieces of jewelry, the skeleton starts to dissolve before the character's eyes. It then attacks.

**Encounter: Mimics.** All eight jewelry-laden skeleton and the chair in which it sits is actually a **mimic**. The

mimics violently attack any creature that tries to move through the room or “steal the treasure.”

### 91 - Perversion

Ten columns split into two rows hold this antechamber’s 50-foot-high ceilings aloft. A narrow fissure in the southern wall connects this area to **93**. Thanks to the antechamber’s inventive architecture, the fissure can only be seen by a creature within 10 feet of it. A creature standing further away notices the fissure with a successful DC 15 Wisdom (Perception) check.

**Encounter: Shoggoths.** Two loathsome **shoggoths** (see Appendix D) linger in the dark recesses of this antechamber. They excitedly rush to destroy and consume any creature that enters this area.



### 92 - Mosaic

This room was once a temple. Mosaics depicting scenes of a battle in the arctic cover the north and south walls. A character who succeeds on a DC 12 Intelligence (History) check recognizes that the battle is the Battle of Imfe Mythse Anor, where the demonic god of death and winter Vapul and his followers were vanquished by paladins from The Summer Land.

At the far end of the temple stands a large statue that depicts a horned demon wearing a loose-fitting robe. Humanoid skulls are piled at the

statue’s feet. Roughly ten feet in front of the statue a robed figure kneels before it.

If the figure is touched, it crumbles into ash, leaving behind only the faint outline of a humanoid skeleton. A chill breeze then fills the temple. All of the characters get a sense that the statue is watching them.

There is nothing else of interest here.

### 93 - Contrast

Seven, life-sized statues depicting the masters who once lived and taught in this temple stand in a series of alcoves in the northern wall of this long corridor.

**Treasure: Hidden.** If the characters search the center statue’s alcove, they will discover a skeleton hiding behind the statue. The skeleton was one of the temple’s students who fled from the horrors in the dungeon and hid here. Without food, water, or anywhere else to run, the student opted to take his own life. The skeleton carries a letter explaining, “I am sorry for what we unleashed on the world. We only wanted answers.” The skeleton also carries a golden locket worth 60 gp.

### 94 - Unctuous

This room once served as one of the Brothers Xidar’s chambers. It boasts a four-post bed, finely carved desk with a matching armoire, and comfortable cushions placed throughout the area. All of the furniture here is rotting and crawling with insects.

There is nothing else of value here.

### 95 - Disemboweled

When the characters enter this room, read the following.

The two masters stand over the dead, disemboweled students that litter the center of this chamber’s floors. Wiping blood from his curved dagger, one of the master’s looks to the other and asks, “Is that all of them?” The second master rolls

his shoulders and turns his gaze toward you: “No, I think there’s more.” Slowly, their facial features dissolve into visages of horror and their material forms turn slightly translucent.

“Kill them! Kill them all!” the masters hiss. From the ghostly corpses of the students rise black apparitions. The horde of specters drifts your way.

### Encounter: Wraiths and Spectral

**Horde.** The two **wraiths** are the Brothers Xidar. This room replays the mass suicide they imposed on their students centuries ago, the masters and students doomed to repeat history for all eternity. The two wraiths won’t leave the room, but the **swarm of specters** (see Appendix D) will chase the characters throughout the entirety of the dungeon.

### 96 - Pompous

This landing connects the dungeon to one of the two exits to the outside world. Otherwise, there is nothing of interest here.

## Concluding the Adventure

If the characters successfully rid the Vihāra Xidar of Dr. Calamity and his vile minions, the villain will be sure to remember this slight against him. A dimensional traveler of immeasurable wealth, he’s hardly the enemy the characters want cursing their names.

Life never returns to normal for the citizens of Borgstrand. After all, nearly half of their friends and family were irrevocably altered by Dr. Calamity and the clay golem simulacra. But there’s still hope: the northern drow, also harmed by Calamity’s machinations, eventually approach the Borgstrand and offer an alliance. In time, the two peoples come together to enjoy peace. And should another villain threaten the Syhros Peninsula, they will all be ready for it. Ω



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# APPENDICES

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# APPENDIX A

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## CYCLOPÆDIA OMERIA

BY DAVE HAMRICK WITH SCOTT CRAIG  
CARTOGRAPHY BY TIM HARTIN

### The Manor

This type of expansive manor would routinely be encountered on the large Pressonian estates in the Summer Land area of the world of Omeria. However, manors such as this could be found in many places across any campaign world.

Feel free to use these maps and room listings to spur your imagination when writing your own adventures for your players! Alternately, this manor house could be the basis for planning a high level character's estate when it comes time to settle down and rule a dominion.

### General Features

The Manor is a four-story building that sits on just over 600 acres of property, the majority of which consists of hilly forests and grasslands as well as a large pond fed by a creek that rejoins a major river twenty miles south. The immediate nine acres of grounds are well kept by a small army of servants, or alternately they may be overgrown by thick grass and shrubs. Those grounds are surrounded by an 8-foot high brick wall.

Unless stated otherwise, The Manor has the following features:

#### Ceilings, Floors, and Walls

The Manor's outside walls are built from large fieldstones placed in a random ashlar pattern. Inside, the walls are timber and stucco. The floors are made from hardwood throughout the complex. The Manor's beam ceilings soar 12-foot above the floor on each level. The roof is mostly flat and wrapped by stone parapets.

### Doors

All of The Manor's doors are made from solid oak and hung on iron hinges (AC 15, 25 hp, immunity to poison and psychic damage). The exterior doors are set into 7-foot-tall stone arches, whereas the interior doors are placed in 6-foot-8-inch rectangular frames. A barred door can be broken open by a character who uses their action to make a successful DC 17 Strength (Athletics) check.

### Light

Most of the rooms have windows which allow in plenty of natural light during the day time.

### View From the Manor

Because of the topiaries (or overgrown tall grass and shrubs if in ruins) that consume The Manor's grounds, it's difficult to see beyond the first 60 feet from the ground level. However, creatures on the second floor can see as far as 300 feet all around The Manor, and those on the third and fourth can see all the way to the gate, roughly 1,000 feet from the front of the mansion.

### Windows

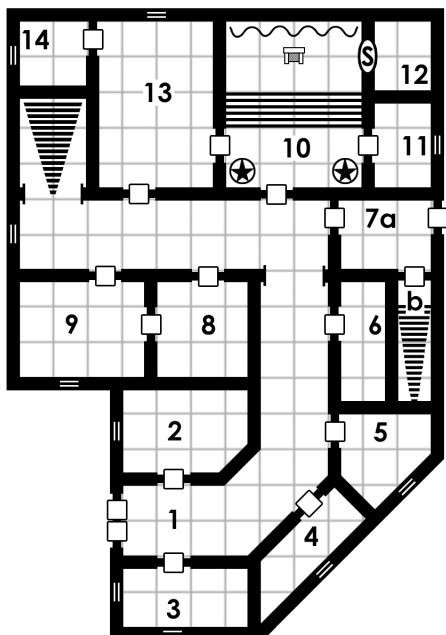
The Manor boasts a bevy of beautiful stained glass windows. Either they are new and cleaned regularly. Or if in ruins, vandals and nature have completely and utterly destroyed the windows, leaving the castle's interior exposed to The Summer Land's extreme seasonal swings. Most of the windows are four-feet wide and between four and eight feet tall. A creature standing in a window gains half cover (+2 bonus to AC and Dexterity saving throws) if they kneel before the window.

### Keyed Locations

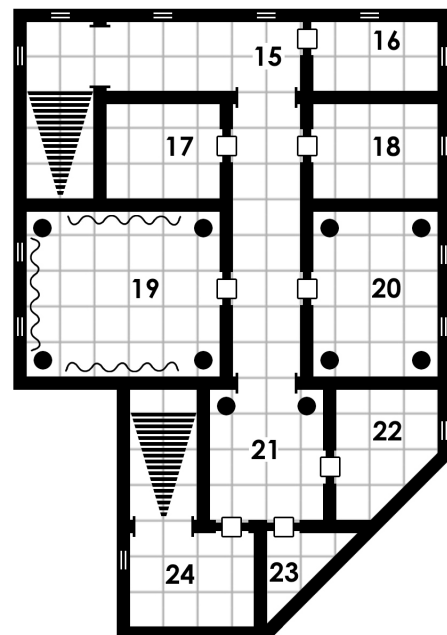
The following locations are keyed to the map of The Manor on page 111.

- 1 - Entry Hall.
- 2 - Reception Room.
- 3 - Guard Room.
- 4 - Latrine.
- 5 - Aviary.
- 6 - Storage.
- 7 - Mud Room.
- 8 - Sitting Room.
- 9 - Library.
- 10 - Audience Chamber.
- 11 - Robing Room.
- 12 - Listening Room.
- 13 - Banquet Room.
- 14 - Kitchen.
- 15 - Second Floor Ambulatory.
- 16 - Guest Room.
- 17 - Bath.
- 18 - Guest Room.
- 19 - Chapel.
- 20 - Refectory.
- 21 - Hallway.
- 22 - Guest Room.
- 23 - Linen Closet.
- 24 - Stairway.
- 25 - Third Floor Ambulatory.
- 26 - Walkway.
- 27 - Latrine.
- 28 - Guard Room.
- 29 - Master Bedroom.
- 30 - Walk-in Closet.
- 31 - Master Bathroom.
- 32 - Xozu's Secret Chamber.
- 33 - Linen Closet.
- 34 - Cleaning Closet.
- 35 - Fourth Floor Ambulatory.
- 36 - Trophy Room.
- 37 - Safe Room.
- 38 - Sitting Room.
- 39 - Conservatory.
- 40 - Office.
- 41 - Private Library.
- 42 - Balcony.
- 43 - Storage. Ω

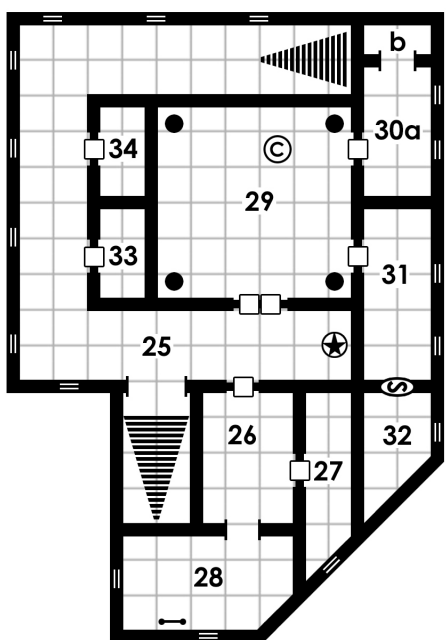




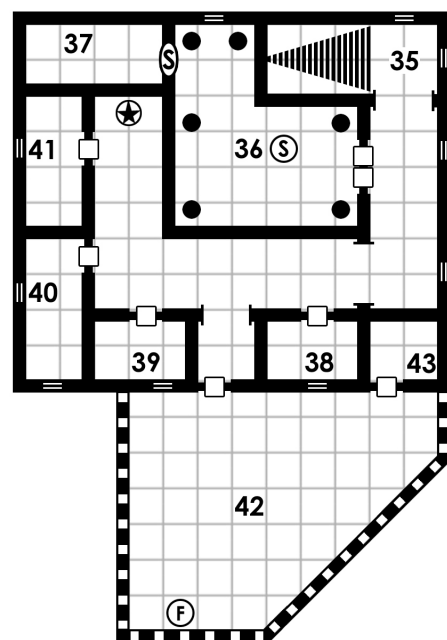
First Level



Second Level



Third Level



Fourth Level

# APPENDIX B

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## NEW PLAYER OPTIONS

BY DAVE HAMRICK

ART BY FAT GOBLIN GAMES AND PAPERFORGE

### Frost Giant

In the Syrghros Peninsula, the frost giants—or jötunn as they refer to themselves—dominate the arctic wastes. These huge beings live by a decree of “might makes right.” Cold-hearted, both literally and figuratively, the frost giants of Omeria suffer no qualms in destroying and stealing from those weaker than they.

However, the frost giants of Omeria also represent balance. The cold, dark lands north of Rasgax are still tainted by the evil of Vapul, the demonic god of death and winter. Before the tyrant was defeated by the paladin Camor of Jost, Vapul and its minions ruled the giants’ lands. Were it not for the jötunn’s ceaseless campaign against the undead who lurk in the lands of the Absent Sun, the Winds of Vapul could once again descend on northern Omeria and the Kingdoms of Man.

### Frost Giant Traits

Frost giants possess abilities and features that far exceed those of the typical Fifth Edition races. As such, a frost giant has an effective character level (ECL) of 11. This means that the first level the frost giant takes in a class counts as its 12th character level into which the frost giant multiclasses. Use the rules detailed in Chapter 6 of the *PHB* for multiclassing, except you still start with your class’ starting equipment and you still must choose a background at character creation.

**Ability Score Increase.** Your Strength score increases by 6, your Constitution score increases by 4, and your Dexterity score is reduced by 2.

**Age.** As a frost giant, you age slower than humans. You reach maturity at 40 years of age and can live for up to 240 years.

**Alignment.** With hearts of cold ice and an obsessive respect for strength and might above all other abilities, frost giants tend toward evil.

**Size.** Adult frost giants stand between 17 and 23 feet tall and weigh between 2,500 to 3,500 pounds. Your size is Huge. As a Huge creature, all size-dependent armor, weapons, and adventuring gear costs x16 the normal cost and weigh x4 the normal weight. Huge weapons deal triple the damage dice and both normal and long ranges are doubled for Huge ranged weapons.

You must consume at least four pounds of food per day and you need four gallons of water to avoid hunger and thirst.

**Hit Point Adjustment.** As a frost giant, before you add hit dice and hit points from your class levels, you start with 11 hit dice, which are d12s. Use the following formula to determine your starting hit points:

- You have a base of 12 hit points plus your Constitution modifier.
- Add 7 + your Constitution modifier x 10 to your base hit points.
- Finally, add the normal hit points earned from your character class plus your Constitution modifier to the total.

For example, if you are a frost giant with one level in fighter with a Constitution score of 20 (+5), your hit points are 17 (base) plus 120 hit points [(7 + 5) x 10] plus 11 (for your fighter level), for a total of 148 hit points.

**Speed.** Your base walking speed is 40 feet.



**Giant.** Your type is Giant. You are only affected by game effects that affect giants.

**Cold-Hearted.** You have immunity to cold damage.

**Frost Giant Combat Training.** You have proficiency with light armor, medium armor, shields, simple weapons, and martial weapons.

**Frost Giant Proficiencies.** You are proficient in the Athletics and Perception skills, as well as Strength and Constitution saving throws.

**Frost Giant Feats.** Choose three of the frost giant racial feats from the list at the end of this race description.

**Languages.** You can speak, read, and write Common and Giant.



## Frost Giant Feats

Frost giants are born with innate abilities that help them survive in the unforgiving arctic environments in which they dwell. This section introduces a collection of special feats specific to frost giants. As a frost giant, you start with three such feats and may choose more of these feats whenever your class features grant you access to more feats as detailed in Chapter 6 of the *PHB*.

### Arctic Survival

*Prerequisite: Frost giant*

Your ability to survive in cold environments is unmatched. You gain the following benefits:

- Your Wisdom score increases by 1.
- You have advantage on Intelligence (Nature) and Wisdom (Survival) checks related to arctic and snowy terrain.
- Difficult terrain caused by nonmagical ice or snow doesn't slow you down.

### Braveheart

*Prerequisite: Frost giant*

Thanks to your cold heart and unshakeable determination, you gain the following benefits:

- Your Wisdom score increases by 1.
- You gain proficiency in Wisdom saving throws.
- You have advantage on saving throws against being charmed or frightened.

### Frost Giant Wrath

*Prerequisite: Frost giant*

Frost giants are known for their unbridled ferocity. Your Strength score increases by 1. Also, on your turn, you can use your bonus action to grant yourself temporary might. When you do, you gain the following benefits if you aren't wearing heavy armor, which last until the start of your next turn:

- You gain a +2 bonus to Strength checks and Strength saving throws.
- When you make a melee weapon

attack using Strength, you gain a +2 bonus to the damage roll.

### Fury of the Jötunn

*Prerequisite: Frost giant*

Very little escapes your wrath. You gain the following benefits:

- You Strength score increases by 1.
- When you roll a 1 on a d20 for an attack roll made with a melee weapon using Strength, you can reroll the die and must use the new roll.

### Remorhaz Hunter

*Prerequisite: Frost giant*

You and your kin are experienced hunters of remorhazes. You gain the following benefits:

- Increase your Strength or Constitution score by 1.
- Whenever you take fire damage, you can use your reaction to reduce the damage taken by an amount equal to your Constitution modifier (minimum of 1). The damage cannot be reduced below 0.
- You have advantage on Strength (Athletics) checks made to escape from a grapple.

### Rock Thrower

*Prerequisite: Any Huge giant*

You understand the value of softening up your foes with rocks before charging at them.

- Your Strength score increases by 1.
- You can lob Large rocks at your foes as an attack. Rocks are thrown weapons that have a range of 60/240 feet. On a hit, a rock deals bludgeoning damage equal to 4d10 plus your Strength modifier.
- Immediately after you throw a rock, you can use your bonus action to move up to your speed toward a hostile creature that you can see.

### Winter's Persistence

*Prerequisite: Frost giant*

As a warrior of the frozen reaches, you have trained yourself to withstand a great amount of punishment. You gain the following benefits:

- Your Constitution increases by 1.
- When an attacker that you can see hits you with an attack, you can use your reaction to shrug off the damage dealt. When you do so, the damage you take from the attack is reduced by 1d10 + your Constitution modifier.

### Wolf Lord

*Prerequisite: Frost giant*

You have an innate connection to winter wolves which earns you mystical powers. You can use your action to polymorph into a Huge winter wolf. You can stay in your winter wolf form for 1 hour or until you use your bonus action on your turn to revert back to you normal form. You also revert early if you fall unconscious, drop to 0 hit points, or die. This benefit functions the same as a druid's Wild Shape ability, except your size and all of your ability scores remain the same.

Once you use this benefit, you can't use it again until you finish a long rest.

### Yeti-blooded

*Prerequisite: Frost giant*

At some point in your family's history, one of your ancestors mated with a greater yeti and your bloodline has benefited ever since. You gain the following benefits:

- You have darkvision out to 60 ft.
- You have advantage on Wisdom (Perception) checks that rely on smell.
- You gain proficiency in Stealth and have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- As an action, you can exhale a 30-foot cone of frigid air. Each creature in that area must make a DC Constitution saving throw equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 36 (8d8) cold damage on a failed saving throw, or half as much damage on a success. Once you use this trait, you can't use it again until you complete a long rest.

## Vanliorn

Owing their origins to the latent transmutation energies that swirl through the endless black of The Other, vanliorn are pale, intelligent reptilian humanoids.

One of the vanliorns' most shocking traits is their unbridled wickedness. Devoid of empathy, vanliorns view all lives other than their own as a wretched mistake that should be erased, manipulated, or extorted. Shadow goblins, in particular, fear the vanliorns, as the vanliorns often capture and enslave them.

### Vanliorn Traits

You share the following characteristics with other vanliorn.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1.

**Age.** Vanliorn mature quickly, reaching adulthood within the first 10 years of their lives. They live to be around 70, although a few rare vanliorn called shadowscales have been known to live for hundreds of years.

**Alignment.** Vanliorns are often selfish and cruel creatures whose only interests lie only in self-preservation and the accumulation of material wealth. As such, most lean towards evil. Still, there are some vanliorns that have broken the mold. Even then, neutral good vanliorns are almost totally unheard of.

**Size.** Vanliorns are smaller than humans, standing between 4 to 5 feet tall and weighing 80 to 100 lbs. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. In addition, your hands are textured which makes climbing easier for you. You have a climbing speed of 20 feet.

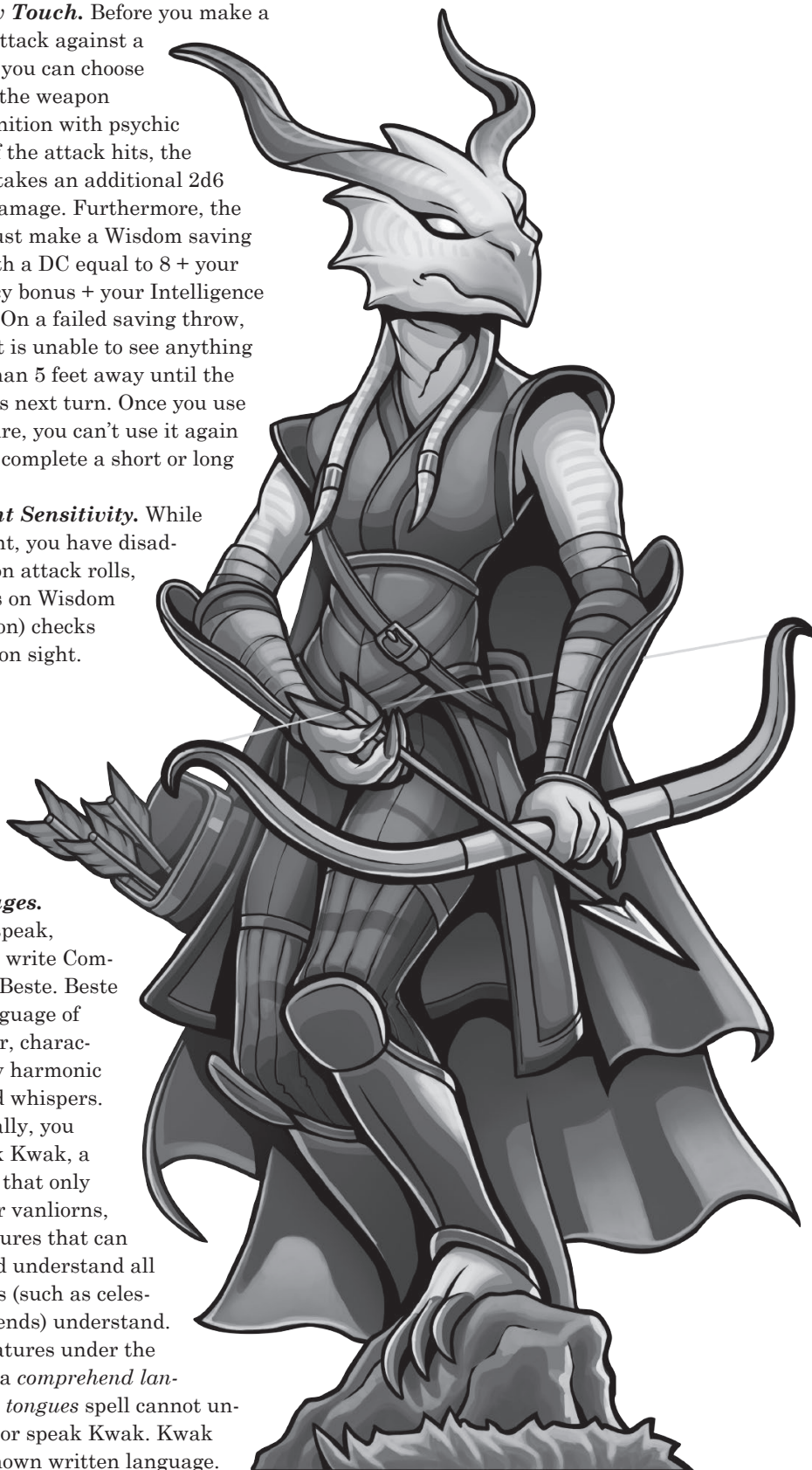
**Darkvision.** As a creature from The Other, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Shadow Touch.** Before you make a weapon attack against a creature, you can choose to imbue the weapon or ammunition with psychic energy. If the attack hits, the creature takes an additional 2d6 psychic damage. Furthermore, the target must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, the target is unable to see anything farther than 5 feet away until the start of its next turn. Once you use this feature, you can't use it again until you complete a short or long rest.

**Sunlight Sensitivity.** While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Languages.

You can speak, read, and write Common and Beste. Beste is the language of The Other, characterized by harmonic hums and whispers. Additionally, you can speak Kwak, a language that only you, other vanliorns, and creatures that can speak and understand all languages (such as celestials or fiends) understand. Even creatures under the effects of a *comprehend languages* or *tongues* spell cannot understand or speak Kwak. Kwak has no known written language.





## Winter Warrior Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. The following Way of the Winter Warrior option is available to a monk, in addition to those normally offered.

### Way of the Winter Warrior

Monks who follow the Way of the Winter Warrior train in the harshest parts of the world, particularly those subject to year round freezing conditions. These disciplined fighters hone their skills to become defensive combatants capable of withstanding extreme punishment from the large and dangerous creatures native to polar environments.

The most famous school of Winter Warriors in Omeria were the Brothers of Xidar. Now extinct, this exclusively dark elf (or “drow” as the Rasgax call them) monastery created hundreds of monks who followed this tradition until they mysteriously vanished sometime around 500 AT.

**Cold Strike.** Starting when you choose this tradition at 3rd level, whenever you take the Dodge action on your turn, you can use your bonus action to make one unarmed strike.

**Winter’s Armor.** Also at 3rd level, you can use an action to spend 1 ki point to encase yourself in a protective layer of hard ice. When you do, you gain 4 temporary hit points for each level you have in this class.

While this feature is active, you gain immunity to cold damage and vulnerability to fire damage. The ice

lasts for 10 minutes or until you lose all your temporary hit points. When you reach 6th level in this class, you can spend 1 additional ki point (2) to increase the duration to 1 hour, and when you reach 11th level in this class, you can spend another ki point (3) to increase the duration to 8 hours.

**Fog of Frost.** At 6th level, you can use your bonus action to spend 2 ki points to create a chilly fog that extends from you 10-feet in all directions. The area inside the fog is lightly obscured. While the fog is active, any hostile creature that ends its turn in the fog must make a Constitution saving throw against your Ki save DC. On a failed saving throw, a creature takes cold damage equal to your martial arts die and its movement speed is reduced by half until the end of its next turn. On a successful saving throw, the creature takes half as much damage and its movement isn’t affected. The fog lasts for as long as you concentrate (as if concentrating on a spell), up to 1 minute.

**Ice Shield.** At 11th level, if you are hit with an attack while using your Winter’s Armor feature, you can spend 1 ki point as your reaction to create a shield of solid ice. Until the start of your next turn, you have a bonus to AC equal to your proficiency bonus.

**Cold Absorption.** At 17th level, you gain immunity to cold damage, even while you aren’t

using your Winter’s Armor feature. Whenever you are subjected to cold damage, you can spend 1 ki point to absorb the damage. When you do, you take no damage and instead you regain hit points equal to the damage dealt.



### Winter Warrior Monastic Tradition

Monk Level	Features
3rd	Cold Strike, Winter’s Armor
6th	Fog of Frost, Winter’s Armor (up to 1 hour)
11th	Ice Shield, Winter’s Armor (up to 8 hours)
17th	Cold Absorption

## Maven of Adaptation Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. The following Maven of Adaptation option is available to a rogue, in addition to the normal options.

### Maven of Adaptation

Rogues do not exclusively operate in urban areas or the Low. There are some rogues who prefer the embrace of nature. These mavens of adaptation work alongside the four prime elements to hone their talents. Mavens of adaptation are quick like the wind, tough as the earth, burn with fire's might, and can be as mutable as water.

**Bonus Proficiencies.** When you choose this roguish archetype at the 3rd level, you become proficient in the Nature and Survival skills.

**Acclimatization.** Starting at 3rd level, you can use your bonus action to temporarily alter your physical form to improve your defenses against certain energy types. When you do, choose a damage type: acid, cold, fire, lightning, or thunder. You gain resistance to that damage type for 1 minute or until you use this feature again.

**Friend of the Elements.** Also at 3rd level, you are no longer affected by nonmagical conditions of extreme cold or heat. Additionally, strong wind and heavy precipitation do not impose a disadvantage on your ranged attack rolls or Wisdom (Perception) checks.

**Uncanny Riposte.** Beginning at 9th level, when an attacker hits you with an attack and you use your Uncanny Dodge feature to halve the attack's damage, you have advantage on the next attack roll you make against that attacker until the end of your next turn.

**One with Nature.** At 13th level, your symbiotic relationship with nature further improves. While in a natural outdoor environment, you have advantage on Dexterity (Stealth) checks made to hide.

**Elemental Mastery.** At 17th level, your soul becomes directly connected to nature and the four prime elements. When you use your Acclimatization feature to gain resistance to an energy type, for the duration, you gain advantage on attack rolls made against creatures who have immunity or resistance to the chosen damage type.

If you make an attack roll against a creature without having advantage on the attack and miss, both this benefit and the benefit received from Acclimatization end until you use another bonus action to access your Acclimatization feature again.

## Otherworldly Patrons for Warlocks

At 1st level, a warlock gains the Otherworldly Patron feature. The following Elemental option is available to a warlock in addition to those normally offered.

### The Elemental Patrons

Four mighty elements bind the uni-

verse and The Real: air, earth, fire, and water. As an elemental warlock, you derive your powers from a creature of the elements such as an elder elemental, genie or possibly one of the elemental princes. This connection imbues you with the ability to bend the chosen element to your will.

Elemental warlocks often take on the stereotypical qualities of their appointed element. Air elemental warlocks are changeable and fickle. Earth elemental warlocks are slow and stubborn. Fire elemental warlocks are hot-tempered and impatient. And water elemental warlocks are calm and stoic.

**Expanded Spell List.** The Elemental lets you choose from an expanded list of spells when you learn a warlock spell. Choose an element: air, earth, fire, or water. The spell list you gain depends on your chosen element.

**Scion of the Elements.** Also at 1st level, you gain new abilities related to your chosen element.

**Air.** Whenever you hit a target with a ranged spell attack, you can expend one spell slot to deal thunder damage to the target, in addition to the spell's normal damage. The extra damage is 2d10 for a 1st-level spell slot, plus 1d10 for each slot level higher than 1st, to a maximum of 5d10. The damage increases by 1d10 if the target is a construct.

**Earth.** When you aren't wearing armor, your natural armor class is equal to 10 + your proficiency bonus + your Charisma modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**Fire.** You learn the *firebolt* cantrip, which does not count toward the maximum number of cantrips that you know. When you cast the spell, you roll 1d12 for the spell's damage dice. At 2nd level, when you gain the eldritch invocations feature, any eldritch invocation that you learn that

## Maven of Adaptation Roguish Archetype

Rogue Level	Features
3rd	Bonus Proficiencies, Acclimatization, Friend of Elements
9th	Uncanny Riposte
13th	One with Nature
17th	Elemental Mastery



**Air Elemental Spells.**

Spell Level	Spells
1st	<i>feather fall, thunderwave</i>
2nd	<i>gust of wind, levitate</i>
3rd	<i>haste, wind wall</i>
4th	<i>conjure minor elementals, greater invisibility</i>
5th	<i>cloudkill, conjure elementals</i>

**Water Elemental Spells.**

Spell Level	Spells
1st	<i>create or destroy water, cure wounds</i>
2nd	<i>lesser restoration, protection from poison</i>
3rd	<i>water breathing, water walk</i>
4th	<i>conjure minor elementals, control water</i>
5th	<i>cone of cold, conjure elementals</i>

has the *eldritch blast* cantrip prerequisite (such as *Agonizing Blast* or *Eldritch Spear*) also applies to *firebolt* for you.

**Water.** As an action, you can expend one of your spell slots to take on a watery form. When you do, you gain 10 temporary hit points for a 1st-level spell slot, plus 5 for each slot level higher than 1st, to a maximum of 25. While this feature is active, you gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You gain a swim speed equal to your normal movement speed.
- You can breathe air and water.

These benefits last for 1 minute, until you lose all these temporary hit points, you are incapacitated, or you use a bonus action to end the effect.

**Elemental Protection.** Starting at 6th level, you gain resistance to certain types of damage based on your chosen element type, as shown on the Elemental Protection table below.

**Fire Elemental Spells.**

Spell Level	Spells
1st	<i>burning hands, guiding bolt</i>
2nd	<i>flame blade, scorching ray</i>
3rd	<i>haste, fireball</i>
4th	<i>conjure minor elementals, wall of fire</i>
5th	<i>conjure elementals, flamestrike</i>

**Earth Elemental Spells.**

Spell Level	Spells
1st	<i>false life, goodberry</i>
2nd	<i>pass without trace, spike growth</i>
3rd	<i>meld into stone, slow</i>
4th	<i>conjure minor elementals, stoneskin</i>
5th	<i>conjure elementals, wall of stone</i>

**Elemental Presence.** Starting at 10th level, you can use your action to turn or rebuke elementals in your presence. When you do so, each elemental that can see or hear you within 30 feet of you must make a Wisdom saving throw against your spell save DC.

Elementals of your chosen type who fail their saving throws are charmed by you for 1 minute. While charmed in this way, the elemental views you as an ally. When the effect ends, the creature knows it was charmed by you.

**Elemental Protection.**

Chosen Element	Damage Type
Air	lightning, thunder
Earth	bludgeoning, necrotic
Fire	cold, fire
Water	acid, poison

All other elementals who fail their saving throws are frightened of you for 1 minute or until it takes any damage.

Once you use this feature, you can't use it again until you complete a short or long rest.

**Avatar of the Elements.** Once you reach 14th level, you manifest even more powerful abilities related to your chosen element. You gain immunity to the damage types related to your chosen element as shown in the Elemental Protection table. You also gain the benefit listed below for your chosen element:

**Air.** You gain a fly speed equal to your normal movement speed.

**Earth.** You gain resistance to bludgeoning, piercing, and slashing damage.

**Fire.** You can use your bonus action to wreath yourself in flames. While wreathed in flames, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 6 (1d12) fire damage. This effect lasts until you use your bonus action to end the effect on yourself or you are incapacitated.

**Water.** When you use your Scion of the Elements feature to assume your watery form, the duration of your watery form increases to 10 minutes. Ω

**Elemental Patron Warlock Option**

Level	Features
1st	Expanded Spell List, Scion of the Elements
6th	Elemental Protection
10th	Elemental Presence
14th	Avatar of the Elements

## OMERIAN GRIMOIRE

BY DAVE HAMRICK AND GRIFFONS SADDLEBAG

ART BY GRIFFONS SADDLEBAG AND SHUTTERSTOCK

### New Magic Items

#### Brambleheart Quiver

*Wondrous item, very rare (requires attunement by a ranger)*

This wooden quiver can carry your arrows as well as provide some of its own. The quiver grows 1d3+1 thorned arrows along its edge each day at dawn and can hold up to 4 of them at any time. While you're attuned to the quiver, these arrows are magical and give a +2 bonus to attack and damage rolls that you make with them. Once it hits a target, the arrow is no longer magical.

When you fire one of these magic arrows and hit a target, you can speak the quiver's command word to cause the arrow to grow explosively into thick, unforgiving briars: casting the *spike growth* spell at the point of impact. If the arrow hit a creature, that creature also takes an extra 2d4 piercing damage from the attack. Spike growth cast in this way does not require concentration, but only lasts until the start of your next turn.



#### Lightning Cannon

Range: 100 ft.

The cannon fires at anyone who enters these chambers that isn't Dr. Calamity—this includes Calamity's own servants.

On initiative count 20, the cannon fires a beam of lightning in a 100-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take 28 (8d6) lightning damage on a failure, or half as much on a success.

The cannon has AC 18, 50 HP, threshold 5, and immunity to poison and psychic damage.

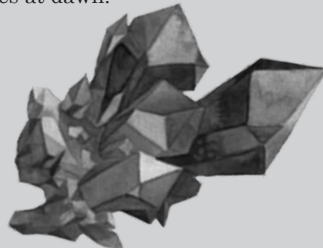
#### Emerald Odonburgite

*Wondrous item, uncommon*

The most plentiful of the Jaduee-Patr, emerald odonburgite is the element of evocation. It appears as a glowing-green stone.

A 2-inch diameter piece of emerald odonburgite has 50 charges. While you are holding the emerald odonburgite next to a magic item that has charges, you can use an action to speak a command word to transfer any number of remaining charges from the emerald odonburgite up to the maximum number of charges the magic item can hold.

The emerald odonburgite regains 5d10 charges at dawn.



#### Winter's Embrace

*Armor (breastplate), very rare (requires attunement)*

This frosty breastplate and fur set is enchanted to keep its wearer at a constant, comfortable temperature. While wearing this armor, you have resistance to cold and fire damage and ignore difficult terrain created by ice or snow. In addition, you can cast the *ice storm* spell (save DC 16) at 6th level using the armor. When cast in this way, the spell is centered on your location and you are immune to its effects. Once this property of the armor has been used, it can't be used again until the following dawn.



#### Rad Pistol

*Martial Ranged Weapon*

Range: 50/150 ft.

*Hit:* 2d6 radiant damage.

Instead of dealing damage, you can force the target to make a DC 11 Constitution saving throw or become stunned until the end of its next turn.

#### Rad Sword

*Martial melee weapon.*

It costs 250 gp and weighs 3 lbs. The weapon deals 1d8 radiant damage on a hit. It has the versatile (1d10) property.

#### Wand of Whispers

*Wondrous item, uncommon*

These wands are sometimes found in the hands of clandestine mages posing as simple townsfolk. Its magic wax and iron design resembles a candle and candlestick. The wand produces a harmless, magical flame that is indistinguishable from normal candlelight, although the wax never melts or changes shape. The flame is harmless and casts bright light in a 5-foot radius and dim light for another 5 feet. While holding the wand, you can extinguish or relight the flame as a bonus action.

This wand has 7 charges. While holding the wand, you can use an action to expend some of its charges to cast either the *message* (no charges) or *sending* spell (3 charges) from it. Alternatively, when you cast a spell of 5th level or lower while holding the wand, you can expend 1 of the wand's charges per spell slot level to ignore the spell's verbal components. Any spell that requires a target to hear its verbal component gains no benefit from this property.

The wand regains 1d6 + 1 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the magical flame burns out and the wand becomes a mundane candle and candlestick.





**Ice Sickle**

*Weapon (sickle), uncommon*  
This magic sickle from the Everglacier is perpetually covered in tiny, needle-like icicles along its edge that reform almost as soon as they're gone. The first target hit by this weapon on each of your turns takes an extra 1d6 cold damage from the attack.

**Xidarese Kama**

*Weapon (sickle), rare (requires attunement by a drow)*  
When you hit with an attack using this magic weapon, the target takes an extra 1d8 cold damage and the target's movement speed is reduced by 10 until the end of its next turn.

**Shaedenstaff**

*Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)*  
This staff is made from the reclaimed horn of a huge undead creature. While you're attuned to the staff, you have advantage on saving throws to retain your sanity against the environmental effects of being in a fallen plane of shadowy existence. The staff can also be used as a magic quarterstaff.  
The staff has 15 charges for the following properties and regains 2d6 + 3 expended charges each day at dusk. If you expend the last charge, roll a d20. On a 1, the staff disintegrates in a plume of pitch black smoke and emits a terrifying scream audible out to 300 feet.

**Annihilating Strike.**

When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d10 necrotic damage to the target.

**Spells.** While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *calm emotions* (1 charge), *darkness* (2 charges), *dispel evil and good* (5 charges), *inflict wounds* (3rd-level version, 3 charges), or *circle of death* (6 charges).



**Astral Bracelet**

*Wondrous item, very rare (attunement requirement varies)*

An astral bracelet is a powerful magical bangle that allows its wearer to see, commune, or otherwise manifest things using powers beyond the Material Plane. The metal and glyphs of each bracelet are related to the kind of power that it holds. You can pull the bracelet off and hold it in the palm of your hand as an action. When you do, the bracelet unfurls to reveal the four inner rings collapsed within it, transforming the bracelet into an astronomical sphere. While the bracelet is transformed into the astronomical sphere, its inner rings slowly spin on their own.

The bracelet has 10 charges and regains 2d4 + 2 expended charges each day dawn. While holding the astronomical sphere, you can expend 1 or more

of its charges to cast one of its spells. The sphere's spinning rings magically fold up again into the wearable bracelet if you expend the last charge from the sphere. You can fold the rings back into place early as an action. You can wear the bracelet again once its rings are folded up again (no action required).

Each bracelet can cast a different array of spells and may require different creatures to attune to them. Spells cast using the bracelet while it's an astronomical sphere use your spellcasting ability modifier and spell save DC. Components that cost less than 100 gp are ignored when casting a spell in this way. Ω



Bracelet	Requires attunement by	Spells
Astral Bracelet of Energy	A sorcerer or wizard	<i>Dispel magic</i> (3 charges), <i>floating disk</i> (1 charge), <i>globe of invulnerability</i> (6 charges), <i>hallucinatory terrain</i> (4 charges), <i>hypnotic pattern</i> (3 charges), <i>protection from energy</i> (3 charges), <i>resilient sphere</i> (4 charges)
Astral Bracelet of Heavens	A cleric or paladin	<i>Detect evil and good</i> (1 charge), <i>dispel evil and good</i> (5 charges), <i>divination</i> (4 charges), <i>magic circle</i> (3 charges), <i>protection from evil and good</i> (1 charge), <i>spirit guardians</i> (3 charge), <i>warding bond</i> (2 charges)
Astral Bracelet of Hells	A cleric, warlock, or wizard	<i>Detect evil and good</i> (1 charge), <i>dispel evil and good</i> (5 charges), <i>fire shield</i> (4 charge), <i>flaming sphere</i> (2 charges), <i>hellish rebuke</i> (1 charge), <i>magic circle</i> (3 charges), <i>protection from evil and good</i> (1 charge)
Astral Bracelet of Knowledge	A bard, cleric, druid, ranger, or wizard	<i>Comprehend languages</i> (1 charge), <i>detect magic</i> (1 charge), <i>dispel magic</i> (3 charges), <i>identify</i> (1 charge), <i>legend lore</i> (5 charges), <i>locate creature</i> (4 charges), <i>locate object</i> (2 charges), <i>sending</i> (3 charges)
Astral Bracelet of Planebending	A sorcerer, warlock, or wizard	<i>Banishment</i> (4 charges), <i>dimension door</i> (4 charges), <i>find familiar</i> (1 charge), <i>misty step</i> (2 charges), <i>plane shift</i> (7 charges), <i>rope trick</i> (2 charges), <i>sending</i> (3 charges)
Astral Bracelet of Omniscience	A wizard	<i>Arcane eye</i> (4 charges), <i>detect magic</i> (1 charge), <i>detect thoughts</i> (2 charges), <i>screaming</i> (5 charges), <i>see invisibility</i> (2 charges), <i>sending</i> (3 charges), <i>telepathic bond</i> (5 charges)

# APPENDIX D

## THE BESTIARY

BY DAVE HAMRICK

ART BY MATIAS LAZARO, WILLIAM MCAUSLAND, RICK HERSHEY, SCOTT CRAIG, ERIC LOFGREN, AND BODIE HARTLEY



### DIMENSIONAL SHAMBLER

*Large aberration, chaotic evil*

**Armor Class** 13 (natural armor)  
**Hit Points** 102 (12d8 + 48)  
**Speed** 30 ft.

<b>STR</b>	19 (+4)	<b>INT</b>	7 (-2)
<b>DEX</b>	10 (+0)	<b>WIS</b>	10 (+0)
<b>CON</b>	18 (+4)	<b>CHA</b>	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Deep Speech  
**Challenge** 3 (700 XP)

**Innate Spellcasting (2/Day).** The dimensional shambler can innately cast *plane shift*, requiring no components when it does. It can only target itself and up to one creature it is grappling. Its innate spellcasting ability is Wisdom (spell save DC 10).

#### ACTIONS

**Multiattack.** The dimensional shambler makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. Instead of dealing damage, the dimensional shambler can grapple the target (escape DC 14).

### GOLEMMANCER

*Medium humanoid (any race), neutral evil*

**Armor Class** 12 (15 with mage armor)  
**Hit Points** 45 (10d8)  
**Speed** 30 ft.

<b>STR</b>	9 (-1)	<b>INT</b>	17 (+3)
<b>DEX</b>	14 (+2)	<b>WIS</b>	12 (+1)
<b>CON</b>	11 (+0)	<b>CHA</b>	11 (+0)

**Saving Throws** Int +6, Wis +4  
**Skills** Arcana +6  
**Senses** passive Perception 11  
**Languages** any four languages  
**Challenge** 6 (2,300 XP)

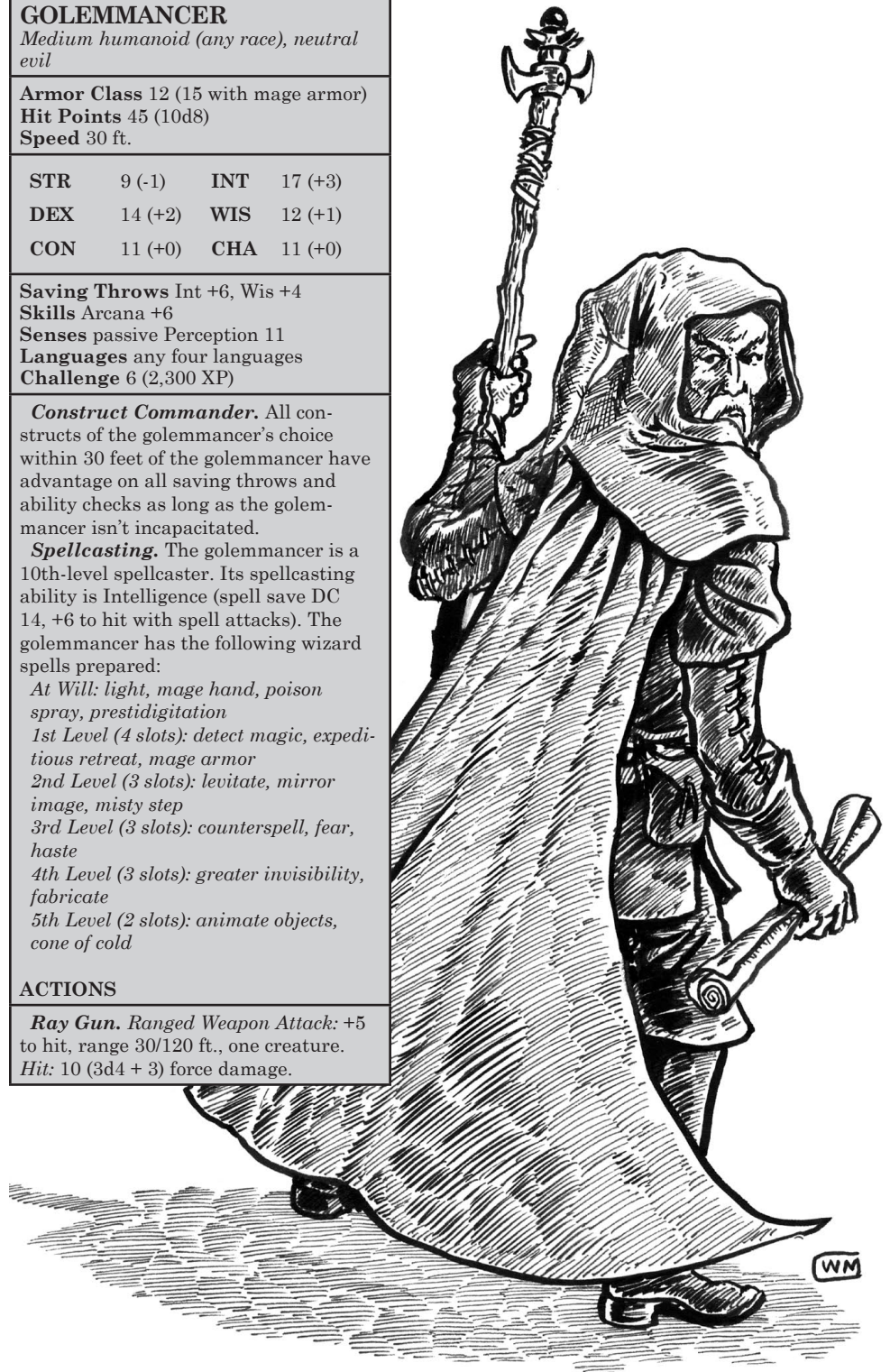
**Construct Commander.** All constructs of the golemmancer's choice within 30 feet of the golemmancer have advantage on all saving throws and ability checks as long as the golemmancer isn't incapacitated.

**Spellcasting.** The golemmancer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The golemmancer has the following wizard spells prepared:

*At Will:* light, mage hand, poison spray, prestidigitation  
*1st Level (4 slots):* detect magic, expeditious retreat, mage armor  
*2nd Level (3 slots):* levitate, mirror image, misty step  
*3rd Level (3 slots):* counterspell, fear, haste  
*4th Level (3 slots):* greater invisibility, fabricate  
*5th Level (2 slots):* animate objects, cone of cold

#### ACTIONS

**Ray Gun.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one creature. *Hit:* 10 (3d4 + 3) force damage.





**DOCTOR CALAMITY***Medium humanoid (unknown), neutral evil***Armor Class** 18 (battle armor)**Hit Points** 99 (18d8 + 18)**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** Int +10, Wis +7**Skills** Arcana +15, History +15**Damage Resistances** damage from spells; bludgeoning, piercing, & slashing from nonmagical attacks**Senses** passive Perception 12**Languages** Abyssal, Common, Deep Speech, Infernal, Primordial, and Undercommon**Challenge** 14 (11,500 XP)

**Battle Armor.** While wearing his battle armor, Dr. Calamity has advantage on Strength ability checks and saving throws.

**Legendary Resistance (3/Day).** If Dr. Calamity fails a save, he can choose to succeed instead.

**Magic Resistance.** Dr. Calamity has advantage on saving throws vs spells and other magical effects.

**Spellcasting.** Dr. Calamity is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Dr. Calamity can cast disguise self and invisibility at will and has the following wizard spells prepared:

*At Will:* fire bolt, light, prestidigitation, shocking grasp

*1st Level (4 slots):* detect magic, expeditious retreat, identify, magic missile

*2nd Level (3 slots):* detect thoughts, mirror image, misty step

*3rd Level (3 slots):* counterspell, fly, lightning bolt

*4th Level (3 slots):* arcane eye, banishment, fire shield

*5th Level (3 slots):* cone of cold, scrying, wall of force

**ACTIONS**

**Laser Dagger (Melee).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) radiant damage.

**Fire Bolt Spell.** *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

**LEGENDARY ACTIONS**

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

**At Will Spell.** Dr. Calamity casts one of his at-will spells.

**Blinders (Costs 2 Actions).** Dr. Calamity's armor creates a flash of bright light in a 60-foot radius. Each creature in the area must succeed on a DC 18 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on itself with a success. Once Dr. Calamity uses this Legendary Action, he can't use it again until he completes a short or long rest.

**Boost.** Dr. Calamity flies up to half his flying speed.

**Glue Cannon (Costs 2 Actions).** Dr. Calamity fires a glob of glue at a point that he can see within 60 feet of him. The glue fills a 20-foot radius area centered on that point. The glue is difficult terrain. Each creature that starts its turn in the glue or that enters it during its turn must make a DC 18 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the glue or until it breaks free. A creature restrained by the glue can use its action to make a DC 18 Strength check. If it succeeds, it is no longer restrained. The glue is vulnerable to acid damage. Any 5-foot cube of webs exposed to acid melts away in 1 round.

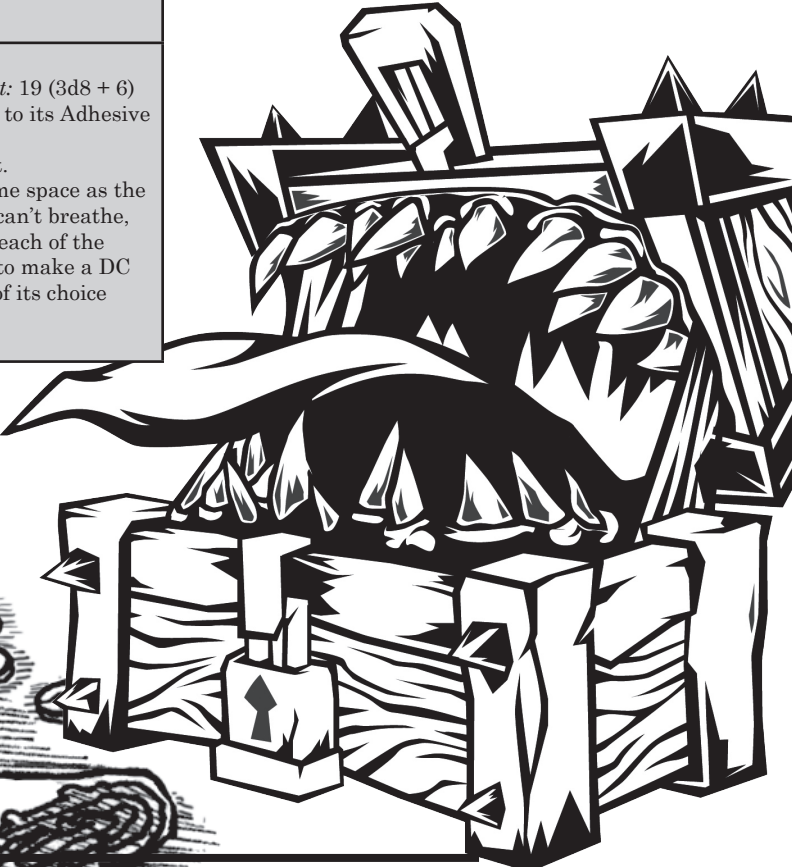
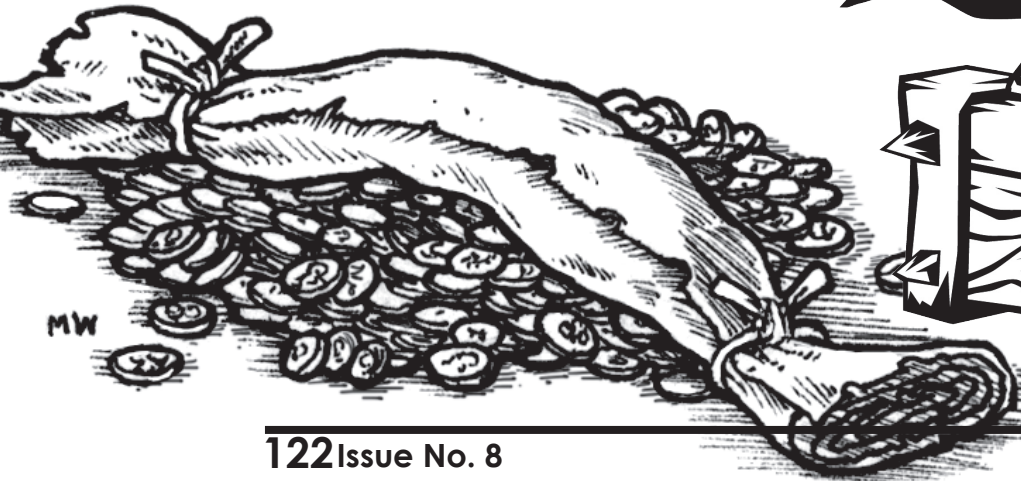
**Hypnosis Ray (Costs 2 Actions).** Dr. Calamity emits a warbling wave of hypnotic light in a 30-foot cone. Each creature in the area that can see the light must make a DC 18 Wisdom save, or become charmed by Dr. Calamity until the end of its next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, Dr. Calamity can use his bonus action to maintain this effect, extending its duration until the end of his next turn. However, the effect ends if he moves more than 30 feet away from the creature, if the creature can't see Dr. Calamity, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, it automatically succeeds on its saving throws against this action for 24 hours.





<b>GREATER MIMIC</b> <i>Huge monstrosity (shapechanger), neutral</i>					
Armor Class 17 (natural armor) Hit Points 210 (20d12 + 80) Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	7 (-2)	13 (+1)	10 (+0)
Skills Stealth +11 Damage Immunities acid Condition Immunities prone Senses darkvision 60 ft., passive Perception 11 Languages understands no languages but can speak through the use of its Mimicry trait Challenge 13 (10,000 XP)					
<p><b>Shapechanger.</b> The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. The mimic can even imitate entire rooms and alter the appearance of the inside of its mouth. While in this form, the mimic takes up its entire space. Other creatures can enter the space, but a creature that does so is subject to the mimic's Adhesive trait and its Engulf. Creatures inside the mimic have total cover. A creature within 5 feet of the mimic can take an action to pull a creature or object out of the mimic. Doing so requires a successful DC 16 Strength check, and the creature making the attempt must make a DC 16 Strength or Dexterity check or become subjected to the mimic's Adhesive trait. The mimic can hold only one Huge or two Large or up to four Medium or smaller creatures inside it at a time.</p> <p><b>Adhesive (Object Form Only).</b> The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.</p> <p><b>False Appearance (Object Form Only).</b> While the mimic remains motionless, it is indistinguishable from an ordinary object.</p> <p><b>Grappler.</b> The mimic has advantage on attack rolls against any creature grappled by it.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The mimic makes two pseudopod attacks and uses Reel.</p> <p><b>Pseudopod. Melee Weapon Attack:</b> +11 to hit, reach 15 ft., one target. <i>Hit:</i> 19 (3d8 + 6) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait</p> <p><b>Reel.</b> The mimic pulls each grappled by it up to 15 feet straight toward it.</p> <p><b>Engulf.</b> The mimic reverts to its true form. Any creature sharing the same space as the mimic takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained and blinded, and takes 42 (12d6) acid damage at the start of each of the mimic's turns. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 of the mimic.</p>					

<b>MECHANICAL WASP</b> <i>Medium construct, unaligned</i>			
Armor Class 18 (natural armor) Hit Points 34 (6d8 + 6) Speed 10 ft., fly 50 ft.			
STR	10 (+0)	INT	1 (-5)
DEX	14 (+2)	WIS	10 (+0)
CON	12 (+1)	CHA	3 (-4)
Damage Immunities poison, psychic Condition Immunities charmed, frightened, petrified, poisoned Senses blindsight 60 ft., passive Perception 10 Languages — Challenge 2 (450 XP)			
<b>ACTIONS</b>			
<p><b>Sting.</b> <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or ranged 30/120 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) 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.</p>			





**JUBOKKO TREE***Huge plant, chaotic evil***Armor Class** 15 (natural armor)**Hit Points** 142 (15d10 + 60)**Speed** 20 ft.**STR** 23 (+6)    **INT** 10 (+0)**DEX** 8 (-1)    **WIS** 13 (+1)**CON** 19 (+4)    **CHA** 11 (+0)**Damage Resistances** bludgeoning, piercing, necrotic; slashing from non-magical attacks**Senses** blindsight 60 ft., passive Perception 11**Languages** Common**Challenge** 9 (5,000 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from a normal tree.

**Grasping Roots.** The tree can have up to six roots at a time. Each root can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage). Destroying a root deals no damage to the tree, which can extrude a replacement root on its next turn. A root can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

**Regeneration.** The jubokko tree regains 20 hit points at the start of its turn if it has at least 1 hit point remaining. If the tree takes radiant or fire damage, this trait doesn't function at the start of the tree's next turn.

**ACTIONS**

**Multiattack.** The tree makes three attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

**Root.** *Melee Weapon Attack:* +10 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Constitution checks and Constitution saving throws, and the tree can't use the same root on another target.

**Blood Drain.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature that is grappled by the tree, incapacitated, or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken and the tree 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.

**LIGHTNING CHILD***Small elemental, neutral evil***Armor Class** 10**Hit Points** 21 (6d6)**Speed** 30 ft., fly 30 ft. (hover)**STR** 5 (-3)    **INT** 11 (+0)**DEX** 11 (+0)    **WIS** 10 (+0)**CON** 10 (+0)    **CHA** 12 (+1)**Damage Immunities** lightning, poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 10**Languages** Auran**Challenge** ¼ (50 XP)

**Death Burst.** When the lightning child dies, it explodes in a cloud of electricity. Each creature within 5 ft. of the lightning child must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) lightning damage.

**Innate Spellcasting (1/Day).** The lightning child can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

**ACTIONS**

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

**Lightning Breath (Recharge 6).** The lightning child exhales a 15-foot cone of electricity. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much damage on a successful one.



**LOUP-GAROU***Medium humanoid (shapechanger), chaotic evil***Armor Class** 14 (natural armor)**Hit Points** 112 (15d8 + 45)**Speed** 30 ft. (50 ft. in wolf or hybrid form)

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

**Saving Throws** Dex +6, Con +8, Wis +5**Skills** Intimidation +5, Perception +9, Stealth +6**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons**Senses** passive Perception 19**Languages** Common (can't speak in wolf form)**Challenge** 10 (5,900 XP)

**Shapechanger.** The loup-garou can use its action to polymorph into a Large dire wolf, or into a Medium or Small humanoid, or back into its true form, which is a Medium wolf-humanoid hybrid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Brute.** A melee weapon deals one extra die of its damage when the loup-garou hits with it (included in the attack).

**Keen Hearing and Smell.** The loup-garou has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The loup-garou has advantage on an attack roll against a creature if at least one of the loup-garou's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Surprise Attack.** If the loup-garou surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

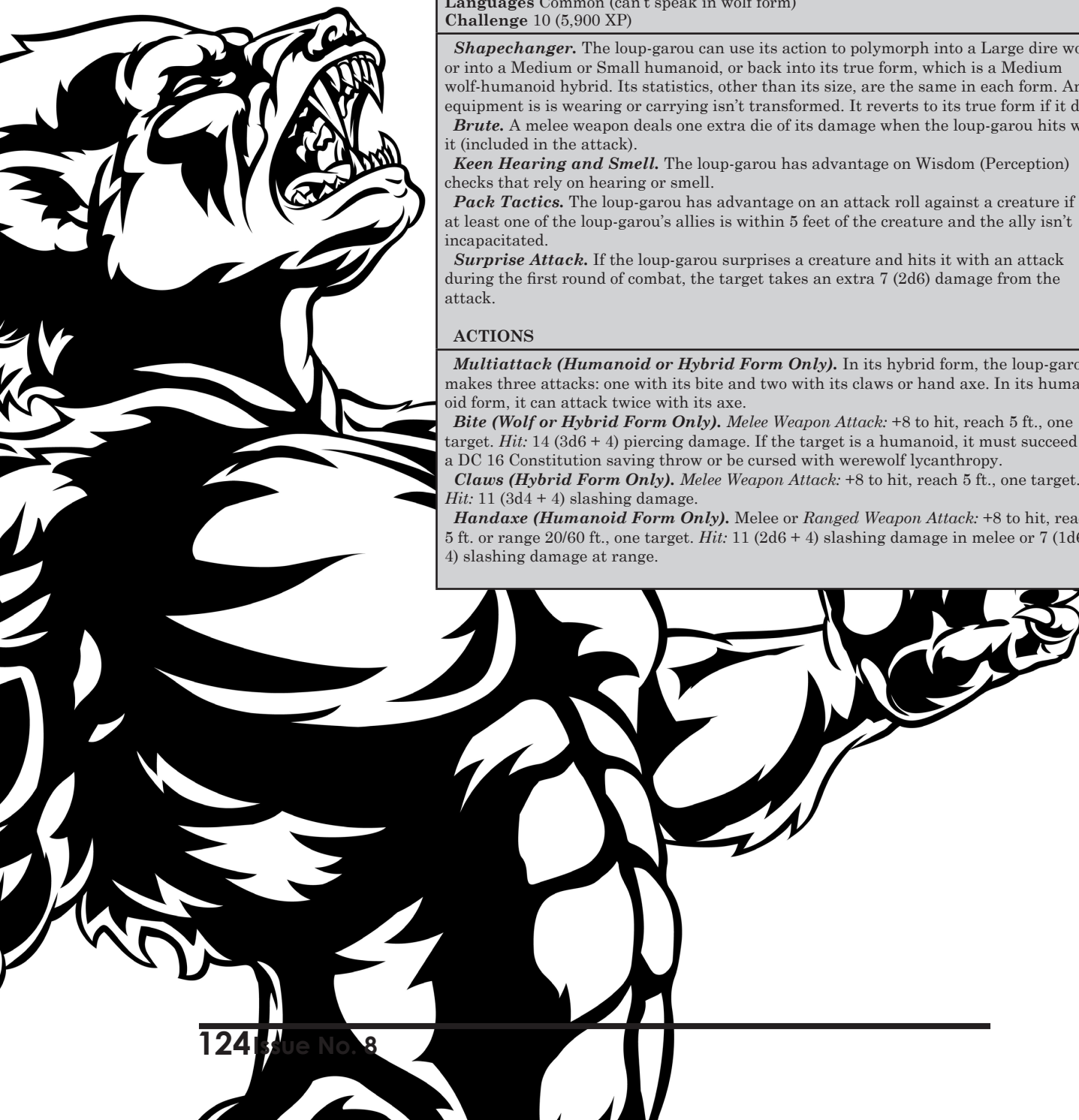
**ACTIONS**

**Multiattack (Humanoid or Hybrid Form Only).** In its hybrid form, the loup-garou makes three attacks: one with its bite and two with its claws or hand axe. In its humanoid form, it can attack twice with its axe.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

**Handaxe (Humanoid Form Only).** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.





**RAINER DEHNERT**

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Insight +4

Senses passive Perception 11

Languages Common, Draconic, Elvish, Orc

Challenge 2 (450 XP)

**Spellcasting.** Rainer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Rainer has the following wizard spells prepared:

*At Will:* light, mage hand, minor illusion, ray of frost

*1st Level (4 slots):* expeditious retreat, mage armor, magic missile

*2nd Level (3 slots):* misty step, hold person, invisibility

*3rd Level (2 slots):* counterspell, slow

**ACTIONS**

**+1 Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when wielded with two hands.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage (silvered).

**SHARKMANBOT**

Large construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 209 (22d8 + 110)

Speed 30 ft., swim 40 ft.

STR	22 (+6)	INT	10 (+0)
DEX	14 (+2)	WIS	14 (+2)
CON	20 (+5)	CHA	16 (+3)

Saving Throws Str +11, Con +10

Skills Athletics +11, Intimidation +8, Perception +7

Damage Resistances poison

Senses blindsight 30 ft., passive Perception 17

Languages Common

Challenge 16 (15,000 XP)

**Amphibiousness.** Sharkmanbot can breathe air and water.

**Blood Frenzy.** Sharkmanbot has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Indomitable (2/Day).** Sharkmanbot rerolls a failed saving throw.

**ACTIONS**

**Multiattack.** Sharkmanbot makes two attacks with its maul and one attack with its bite.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage.

**Maul.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.



**SHOGGOTH***Huge aberration, neutral evil***Armor Class** 7**Hit Points** 270 (20d12 + 140)**Speed** 40 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	5 (-3)	25 (+7)	7 (-2)	10 (+0)	20 (+5)

**Skills** Perception +10**Damage Resistances** cold, fire, lightning**Damage Immunities** acid, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Condition Immunities** prone**Senses** darkvision 120 ft., passive Perception 20**Languages** Deep Speech**Challenge** 13 (10,000 XP)**Self-Luminous.** The shoggoth emits dim light in a 5-foot radius.

**Maddening Appearance.** The first time a creature that can see the shoggoth starts its turn within 60 feet of the shoggoth, the creature must make a DC 18 Wisdom saving throw. On a failed saving throw, the creature becomes frightened for 1 minute and gains a random form of long-term madness (see Chapter 8 of the DMG). The creature can repeat its saving throw at the end of each of its turns, ending the frightened effect on itself with a success. On a successful saving throw, the creature is frightened until the end of its next turn. A creature that succeeds on its initial saving throw or the effect ends for it is immune to the maddening appearance of all shoggoths for 24 hours.

**ACTIONS****Multiattack.** The shoggoth makes 1d6 spontaneous appendage attacks.**Spontaneous Appendage.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature.**Hit:** Roll a d6 to determine the type of damage dealt.

Roll 1-2: 19 (3d6 + 9) bludgeoning damage

Roll 3-4: 19 (4d4 + 9) piercing damage

Roll 5-6: 20 (2d10 + 9) slashing damage

**Engulf.** The shoggoth moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the shoggoth enters a creature's space, the creature must make a DC 19 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shoggoth. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the shoggoth enters the creature's space, and the creature takes 21 (6d6) piercing damage plus 21 (6d6) bludgeoning damage plus 21 (6d6) slashing damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) piercing damage plus 21 (6d6) bludgeoning damage plus 21 (6d6) slashing damage at the start of each of the shoggoth's turns. When the shoggoth moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 19 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shoggoth. Also, a creature within 5 feet of the shoggoth that is not currently engulfed by the shoggoth can take an action to pull a creature or object out of the shoggoth. Doing so requires a successful DC 19 Strength check, and the creature making the attempt automatically takes damage from one of the shoggoth's spontaneous appendages (see above).

**SPIDER BRAIN***Small construct, lawful evil***Armor Class** 17 (natural armor)**Hit Points** 58 (9d6 + 27)**Speed** 30 ft., climb 30 ft.

<b>STR</b>	14 (+2)	<b>INT</b>	16 (+3)
<b>DEX</b>	13 (+1)	<b>WIS</b>	13 (+1)
<b>CON</b>	16 (+3)	<b>CHA</b>	8 (-1)

**Saving Throws** Int +5, Wis +4**Skills** Perception +5, Stealth +3**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons**Condition Immunities** exhaustion, paralyzed, petrified, poisoned**Senses** blindsight 30 ft., passive Perception 15**Languages** Telepathy 120 ft.**Challenge** 4 (1,100 XP)**Magic Resistance.** The spider brain has advantage on saving throws against spells and other magical effects.**Spider Climb.** The spider brain can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Innate Spellcasting (Psionics).** The spider brain's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spider brain can cast the following spells, requiring no components when it does.*At Will:* detect magic, detect thoughts, mage hand (the hand is invisible), mending*3/day each:* enhance ability, invisibility, shield*1/day each:* silence, telekinesis**ACTIONS****Multiattack.** The spider brain makes two claw attacks.**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.**Zapper (Recharge 4-6).** The spider brain fires a beam of crackling electricity in a 60-foot-line that's 5-feet wide. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed saving throw, or half as much damage on a successful one.**SWARM OF SPECTERS***Gargantuan swarm of Medium undead, chaotic evil***Armor Class** 12**Hit Points** 210 (20d20)**Speed** 0 ft., fly 50 ft. (hover)

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious**Senses** darkvision 60 ft., passive Perception 10**Languages** understands all languages it knew in life but can't speak**Challenge** 11 (7,200 XP)**Incorporeal Movement.** The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (5d10) force damage if it ends its turn inside an object.**Sunlight Sensitivity.** While in sunlight, the swarm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.**Necrotic Force.** The swarm takes up its entire space. Other creatures can enter the space, but a creature that does so is subject to the swarm's Engulf and has disadvantage on the saving throw. Creatures inside the swarm can be seen, but are lightly obscured. A creature within 5 feet of the swarm can take an action to pull a creature or object out of the swarm. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 21 (6d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. The swarm can hold only one Huge creature, two Large creatures, or up to eight Medium or smaller creatures at a time.**ACTIONS****Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.**Engulf.** The swarm moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the swarm enters a creature's space, the creature must make a DC 12 Charisma saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the swarm. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the swarm enters the creature's space, and the creature takes 21 (6d6) necrotic damage, its hit point maximum is reduced by an amount equal to the damage taken, and is engulfed. The engulfed creature is restrained, and takes 42 (12d6) necrotic damage at the start of each of the swarm's turns, and its hit point maximum is reduced by an amount equal to the damage taken. A creature's whose hit point maximum is reduced to 0 while inside the swarm dies and becomes part of the swarm; the swarm regains 20 hit points. When the swarm moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Wisdom saving throw. On a success, the creature escape and enters a space of its choice within 5 feet of the swarm.



**VIVISECTOR**

*Medium humanoid (any race), neutral evil*

**Armor Class** 12 (15 with mage armor)  
**Hit Points** 49 (9d8 + 9)  
**Speed** 30 ft.

<b>STR</b>	9 (-1)	<b>INT</b>	11 (+0)
<b>DEX</b>	14 (+2)	<b>WIS</b>	12 (+1)
<b>CON</b>	12 (+1)	<b>CHA</b>	17 (+3)

**Saving Throws** Con +4, Cha +6  
**Skills** Deception +6, Intimidation +6  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** any two languages  
**Challenge** 5 (1,800 XP)

**Devil's Sight.** The vivisector can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Sorcery Points.** The vivisector has 9 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options.

**Heightened Spell.** When the vivisector casts a spell that forces a creature to make a saving throw to resist its effects, the vivisector can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

**Vampiric Spell.** When the vivisector hits a creature with a spell that deals damage, it can spend 1 sorcery points to regain a number of hit points equal to 2 times the spell's level.

**Spellcasting.** The vivisector is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

- At Will:* chill touch, mage hand, minor illusion, poison spray, prestidigitation
- 1st Level (4 slots):* mage armor, magic missile, ray of sickness
- 2nd Level (3 slots):* darkness, misty step
- 3rd Level (3 slots):* counterspell, fear
- 4th Level (3 slots):* blight, confusion
- 5th Level (1 slot):* insect plague

**ACTIONS**

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**WENDIGO**

*Large fiend, chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 75 (10d10 + 20)  
**Speed** 50 ft., climb 40 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
19 (+4)	17 (+3)	15 (+2)	5 (-3)	12 (+1)	19 (+4)

**Skills** Perception +4, Stealth +6  
**Damage Immunities** cold; bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 60 ft., passive Perception 14  
**Languages** the languages it knew in life  
**Challenge** 6 (2,300 XP)

**Aversion to Fire.** If the wendigo takes fire damage, it has disadvantage on attack rolls until the end of its next turn.

**Snow Camouflage.** The wendigo has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

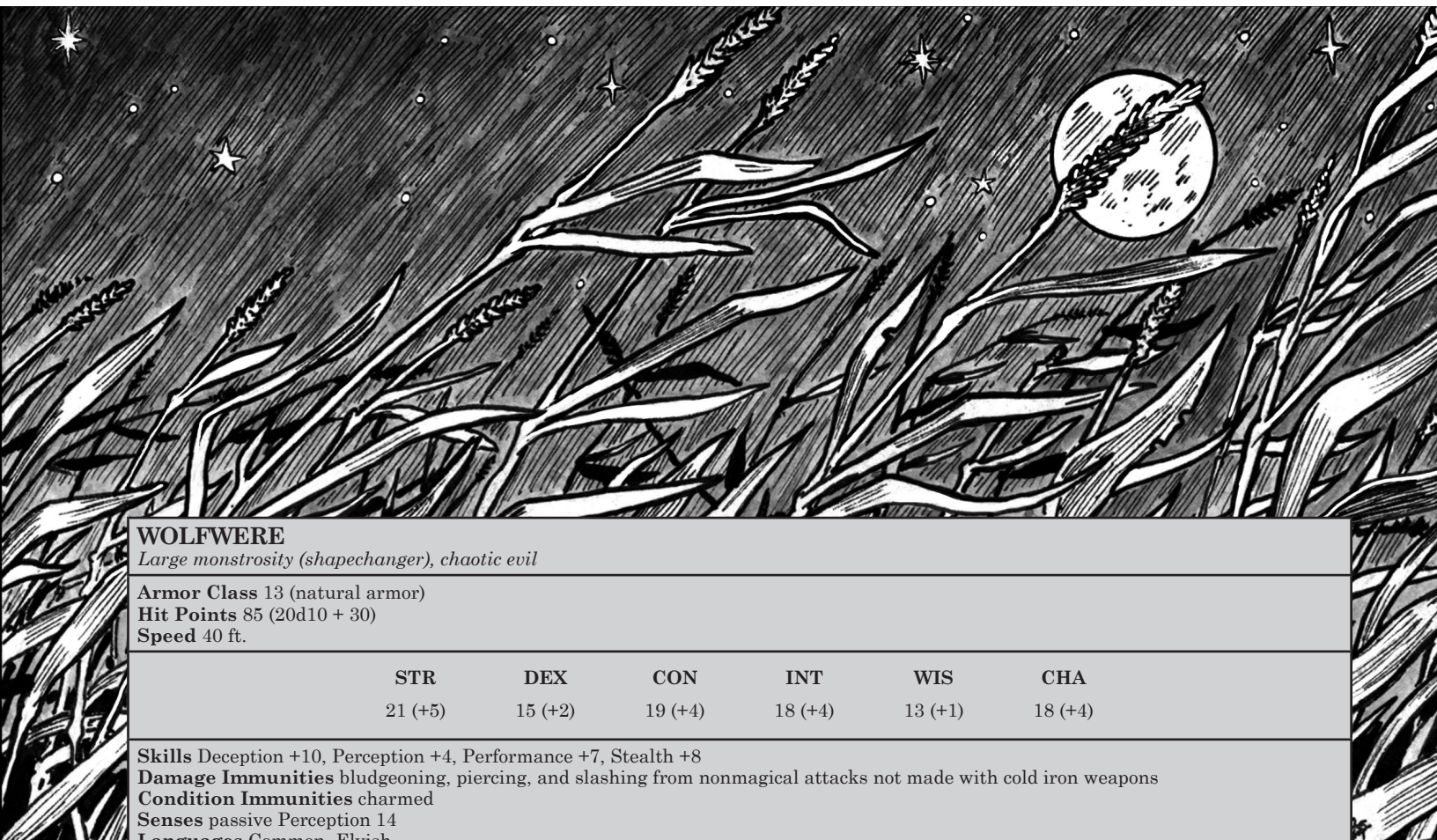
**ACTIONS**

**Multiattack.** The wendigo makes three attacks: two with its claws and one with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 15 Charisma saving throw. While cursed, if the cursed target starts its turn within 30 feet of a living creature that doesn't have all of its hit points, it must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature becomes consumed with bloodlust for 1 minute. While consumed with bloodlust, the target must use its action before moving on each of its turns to bite the bleeding creature. The cursed target makes an unarmed attack against the bleeding creature. If the cursed target doesn't have a natural bite attack, it deals 1 piercing damage on a hit. If the cursed target can't reach the bleeding creature, it must use as much of its movement as it's able to reach the creature. The cursed target can repeat its saving throw at the end of each of its turns, ending the bloodlust on itself with a success. If the cursed target succeeds on its initial saving throw or the effect ends for it, it automatically passes its saving throws to avoid bloodlust for 24 hours. If the creature dies while cursed (regardless of the source), it returns as a wendigo in 1d6 days. This wendigo then dies.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



**WOLFWERE**

*Large monstrosity (shapechanger), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 85 (20d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	18 (+4)	13 (+1)	18 (+4)

**Skills** Deception +10, Perception +4, Performance +7, Stealth +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

**Condition Immunities** charmed

**Senses** passive Perception 14

**Languages** Common, Elvish

**Challenge** 5 (1,800 XP)

**Shapechanger.** The wolfwere can use its action to polymorph into a Large wolf-humanoid hybrid or into a Medium or Small humanoid, or back into its true form, which is a Large wolf. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

**Spellcasting (Humanoid Form Only).** The wolfwere is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells prepared:

*At Will:* dancing lights, prestidigitation, vicious mockery

*1st Level (4 slots):* animal friendship, charm person, longstrider, speak with animals

*2nd Level (3 slots):* detect thoughts, hold person, suggestion

*3rd Level (3 slots):* fear, hypnotic pattern

**ACTIONS**

**Multiattack (Humanoid or Hybrid Form Only).** In its hybrid form, the wolfwere makes three attacks: one with its bite and two with its claws or mace. In its humanoid form, it can attack three times with its mace.

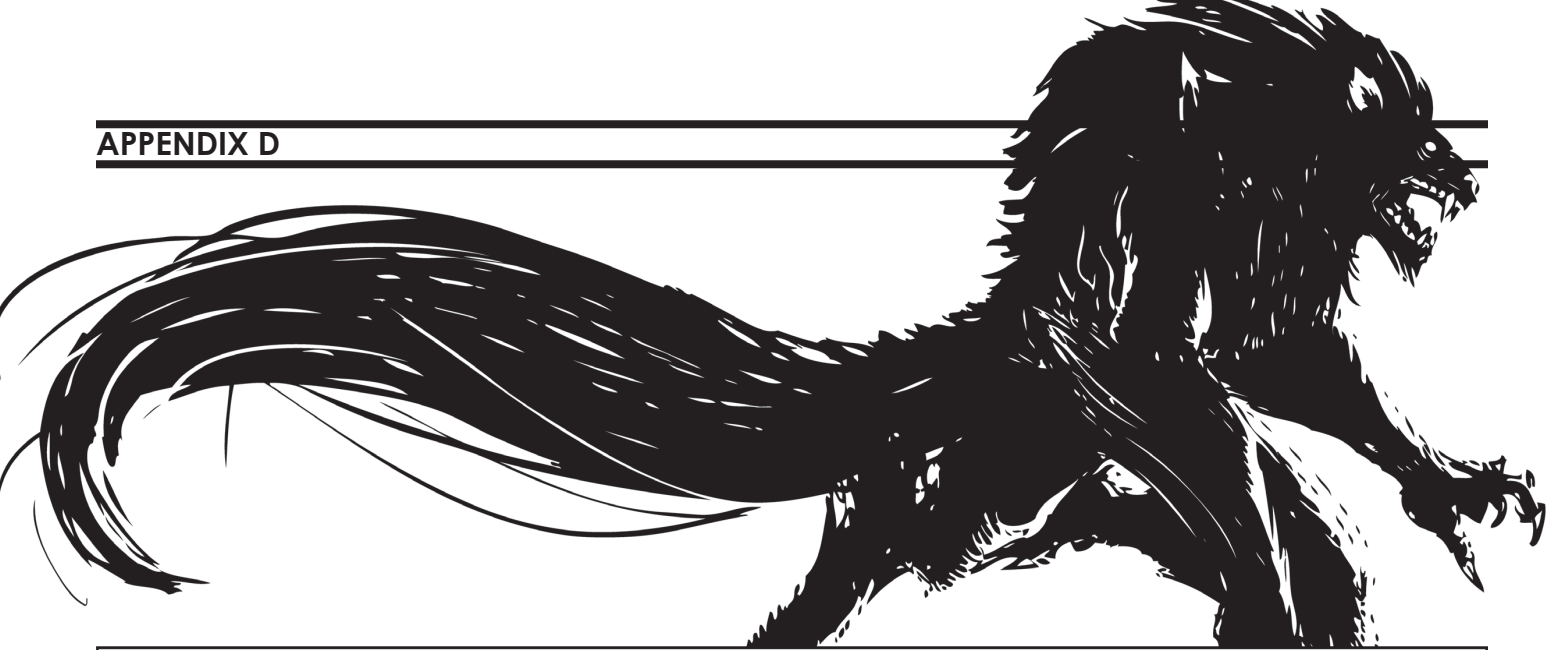
**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Mace (Humanoid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

**Song of Lethargy (Humanoid Form Only).** The wolfwere absent-mindedly strums its instrument. Any creature within 60 feet of it that can hear it, must succeed on a DC 15 Wisdom saving throw or become magically charmed. While charmed in this way, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, the creature is immune to the wolfwere's Song of Lethargy for 24 hours.





**WOLFWERE LORD**

*Large monstrosity (shapechanger), chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 210 (20d10 + 100)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	18 (+4)	15 (+2)	22 (+6)

**Saving Throws** Dex +8, Int +9, Wis +7  
**Skills** Deception +16, Perception +7, Performance +11, Stealth +13  
**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons  
**Condition Immunities** charmed  
**Senses** passive Perception 17  
**Languages** Common, Elvish  
**Challenge** 15 (13,000 XP)

**Shapechanger.** The werewolf can use its action to polymorph into a Large wolf-humanoid hybrid or into a Medium or Small humanoid, or back into its true form, which is a Large wolf. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

**Spellcasting (Humanoid Form Only).** The werewolf is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following bard spells prepared:

- At Will:* dancing lights, prestidigitation, vicious mockery
- 1st Level (4 slots):* animal friendship, charm person, longstrider, speak with animals
- 2nd Level (3 slots):* detect thoughts, hold person, silence, suggestion
- 3rd Level (3 slots):* bestow curse, fear, hypnotic pattern
- 4th Level (3 slots):* compulsion, confusion, locate creature
- 5th Level (3 slots):* mislead, seeming

**ACTIONS**

**Multiattack (Humanoid or Hybrid Form Only).** In its hybrid form, the werewolf makes three attacks: one with its bite and two with its claws or mace. In its humanoid form, it can attack three times with its mace.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

**Mace (Humanoid Form Only).** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

**Song of Lethargy (Humanoid Form Only).** The werewolf absent-mindedly strums its instrument. Any creature within 60 feet of it that can hear it, must succeed on a DC 19 Wisdom saving throw or become magically charmed. While charmed in this way, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, the creature is immune to the werewolf's Song of Lethargy for 24 hours.

**LEGENDARY ACTIONS**

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

**Move.** The werewolf moves up to its full movement speed.

**Attack.** The werewolf attacks with its claws.

**Cast Spell (Costs 3 Actions).** The werewolf casts a spell of 2nd-level or lower.

**Song of Unease (Cost 3 Actions).** The werewolf sings a haunting tune while strumming its instrument. Each creature within 60 feet of the werewolf that can hear it must make a DC 19 Constitution saving throw. On a failed saving throw, the target has disadvantage on ability checks and attack rolls until the end of its next turn.

**CALAMITY SAUCER**

*Gargantuan vehicle (25 ft. by 25 ft.)*

**Creature Capacity** 3 crew, 3 passengers

**Cargo Capacity** 2 tons

**Travel Pace** 100 miles per hour (2,400 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	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 saucer can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than two crew. If the crew has no crew, it can still be set to autopilot by its creator.

**Fire Heat Rays.** The saucer can fire its heat rays.

**Move.** The saucer can use its helm to move with its propulsion engine.

**Turn Invisible.** The saucer uses its cloaking device to turn invisible until it attacks, the saucer's helm takes damage, or until the saucer uses this action to turn visible.

**HULL**

**Armor Class** 20

**Hit Points** 300 (damage threshold 15)

**CONTROL: HELM**

**Armor Class** 20

**Hit Points** 50

Move up to the speed of the saucer's propulsion engine. If the helm is destroyed, the saucer can't turn, turn invisible, or use its weapons. The helm can only be targeted if the hull has taken 100 or more damage.

**MOVEMENT: PROPULSION ENGINE**

**Armor Class** 20

**Hit Points** 100; -150 ft. speed per 20 damage taken

**Speed (air)** 880 ft. (fly, hover)

**WEAPON: HEAT RAY (2)**

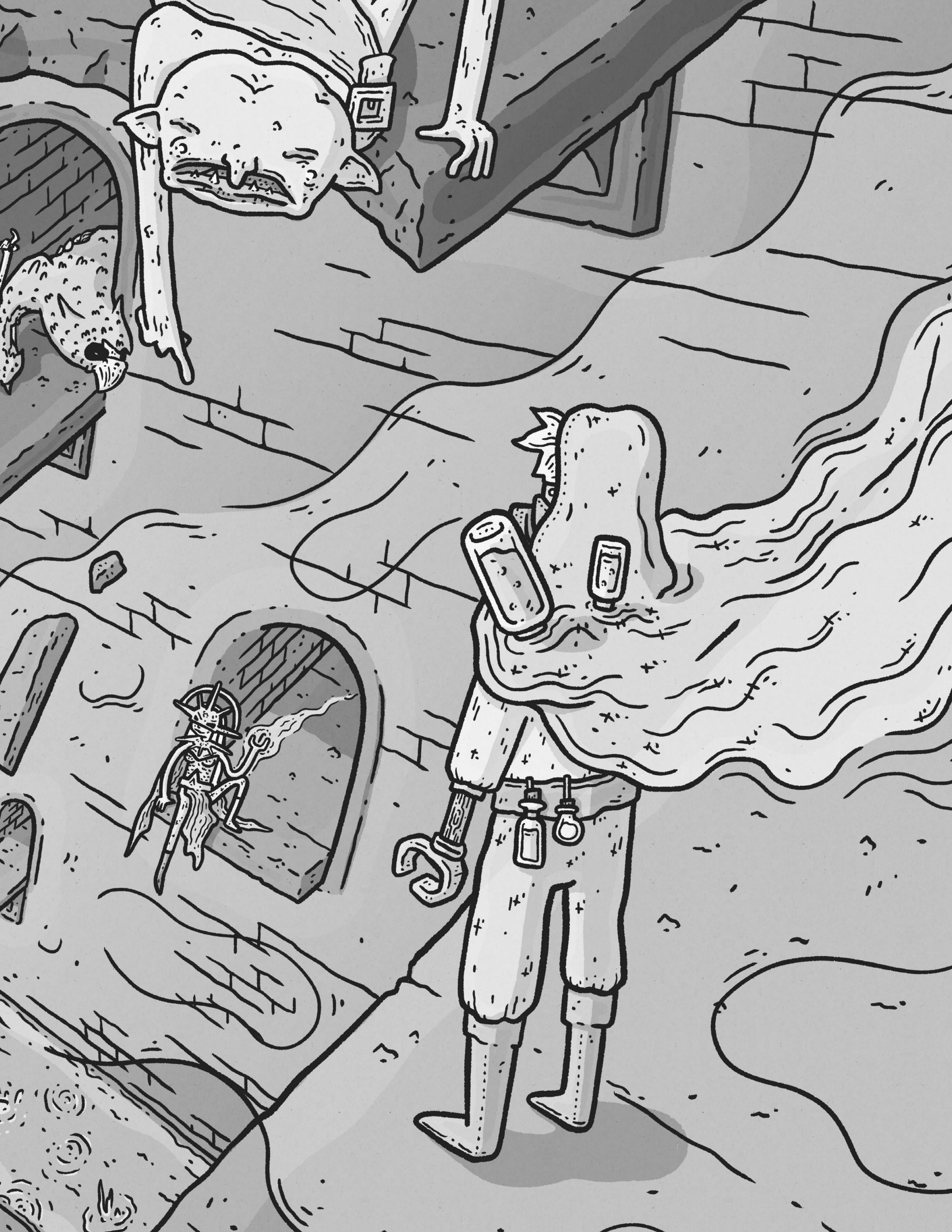
**Armor Class** 16

**Hit Points** 50 each

**Ranged Weapon Attack:** +6 to hit, range 120 ft., one target. *Hit:* 13 (3d8) fire damage. A flammable object hit by this weapon ignites if it isn't being worn or carried.









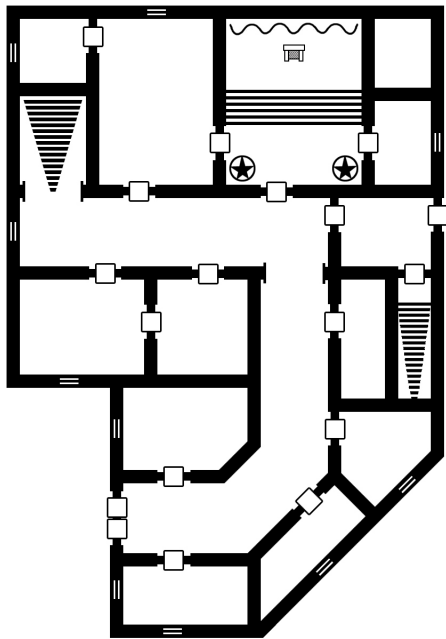
# APPENDIX E

## PLAYER HANDOUTS

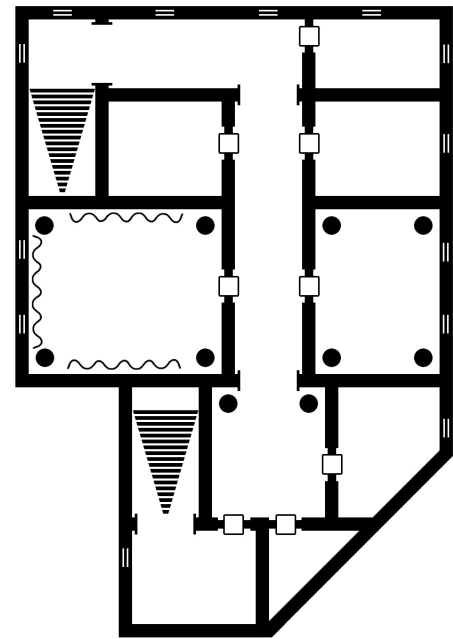
### *They Came From Beyond! Superscience Weapons Inventory*

Weapon	Damage	lbs	Properties
20 blaster rifles	3d8 radiant	7	Ammunition (range 100/300), reload (30 shots), two-handed
6 rad pistols	2d6 radiant	2	Ammunition (range 40/120), reload (50 shots)
4 rad swords	1d8 force	2	Versatile (1d10)
2 high-powered rad-cannons	5d10 radiant	90	Heavy, two-handed, special (The rad-cannon fires a radiant blast in a 100-foot line that's 5-feet wide. Each creature in the area must succeed on a Dexterity saving throw against a DC of 8 + the wielder's proficiency bonus + the wielder's Dexterity modifier. A target takes 5d10 radiant damage on a failed saving throw or half as much damage on a successful one. After the weapon is fired, roll a d6. On a result of 1-3, the weapon cannot fire another radiant blast for 24 hours.)
1 flame-thrower	5d6 fire	72	Heavy, two-handed, special (The flame thrower belches fire in a 30-foot cone. Each creature in the area must succeed on a Dexterity saving throw against a DC of 8 + the wielder's proficiency bonus + the wielder's Dexterity modifier. A target takes 5d6 fire damage on a failed saving throw or half as much damage on a successful one. After the weapon is fired, roll a d6. On a result of 1-2, the weapon cannot throw fire for 24 hours.)

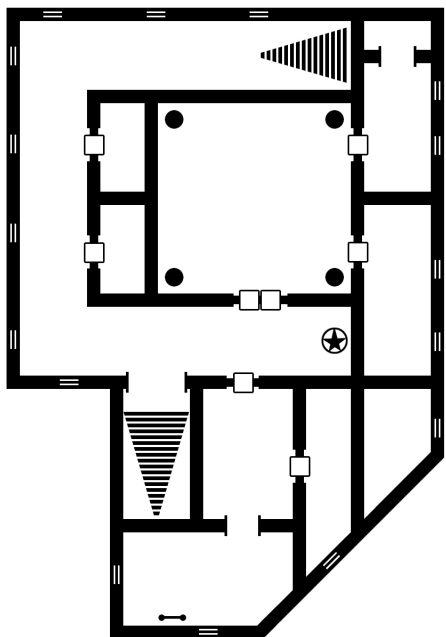
The Manor Player Planning Map



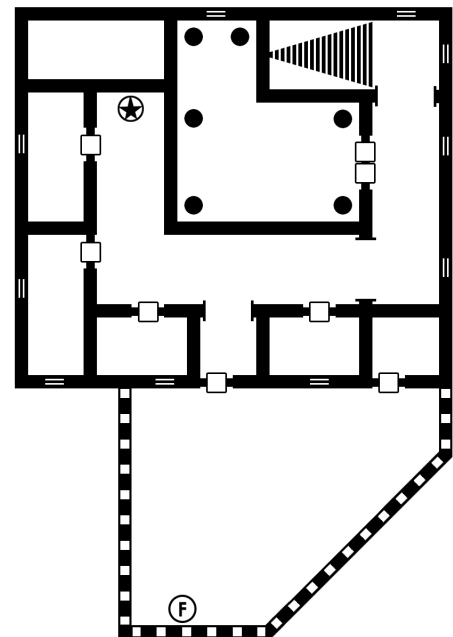
First Level



Second Level



Third Level



Fourth Level



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Dungeons & Dragons 5E SRD v5.1

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