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THE WEYSEVAIN COAST

Originally named for the explorer Duda Weysevain, the Weysevain Coast is the westernmost edge of Central Omeria and the Desolation of Ditimaya. Almost 60% of the population of Central Omeria lives along the coast. The villages and towns on the coast are connected by the Leash, a road that stretches from Castlegrasp to the south to Cabal to the north.

The locations described in this section appear on the map of the Weysevain region of Central Omeria found on page 1. Not depicted on the maps are tiny hamlets, villages, and homesteads too small to be seen at the scale. Assume that there are around 3d6 villages or hamlets near the larger cities (Arruquetta, Cabal, Castlegrasp, Gar Wabrizz, and Tadju), 2d6 village or hamlets closer to the towns and large villages and along the major roads, and then 1d6 on hexes lacking major roads. While these locations are too small to be of consequence, adventurers traveling through may come across a settlement. Some of these opportunities are built into the random encounter guide later in this section, but you're free to add them as needed.

Some location entries include a suggested encounter that occurs when the characters pass through or first arrive. You can ignore the encounter and create your own activity based on the information given in a location's description. For example, the "Dreadfields" section mention the Dinzer pylons and the mire tyrants that stalk the lands, which might make for an interesting encounter of your own design.

ARRUQUETA

The city of Arruqueta is home to 15,000 living souls. Roughly 60 percent of Arruqueta's population are human, with another 30 percent taken by Von Doral dwarves. Like most of the refugee destinations for Von Dorals, tensions are high among the dwarves and humans. Arruqueta is presided over by the teenage Queen Daria Emagavel, a despicable tyrant, who is known as the Spear of Weysevain.

Despite the totalitarian nature of Emagavel's rule, the Great Equinox Library is an important destination for sages across all of Omeria. Recently, its greatest sage, Asorin the Black was murdered during an orc raid in the southern village of Haver. Asorin's acolytes have recovered the body and brought him back to Arruqueta in order to perform a revival ritual on their dead master.

BASILISK'S SPINE MOUNTAINS

The colossal mountain range that spans the width of Omeria and divides the northern end of the continent from the central end is the nearly impassable Basilisk's Spine Mountain. The mountain range originally had many names depending on the culture that lived near it. When Duda Weysevain traveled through the mountains and along the coast that now bears his name, he noticed on his map that the range resembled a large, multi-legged lizard, hence its modern name. Many of the geographical features that Weysevain recorded around the range take its name from the Spine.

A newer mountain range, the snow-capped peaks are treacherous and difficult to cross. In addition, it is a volcanic range rife with earthquakes, landslides, and other geological calamities.

BLOOD DRIP

Perhaps the second most important road in the northern part of Central Omeria, the blood drip runs from Mighty Tadju through the Wounded Pass and into the goblin held lands of Gar Wabrizz. The road is incredibly dangerous for most humanoids as there are no patrols to protect travelers.

CABAL

The City of Daydreams, Cabal blankets the majority of Tusk Island. Once the largest city in Central Omeria, the Attack of Regrets reduced its population by nearly half. Now, it is home only to 8,000 souls, mostly human. Admiral Covadonga Carballo, like her bitter enemy Daria Emagavel, is a cruel and petty despot whose insatiable greed has nearly bankrupted this once-great city. For many, the most troubling aspect of Cabal is its rejection of all Omerian Gods, north, central, or southern. Religion is illegal on Tusk Island and any caught worshipping Gods or casting divine magic are sentenced to death.

CASTLEGRASP

Castlegrasp has a storied history as one of Central Omeria's greatest cities and one of the few in the land that hasn't fallen apart from catastrophe, civil war, or poor leadership. Castlegrasp is detailed in Chapter 3. Part 1.

DESOLATION OF DITIMAYA

No one knows how the Desolation of Ditimaya became the desert that it is today. One thousand years ago, it was the hunting grounds for the Ditimayans Tribes, the culture from which many Central Omerians can draw a lineage. Most of the Ditimayans disappeared following the Unlimited Eruption (the Hand of the Third) which created the Obsidian Plain and brought forth the Qhesori Hordes.

The Desolation of Ditimaya spans over one million square miles. While a green band surrounds either side of the desert and regular springs appear throughout, for the most part, the desert is almost completely uninhabitable. Nearly all Central Omerians recognize Naeyer, the God of the Sun, as the villainous culprit responsible for the arid wasteland.

DREADFIELDS

Fifty years ago, massive, 200-foot high obelisks of Pabradian steel were erected as fence posts by a cadre of Dinzer conjurers. The purpose of the fence was two-fold. First, the fence was supposed to be a deterrent for the ivory drakes of the north. Its second purpose was to conjure elementals to fight on behalf of the Central Omerian armies. These elementals were supposed to be drawn from the sand and fire of Ditimaya itself. But there was a grave miscalculation. What was supposed to be a mode of defense turned the land into a spawning ground for evil aberrations. Dinzer reinforcements were able to contain the majority of the horrors that rose from the pillars. Most of the creatures were destroyed. Still, mire tyrants, warp boars, and vexbrutes haunt the land now known as the Dreadfields. Most who choose to travel through the Desolation of Ditimaya know that once they see the warning posts to turn back. "If you see the sign, you can still turn around. But if you see an obelisk, it's probably too late."

GAR WABRIZZ

The hobgoblin kingdom of Gar Wabrizz thrives under the leadership of their queen, Glonkad the Unkillable. Visible for miles, the sprawling metropolis is infested with hundreds of thousands of goblins, bugbears, ogres, orcs, and of course, hobgoblins who have pledged their unwavering allegiance to the Gray Banner. While Glonkad's imperial tendencies have subsided since she and her ilk drove the Von Dorals from their homelands, the crafty queen has instead turned to economics and influence to control her neighbors.

Gar Wabrizz (roughly translated to "The Gray City") is not as dangerous for humanoids as one might imagine. Although Gar Wabrizz is by far the dominant power in Omeria, the Garrish know the value of peace over war, especially when it comes to the races of man. And since the north and south are content prolonging their decade-spanning cold war, the Garrish know it's only a matter of time before they make another move. After all, this strategy worked on the dwarves.

GRADBA'S LODGE

Mega's older brother, Gradba, lives in a cabin at the north edge of the Qirno Peninsula. His home is detailed in a later adventure.

GHOST HOLM

Once home to a Knotsider colony named Jando's Spire, much of the Ghost Holm was destroyed by Dinzer warblimps during the Attack of Regrets. Since that time, it has become a safe haven for pirates, escaped criminals, and other scum. Rumors persist that the island hides many treasures and secrets. Ghost Holm and Jando's Spire are detailed in Chapter 2. *Assault on the Ghost Holm.*

HAVER

Haver is a large fishing village two-days ride from Castlegrasp. It's mostly home to fishermen, sailors, and the occasional smuggler who hopes to avoid the attention of the Castlegraspian Stonearms. Haver is detailed in Chapter 1. *Storm of Mega.*

LACASA

If you ask a Lacasan who their ruler is, they probably won't be able to tell you. An important crossroads between the road to Cabal, the Leash, and the passage through the north, Lacasa grew quickly thanks to its strategic location. That location brought trade and trade brought the guilds. With no true ruler and no ties to nearby Cabal, the city is run by its guild heads who (mostly) act in accordance with each other. Recently, however, a southern wizard named Unitor moved into the town and has started to "stir the pot."

THE LEASH

Spanning from Castlegrasp's northern gate to Daydreamer's Bridge in Cabal, the Leash is the most traveled road in Central Omeria.

For the most part, the Leash is safe, thanks to the presence of the Phantoms, a guild of nonpartisan knights and rangers who patrol the road and keep it safe from bandits, monsters, and other troublemakers.

LOQASOA

Loqasoa is the sister town to Scroas across Beiyydark Channel. The bugbear-dominant town is ruled by a shadowy cabal of assassins.

LOST DRAGON PASS

When Duda Weysevain crossed through the Petrified Labyrinth into the Central Omerian lands north of Lacasa, he spotted a carnelian dragon leaving its cave. Exhausted from a grueling trip through the wood elf lands of Sabalona, he wanted a break from travel and decided to be a naturalist for a few days. From a narrow ravine, he watched the dragon for days coming and going from its cave, feeding its young, and living its life, untouched by the hand of civilization. Then, one day, the dragon stopped leaving its cave. Weysevain waited for another week. The dragon never returned.

Weysevain knew better than to enter the dragon's cave to check on it—after all, the dragon wasn't even aware of Weysevain's presence—so instead dubbed his temporary passion as the "lost dragon." The Weysevain Coast from Cabal to Orbea now bears the name of Weysevain's dragon.

OLYOTHYR

Most of the true elves of Omeria are gone, having departed to the After. Only one of the great nations of elves remains, the pale, xenophobic Olyothyrians. The elves rarely leave their great home on the Qirno Peninsula. The few that do are usually of mixed heritage, so they do not feel the Attraction, the incurable mental illness elves who stray too far from their homes feel.

OMERIAN OCEAN

A turbulent, angry ocean, the Omerian pounds the cliffs and sands of the Weysevain Coast. Storms batter the coast almost year-round, making direct travel across the ocean trying for all but the mightiest sailing vessels.

ONORIM'S PALACE

Onorim the Perpetual, once one of the Seven Eyes of Odonburg, grew tired of the constant warring between northern and southern Omeria. The wizard retreated to Stavfal Slope where he crafted a palace of ice and retired. Within its icy chambers, Onorim started to build the machine he calls the Tower. While he has not shared what he intends to do with the machine, he has told his old colleagues that it "will hopefully save the world someday."

ORBEA

Also called the Maze of Orbea, this vast network of channels, canyons, caverns and natural bridges carved by the Orbean tributary is home to the enigmatic spider-humanoids, the krig. All krig are born from the same progenitor-diety, the unseen Matriarch. Krig are not born with names, gender, or any other identifier. Only through their relative position, location, or any scars, marks, or clothing they have gained during their time in Omeria can a non-krig tell one krig from another. Some believe that the krigs are sent throughout Omeria to gain positions of power in order to extend the reach of the mysterious Matriarch.

THE PETRIFIED LABYRINTH

Ironically, the Petrified Labyrinth had its name long before it became a literal maze of petrified humanoids. The Castlegraspian tradition began after the War Of The Burning Forest. "Legendary Nine" Khan Hayyar Harrak IX captured 1,000 northern troops and had them turned to stone at the Petrified Labyrinth as both a warning and obstacle for the northern nations. Now, Castlegraspian criminals whose bodies go unclaimed following their tenure in Castlegrasp's Yard of Deterrents are deposited in the labyrinth. Currently, the labyrinth holds an estimated 3,000 statues.

QIRNO PENINSULA

Called "The Beast's Horn" by many who live in the western edge of the Basilisk's Spine, this damp, untamed forest region is mostly inhabited by Olyothyrian elves.

QOLA

Once a sprawling metropolis and trade center at the northern edge of the Desolation of Ditimaya, Qola, the City of Welcomes, is now home to less than 1,000 humanoids. This is mostly due to the infamous Hole at its center and the resulting evacuation. The Hole was born of a magical battle between a Dinzer Eye and a Dorethellian Sahir. The Dinzer, Shirick the Door, a danaavrakt, lost control of his power and created a "blip" at the center of the city. The blip slowly grew into what is now known as "the Hole." Interestingly, Shirick is also responsible for Dreadfields.

Qola is described in greater detail later in this adventure.

ROSELAKE

Roselake is a village of 600 Central Omerians in the foothills of the basilisk. It's most well known for being the town where the last king of Von Doral, Aranmaic the Quiet lived following the evacuation of the city.

SABALONA TIMBERLAND

For centuries, the Sabalona Timberland has been the battleground for conflicts between the elves of Olyothmyr and the goblin hordes of Gar Wabrizz. When the elves' numbers started to dwindle and the hobgoblins took control of the Garrish, it then became the site of many battles between the forces of the North and those of Central Omeria. There is a common expression in the north, "When Sabalona stops burning..." which means "that will probably never happen."

SCHÄR

Schär is the second largest city in the goblinoid empire of Gar Wabrizz. It is governed by the goblin Duke Stogz, Grandmaster of the Lakes. Stogz openly contests the rule of Glonkad, although, many agree it is more of a show than a true contest. After all, goblinoids are expected to be ambitious and a lack of contest would surprise Glonkad. Regardless, Stogz sends at least one assassin every six months or so to kill Glonkad. Naturally, Glonkad lives up to her reputation and stops the assassin, then happily sends the assassin's removed head back to Stogz. Stogz

collects the heads. "Politics as usual," he wryly replies to anyone who asks their purpose.

SCROAS

Duke Widemouth Newton is the governor of Scroas the Swamp, the fourth largest city in the Gar Wabrizz empire. Although there are many goblinoids who live in Scroas, Scroas is predominantly lizard and frogfolk. Widemouth Newton has a tenuous relationship with Queen Glonkad and doesn't "play the game" the same way his fellow lords do. Instead, he's content to guard the eastern edge of the empire quietly and away from the rigors of Garrish pomp and circumstance.

SERPENT'S TEARS

The bay between the Qirno Peninsula and the Gar Wabrizz empire is called the Serpent's Tears. Nearly a century ago, it rose to fame as the site of a naval incursion by Glonklad's predecessor, Kleldruk the Fat. That battle turned the tide of war against the Olyothyrians. Supposedly, banshees haunt its mossy, green waters.

SKIOUT

High Priestess Faerstra Hun'iryn oversees Skiout, the third-largest city in Queen Glonkad's empire. A rare dark elf, Faerstra is the religious mind of the Garrish goblin hordes. She teaches the goblin clans the worship of Grimera, Goddess of the Land.

Skiout is also a satrapy, the home to the conquered elven tribes of Mythlalone, upon whose city Skiout was built. While free men and women all, the Mythlalone elves who still call Skiout home fear Faerstra's Hun'iryn's wrath.

TADJU

The Tribal Confederacy of Mighty Tadju is the oldest civilization in all Central Omeria, just over 600 years old. Although Tadju itself is a city at the shores of the Wound, Tadju's influence covers the whole of the Tadjuuni Peninsula and much of the lands across. The Tadjuuni also swear that Ugash is part of its Confederacy, but the Ugashian Merchant Princes strongly deny those claims. Although their conflict is still somewhat cold, in recent years it's bloomed into skirmishes. And as Tadju finds itself with less and less arable land to grow fields, the more it looks to Ugash's verdant belt as its manifest destiny.

To make matters worse, the Tadju election draws near and the governors of the eighteen Tadjuuni states are all after the high position. Disappointed by the leadership of the current President, Awf al-Awan, the Tadjuuni people want new blood to oversee Tadju's future.

The Paragons of the True Emperor, a cult of some notoriety, use Tadju as their home base, quickly spreading their religion throughout the troubled lands. With each new convert, they gain a little more power in Mighty Tadju.

THE TEETH

The Teeth are a collection of rocky islets, holms, and jagged rocks at the western edge of the Qirno Peninsula. Zen Kik merfolk call the waters around the Teeth their home.

TROUBLED RUN

The raging, white water Troubled Run is the natural border between Gar Wabrizz and the neutral territories that buffer the hobgoblin empire and the human lands of the north.

UQAMARTE

A satrapy of Cabal, the small city of Uqamarte is close to civil war with its imperial leaders and Admiral Covadonga Carballo. Cabal's taxation of the City of Storms has pushed Uqamarte to its limits. Recently, the city's satrap official Torkuato Beuba was targeted for assassination. The much-hated bureaucrat has since gone into hiding. Light on resources, Cabal received a loan of 200 militia from its southern ally, Castlegrasp, to tighten control over Uqamarte. Now the Martians are openly protesting Fair Eleven for his involvement.

WEYSEVAIN COAST

The western edge of Omeria is named for the northern explorer who first discovered it, Duda Weysevain, 400 years ago.

VON DORAL

Perhaps the greatest dwarven civilization ever, Von Doral and the Infinite Gem Halls now lies in ruin. Fifty years ago, Queen Glonkad's father, King Gloat the Unbearable secured the southern borders of Gar Wabrizz by leading an assault into the labyrinth of mines below the Spine. There, the goblinoids conjured dark creatures from the recesses of the mountain. Unable to fight the horrors, the Von Dorals were forced to retreat.

Central Omerians recognize Von Dorals exodus as divine retribution for their failure to assist during the northern battles. Likewise, the Von Dorals blame the human Omerians for the loss of their ancient homelands. Tensions are high.

THE WOUND

The Wound is an abyss-like sea fed by the rivers and channels that pour off the Basilisk's Spine. Certainly beautiful in some places, the Wound is cold year-round. Furthermore, its steep waters give it an almost black appearance. Still, many important Central Omerian cities cling to its mighty shores.

WALLINGMIOTA WOOD

The Wallingmiota remains mostly unclaimed by both the Garrish and northern Omerians as it is the neutral lands that divide the two nations (thanks to Treaty of Clean Hands). Untamed and largely uninhabited, the wood is home to many large beasts, including the world-renown terror lizards of Wallingmiota. Scientists from all over Omeria are given the privilege to study and travel in the Wallingmiota thanks to an amendment to the Treaty of Clean Hands. Perhaps some may see it as a sign of improving relationships, but many goblinoids and humanoid scientists work together within the Wallingmiota despite the centuries-old rivalry.

WOUNDED PASS

A century ago, the Tradjuuni and Garrish united to develop a passage through the mountains. This tunnel was created to improve trade relations between Gar Wabrizz and Tradju, and for a time, it did just that. Unfortunately, the events that lead to the evacuation of Von Doral also affected the safety of the tunnel passage. Still, Garrish and Tradjuuni who have the resources to travel through the mountains do so. After all, it's safer than going over the Spine and faster than going through the circuitous route through the Elegant Valley to the east.

THE DESOLATION OF DITIMAYA

The clues the characters find in Castlegrasp should lead them north from Castlegrasp and Mega's trail (the dotted lines on the map of the Weysevain Coast on page 1). Still, it's likely they won't know exactly where to start looking for Mega. After all, it's possible he could have gone north along the Leash, east through the desert, caught a ship in the Omerian, or something completely different. A criminal and born tracker himself, he's good at covering his tracks and knows how to avoid divination magic.

HOW TO FIND MEGA

There are a few methods that the characters can use to track Mega.

FOLLOW ANOTHER BOUNTY HUNTER

The bounty hunters detailed in the Bounty Hunter section have picked up on clues leading to Mega and likely have a headstart over the characters. By following one of them, the characters will eventually find Mega. Of course, they have to escape the bounty hunter's notice, too.

TRACK MEGA

If the characters discovered that Mega was holing up at Tale of the Dragon's home outside of Castlegrasp, then they can start following his trail through the desert.

FIND MEGA'S CONTACTS THROUGHOUT THE WEYSEVAIN COAST

It's possible that Mega makes it difficult to follow his trail. If this is the case, the characters can search for his companions throughout the Weysevain Coast. While taking this particular path may lead the characters on a much different adventure path, it is the fastest way to find the book, Prime.

TRAVEL THROUGH THE DESERT

On the map of the Weysevain Coast, each hex measures 24 miles across. While traveling at a normal pace off-road, it takes two days to travel through 1 hex. If the characters are traveling on a major road, it only takes only one day to travel through 1 hex. Travel by sea is much faster as most sailing vessels can travel 4 hexes per day.

If characters traveling by foot or mounted move at a fast pace, roll a d6. On a result of 5 or 6, the number of days it takes to cross a hex is reduced by 1. Characters moving at a fast pace take a -5 penalty to their passive Wisdom (Perception and Survival) scores, making them more likely to miss clues and walk into ambushes. This includes checks made to follow Mega's trail.

If characters set a slow pace, it takes them three days to travel through 1 hex off-road and two days to travel through 1 hex on a major road.

FOLLOWING THE TRAIL

Have the players designate one party member as the tracker. The tracker might be an NPC, such as a guide or befriended bounty hunter, and the party can switch its navigator day to day.

At the start of each new travel day, the GM makes a Wisdom (Survival) check on behalf of the tracker. The result of the check determines whether or not the party loses Mega or the bounty hunter's trail over the course of the day. The DC of the check is based on who the characters are following.

TRACKING DCs

Quarry	DC
Ember in the Dark	10
Jacob Harlow	16
La Main de la Mort	11
Mega	12
Odeo and Ahmeego	14
The Onyx Triad	12
Tiriana Philen	11
Xion	12

Apply a +5 check if the group sets a slow pace for the day, or a -5 penalty if the group is moving at a fast pace.

If the check succeeds, the navigator knows exactly which way the quarry went. The GM tells them which hex to head towards (following Mega's path on the map).

If the check fails, the party loses the trail. They must spend another day trying to find it, or try to find another clue.

RANDOM ENCOUNTERS

The Desolation of Ditimaya is aggressively hostile towards most forms of life, especially humanoids. All manner of strange and deadly creatures live among the dunes. That's not to say it's completely devoid of intelligent life, either. At regular intervals, there are hamlets, nomad caravans, and oases to be discovered in the desert.

While the characters are traveling through the Desolation of Ditimaya, roll a d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Roll percentile dice and check the Wilderness Encounters table. If the characters are in a hex that contains Mega's path and they have not lost his trail, use the Mega's Trail column. Otherwise, roll on the Off the Trail column. Random Encounters marked with an asterisk are detailed after the table.

DESOLATION OF DITIMAYA ENCOUNTERS

Encounter	Off Trail	Mega's Trail
Abandoned campsite (Mega)*	01-03	01-07
Abandoned campsite (bounty hunter)*	04-07	08-11
1 pseudodragon	08	12
1d3 giant scorpions	09-12	13-14
Nomads*	13-17	15-19
Dead blackbirds*	18	20-23
Merchant caravan*	19	24-25
1d6 gnolls	20-24	—
2d6 tribal warriors	25-26	26
1d4 giant vultures	27-29	27
Dinzer pylon*	30-33	—
2d6 + 3 bandits	34	28-31
Village ruins*	35-38	32-35
1 ettin	39-41	—
Hermit*	42-43	36-39
1 red-striped thornfoot	44	—
1d4 berserkers	45-47	40
3d4 swarms of insects	48-50	41
1d3 manticores	51-52	42
1d4 + 1 giant hyenas	53	—
1 fire elemental	54	—
1 earth elemental	55-56	—
1 wraith	57	—
1 air elemental	58-59	—
1 hill giant	60	43-44
1d4 + 3 griffons	61	45-46
2d6 cultists	62-64	47
1 bandit captain with 2d6 bandits	65-66	48-49
1d6 orcs	67-69	—
Bounty hunter trap*	—	50-54
Bounty hunter*	70-74	55-64
Village (bounty hunter present)*	75-84	65-74
Village*	85-00	75-00

Abandoned Campsite (Mega) Mega used the area as a campsite and left clues that he was there. The next check that the characters make to follow Mega's trail is made with advantage.

Abandoned Campsite (Bounty Hunter) One of the seven bounty hunters following Mega used the area as a campsite and left clues. If the characters are already trailing a bounty hunter, this was their campsite. Otherwise, roll randomly on the Bounty Hunter table or choose one that is appropriate.

The next check that the characters make to follow the Bounty Hunter's path is made with advantage. If so, the next check that the characters make to track Mega is made with advantage.

Bounty Hunter. The characters come face-to-face with one of the bounty hunters/bounty hunter groups. If they are trailing a specific bounty hunter, the bounty hunter has noticed that he/she/they are being followed and confronts the characters. Otherwise, roll for a bounty hunter or choose randomly from the table in the Bounty Hunter section. The nature of the encounter depends on the bounty hunter.

Bounty Hunter Trap. To discourage anyone from following him/her/they, one of the bounty hunters left a trap on the trail. As the characters are traveling, roll a Wisdom (Perception) check on behalf of the navigator. On a failed check, the party stumbles into a trap. Choose or roll randomly to determine the nature of the trap. The bounty hunter left no sign or trail as to which they went, but they did leave a note: "Stop following me."

BOUNTY HUNTER TRAPS

d6 Trap

1-3 **Pit trap.** The navigator automatically falls into a 10-foot deep pit and takes 3 (1d6) damage from the fall. Every other character must make a DC 10 Dexterity saving throw to avoid falling in as well.

4-5 **Spike trap.** Each character must make a DC 12 Dexterity saving throw. On a failed saving throw, a character takes 7 (2d6) piercing damage and must make a DC 12 Constitution saving throw. On a failed saving throw, the character is poisoned until they complete a long rest.

6 **Explosion.** Each character must make a DC 13 Dexterity saving throw. On a failed saving throw, a character takes 10 (3d6) fire damage. On a successful saving throw, a character takes half as much damage.

Dead Blackbirds. Similar to the scene at Tale of the Dragon's home, the characters discover dozens of dead blackbirds. There is a 50% chance that Mega was at the scene and fled.

Dinzer Pylon. One of the mysterious, 200-foot tall pillars of Pabradian steel looms over the landscape. While the pylon itself is not dangerous, those who camp near one or within sight of one at night notices that the sky above it takes on a strange green hue.

Hermit. A **druid** lives in a shanty or lean-to in the desert. Roll a d6. On a result of 5 or 6, the hermit is friendly and offers assistance. Plus, there is a 10% chance that the hermit saw Mega or one of the bounty hunters pass through. If so, the next check that the characters make to find the trail is made with advantage. On any other result, the hermit keeps to itself and politely (or impolitely if you like) asks the characters to leave.

Merchant Caravan. Three wagons pulled by 3 **red-striped thornfoots** cross the desert. Playing it safe, the merchant caravan stops as soon as it sees another sign of a humanoid, then sends a rider (**scout**) ahead. The caravan is bringing spices from Tadju to Castlegrasp to trade in the Den Bazaar. The caravan is led by a noble who is accompanied by 5 **commoner** accountants. There are 8 **guards** present led by a **veteran**. There is a 10% chance that the caravan saw Mega

or one of the bounty hunters pass through the area. The chance doubles if the characters offer gold in exchange for information. If so, the next check that the characters make to find the trail is made with advantage.

Nomads. A large group of nomads moves through the desert. There are 50 **commoners** protected by 10 **riding horse-mounted bandits** and 1 mounted **bandit captain**. They have over 100 sheep with them as well, and are using 2 **red-striped thornfoots** to pull their supplies. They are friendly and will gladly trade for water and supplies, of which they have plenty (standard *PHB* rates). There is a 10% chance that the nomads saw Mega or one of the bounty hunters pass through the area. If so, the next check that the characters make to find the trail is made with advantage.

Village. The characters discover a small village around a well or oasis. The village has a population of 1d6 x 100 people. To further detail the village, refer to the section on Settlements in Chapter 5 of the *DMG*. There is a 20% chance that the villagers saw Mega or one of the bounty hunters pass through the area. If so, the next check that the characters make to find the trail is made with advantage.

Village (Bounty Hunter Present). Similar to the entry for a village above, the characters discover a small village. However, there is a bounty hunter in the village. If they are trailing a specific bounty hunter, the bounty hunter has noticed that he/she/they are being followed and confronts the characters. Otherwise, roll for a bounty hunter or choose randomly from the table in the Bounty Hunter section. The nature of the encounter depends on the bounty hunter.

Village Ruins. The remains of a hamlet lies half-buried in the sand. There is a 25% chance that 2d4 **bandits** with 1 **bandit captain** hide among the ruins, waiting for passersby to make camp. The bandits have 3d10 gold hidden in the ruins, loot from previous victims.

QOLA

Mega's trail eventually leads to the ghost city of Qola. As the characters approach the abandoned city, read the following:

The titanic statue of Jerar, explorer and founder of Qola, stands 400-feet over the desert, the first sign that you are near Qola. Once called the City of Welcomes, Qola is now known as the Abandoned City. Hundreds of homes, businesses, and points of interest within the unwall'd city have slowly evacuated over the last 50 years as a catastrophic 700-foot-wide hole of literal nothingness slowly swallows the city from the inside out. The city isn't completely empty, of course. There are still a few who remain: the stubborn, the curious, and the insane.

The briny, unpalatable Qolan mire surrounds you, its glassy waters reflecting the ice-blue sky above. It's in those waters you first notice an exciting sight ahead. A red-and-blue Dinzer Cargoblomp crosses the sandy wastes to the south headed directly for the city. Judging by its speed, it looks like it's about to slow down and drop anchor.

To signal its presence, the ship emits its ear-shattering foghorn, easily heard for miles.



Since Mega's arrival in Qola, he's kept himself hidden from the locals. The powerful magic that exudes from the Hole makes divination nearly impossible in Qola. Already, he's had two run-ins with bounty hunters in the city, killing one (your choice). But with the characters and bounty hunters arriving—not to mention the deadly Black Bird—Mega has few options. Until he learned about the incoming Dinzer cargoblomp, the *Postboy*, that is.

On instructions from Dinzer naturalists, the *Postboy* was to touchdown in Qola and coordinate with a Knotsider zoologists working in the city. In the early years of the Hole's appearance, the zoo was a low priority. Qola's previous rulers were more focused on addressing the Hole itself and removing it. When those efforts failed, the evacuations began. Now, as the Hole comes close to swallowing Qola's zoo, Omerian conservationists are trying to remove the animals and transport them over the mountains.

The *Postboy* is still 30 minutes out when the characters first notice it, and the characters are roughly 2,500 feet from the center of the city. Unless they've been killed, disabled, or otherwise sidetracked, all of the bounty hunters detailed in the section on Bounty Hunters close in on Qola the same time the characters do.

GENERAL FEATURES

Qola is a ghost city. Nearly all of its buildings are abandoned and empty, many of which for decades. Most are falling apart due to neglect and the harsh conditions of the Desolation of Ditimaya that surrounds it on all sides. Sand, briny mire

water, animals, and rubbish cover most of the ground, inside and out. Sand creepers, a yellow-green vine, is prevalent everywhere, making some areas almost completely impassable. The few natural Qolans who still live in the city are quiet, cold, and unfriendly. They have little to share and don't care for the reasons why the characters, or anyone else for that matter, are in the city. Many refuse to leave simply because it's the only home they've ever known.

Because of the strange effect the Hole has on the atmosphere, the sky directly above Qola rapidly changes colors during both the day and night. One moment, the sky is brilliant blue, the next light green, and then suddenly muddy red as if the sun was setting. At night, stripes of green, blue, and violet streak the black sky. Clouds swirl clockwise above the Hole, almost as if they were going down some unseen drain. With the exception of the Black Bird's flock, beasts won't come within one mile of Qola.

Perhaps the strangest feature of Qola is the low hum the Hole makes. As more and more Qolans have fled the city, taking the ambiance of a living community with them, the hum's become much more noticeable. Some have been driven mad by the sound, claiming that they can hear the voice of aberrant gods from within it.

Of course, there are no gods in the Hole, nor are there creatures, or worlds, or portals, or *anything*. The Hole is nothing. Literally nothing. And it is *growing*.

IMPORTANT LOCATIONS

For this particular adventure, these are the points of interest in Qola, as marked on the map of Qola on page 10. They are by no means all of important locations in the city, so feel free to alter and add more as you need.

1 - WEST TUTTAHEM GARDEN

The westernmost part of the city was once its wealthiest section, West Tuttahem Garden. The empty multistory buildings still stand, but nearly all have been broken into, looted, and vandalized. The only living creatures within are tiny to small monstrosities, sand creepers, and humanoid derelicts.

The cobblestone roads are covered with sand, only a few stones surfacing here or there. Wrecked carts, broken barrels, and even the occasional horse or red striped thornfoot skeleton tell a story of quick evacuation, chaos, and rioting.

A DC 13 passive Wisdom (Perception) check reveals that there are many fresh footprints entering the city from this ward, likely bounty hunters.

No matter which end of the city the characters enter, read the following:

As you pass through the ruins of the once-prosperous city, over the wind you hear the songs of birds. On withered tree limbs and atop the cracked rooves of abandoned homes and shops you see them: literally hundreds of blackbirds along the path you travel.

Anyone who makes a DC 10 Intelligence (Nature) check will know that for this many blackbirds to be found south of the Spine is almost unheard of. They can be scared away briefly with an area of effect spell like fireball or lightning. But always return. Their presence should invoke a sense of dread within the characters.

2 - THE TERRIFIC LION

Sets of tracks leads through the courtyard towards a large building that was probably a tavern sometime ago. The blackbirds that you have seen everywhere are here, too, outlining the buildings surrounding you. Their chirps and songs make talking tiresome.

For a time, the Terrific Lion was the most popular tavern in Qola. Minstrels, performers, and exotic dancers traveled from all points of Omeria to perform on the lion's famous stage. Even after the Hole appeared, its popular remained, especially among those who wanted to see the dreaded Hole in person. Eventually, the curiosity turned to horror, and Qola's name became synonymous with dread. Then, five years ago, the Lion finally shut its doors, and its owners moved to Ugash.

The tracks were left by one of the bounty hunters (your choice), who is patiently waiting in the bar having a drink. The bounty hunter invites the characters in for a drink—"no gimmicks, no traps, just a drink at the end of the world, friends." The hunter, having seen the Hole, has taken a moment to collect his/her thoughts.

"I thought it would be like looking into the face of a god," [the bounty hunter] says, setting their glass down. "But no. It was worse than that. It was like looking at... nothing. Nothing at all. Life, hope, our future? All down that hole."

It's clear that seeing the Hole had a lasting impression on the bounty hunter. Their desire to fight—and even collect on Mega—is all but gone.

"Did you know that the Ditimayans believed that blackbirds were guardians of the underworld? They were supposedly servants of Yuduyama. Ol' Yuduyama would read the dreams of sleepers across the land, then signal the birds to collect the souls of those whose hearts were impure. When the morning came, the birds brought their cacophony to the ears of the wicked."

The bounty hunter motions to the birds outside. "Good thing it's just an old legend, right?" [The bounty hunter] laughs and pours [him/her] self another drink.

The bounty hunter has put his or herself out of the fight, content to sit in the bar and drink. Only if attacked, will he or she fight back.

3 - DARIO DE LUCA

As the characters approach a clearing where the ruins of an old temple rest, they hear someone speaking to themselves thirty feet ahead.

Over the wind, the blackbirds, and the low hum of something just beyond the buildings that you can't see, you hear a man speaking. "One... two... yes. Damn. Okay, think think think. 700 feet now. 699 last week. Very small, but very big, too. But fifty years before that... fifty-two. Yes."

As the characters step into the clearing, they catch a glimpse of the man who is speaking. Dario de Luca (CN male Knotsider human **noble**) is a scientist and arcanist who has been studying the Hole for the last year. The obsession drove him mad. His hair and beard are a tangled mess and his clothing is in tatters. Forgetting to eat most days, he weighs no more than 90 lbs. His skin is leathery and blistered from constantly being out in the sun and his eyes betray a lack of sleep. Using chalk, coal, paint, or anything else he can get his hands on, Dario's covered the walls of abandoned buildings, sidewalks, and even his arms with numbers, questions, runes, diagrams, and more.

Dario loves to explain his passion with anyone who will listen. He especially loves to mention how time is running out and explain his math. By his estimations, the Hole grows a little more each year. Currently, it's too subtle for anyone to notice. Less than an inch each year. But its growth is accelerating. Each year, the diameter grows by the amount it previously grew, but by times a factor of 1.5.

QOLA



"It's nothing now! Nothing, really. Just a little more sand falling in. But! But!" he excitedly rushes over to a wall with a graph painted on it. In eight years, the Hole grows by a full foot in one year. Then—THEN!—two years after that, it's growing by two feet per year. This continues, you see—SEE! In twenty years, it's over 800-feet-wide. 800-feet! That's right where we're standing. In just twenty years!"

He then pauses, looking for an answer. If none comes, he sighs.

"You don't get it either. No one gets it. No one cares. You just care about yours wars and pylons and cities and magics. No one cares."

4 - THE HOLE

As the characters approach the infamous Hole, read the following:

What you see before you defies all description. Certainly, it is a hole—a very large hole, in fact. That much is true. But it is not a pit or a chasm or an abyss. It is only a hole. Gently, the sand at its edges moves towards it, tumbles over the perfectly round edge, the vanishes into nothing.

The Hole, as it continues to grow, erases more and more of Qola. There are hints that buildings once stood where it is, but they were either demolished or fell completely into the hole. And like the bits of sand, they, too, were erased.

It does not seem innately chaotic or destructive, as that would indicate it had consciousness or a sense of self.

Instead, it just is and isn't at once.

After reading the description to the players, each character within 300 feet of the 700-foot wide Hole that can see the Hole must make a DC 15 Wisdom saving throw. On a failed saving throw, a character becomes frightened of the Hole. The character can repeat its saving throw each hour, ending the effect on itself with a success. If the character fails their saving throw three times in the row, they gain a form of indefinite madness (see the DMG).

Any character who makes the mistake of coming into contact with the Hole is immediately disintegrated. Nothing can bring the character back from the dead, not even a *wish* spell or divine intervention.

5 - MEGA'S HIDEOUT

Since his arrival in Qola, Mega has been hiding inside a small closet in an abandoned warehouse. If the characters tracked Mega this far, they find that the trail ends at the warehouse. There are clues that he was camped there, but no Mega. (Mega is currently hiding on the Statue of Jerar.)

The characters aren't the only ones there. One of the bounty hunters (choose one or roll randomly) has also discovered Mega's hideout. How the bounty hunter reacts to the other characters depends on the bounty hunter.

6 - QOLA ZOO

What it lacked in size, the Qola Zoo made up for in wonder. It carried an unusual collection of animals from all over Omeria, some friendly, others dangerous, all exciting. The caretaker, Halim Saleem (LG male Ditimayan human **veteran**), stayed with the zoo as long as he could. Just as he was about to abandon it, a Knotsider zoologist named Buman Zenor (LG male Knotsider human **noble**) approached Saleem, offering to help. Together, the two made arrangements to have the zoo carefully evacuated and the animals transported over the Spine to Knotside. Zenor connected with an air transport company in Odonburg who provided a specially equipped ship for their needs.

When the characters come into the park or area surrounding the zoo, read or paraphrase the following:

Unlike the rest of the city that feels mostly empty, this old park seems to be alive with activity. Twenty animal cages set on wheels and tethered together line the nearby street. Each cage has a strange and unusual animal inside. They all seem to have fear in their eyes.

Even if the characters aren't in the zoo, at some point, read:

To the east, by the goliath mage statue that casts a shadow over much of the city, the Dinzer cargoblomp prepares for docking. Ropes descend from its gondola. Two humanoids wearing costumes of blue and red leap from the blimp and slowly drift to the ground on floating discs.

While the blimp is docking, the zoologists scramble with the 6 local porters (**commoners**) to prepare the animals. The cages are tethered to a **red-striped thornfoot** that waits at the front. Once ready, the thornfoot will pull them down the street to Jerar's Statue (Area 8), where they will be loaded onto the cargoblomp and evacuated.

The zoologists and porters are all non-combatants. Only if the animals seem endangered will they make an effort to fight back.

From the front cage to rear, the animals are: 2 **harpies** (muzzled), 1 **ankheg**, 2 **hippogriffs**, 2 **axe beaks**, 2 **hook horrors**, 1 **bullette**, 1 **black pudding** (in an acid-proof glass cage), 2 **manticores**, 1 **grick**, 1 **triceratops**, 1 **woggle**, 1 **otyugh**, and 3 **owlbears**. In their cages, the animals are harmless. But if released, a creature recklessly attack anyone or thing that gets in its way of them escaping the city.

7 - NEW QOLA

The sound end of the city is a maze of shanties called New Qola. The shantytown's inhabitants are a blend of evacuated Qolans, sightseers, Hole-worshippers, and scientists. It's a rambunctious area. The mood is both remorseful and celebratory at once. And the area is lawless. Bandits roam freely, mugging is not uncommon, and there have been a few notable murders throughout the year. As the Dinzer cargoblomp glides over the town, the New Qolans cheer, dance, play instruments and celebrate its arrival.

8 - STATUE OF JERAR

The statue of Jerar is a 400-foot tall limestone idol built to praise Qola's original founder. It resembles a cloaked mage. In its right hand, it holds Jerar's walking stick, and its left hand is open and held towards the sky, welcoming travelers. The statue stands on top of a 50-foot tall, 80-foot wide pedestal. A single flight of steps rises from the park surrounding the statue to the top of the pedestal and the walkway surrounding the statue's feet.

If the characters approached from the south side of the city, through New Qola (Area 7), the cargoblomp is still on its way into the city, sounding its impossibly loud landing horn as it comes closer.

Otherwise, the blimp begins to make preparations to dock. Two Dinzer porters (LN human Dinzer thugs) standing on levitating platforms (they are functionally similar to brooms of flying) drift to the ground holding onto the blimp's grappling anchors. Fifty feet from the pedestal a circular blimp dock has been set into the ground. The porters connect steel latch hooks to the blimp dock first. From there, the blimp moves closer to the statue of Jerar, its nose docking at the statue's outstretched hand. A third Dinzer porter climbing the underside catwalk tethers the blimp's nose to the hand, securing the blimp.

If the characters witness the docking procedure, read the following:

A shout comes from above you. You look up to the top of the statue of Jerar where the blimp has docked. Although it's nearly 450 feet ahead, you can see one of the blimp's porter's fighting a second person at the top of the hand. Although it's hard to make out, you're pretty sure that it's none other than Mega. He's trying to get onto the blimp!

Of course, the characters aren't alone. The fight with Mega continues in the next section, Mega's Final Stand.

MEGA'S FINAL STAND

At this point, the characters should notice that Mega is trying to breach the cargoblimp. To get onto the blimp, he will have to get past the Dinzer porter, cross the catwalk, and step into the gondola. The characters have a chance to stop him before this happens. Unfortunately, they aren't alone. Including the characters, there are five factions at work during this battle. Before running it, be sure you review the details of each faction as well as the motivations for the individual bounty hunters.

BOUNTY HUNTERS

All of the bounty hunters in Qola converge on the courtyard surrounding Jerar's statue (minus any dead bounty hunters or those who've quit, such as the one at the Terrific Lion). Most of the bounty hunters are focused on stopping and capturing Mega. Remember that Mega's bounty is paid regardless if the orc is dead or alive. However, the bounty hunters would prefer that they didn't have to pull a crashed blimp off the orc's corpse to claim it.

DINZER PORTERS

There are two Dinzer porters on the ground, one fighting Mega in Jerar's left hand, one in the blimp's cargo bay, and two more piloting the blimp. They are all **thugs**. The two on the ground are equipped with fully-charged wands of magic missiles and levitating platforms.

Unaware of the situation with Mega, the Dinzers believe that all of the bounty hunters and characters involved are raiders working together. They fight back at any that come close to them, the blimp's anchors, and the blimp's ropes.

MEGA

Mega has been hiding in Jerar's left hand for nearly two days. He used a *potion of climbing* to reach the hand and hid within its fingers. His plan is to get onto the blimp, remove any nonessentials, and take the pilots hostage. Once he has control of the cargoblimp, he plans to fly over the Basilisk's Spine, preferably landing somewhere in the Wallingmiota.

During this battle, these are the actions he takes. You do not have to roll for results. Instead, allow Mega to accomplish each action in the round it appears. If accosted by bounty hunters, characters, or the Black Bird, he will not deter from his mission, and instead use his action to Dodge or Disengage rather than fight. If all else fails, he will fight, using his strength to overpower and throw his opponents off the statue or blimp. The following actions assume that Mega escapes without difficulty.

MEGA'S ACTIONS

Round Mega's Action

- 1 Mega grabs the Dinzer porter in the Jerar's hand and tosses the man off the statue, 400 feet to his death. He then runs 30 feet across the catwalk.
- 2 A porter steps out onto the catwalk armed with a quarterstaff. Mega charges the porter and grapples him.
- 3 The porter and Mega fight, neither one able to defeat the other.
- 4 Mega overcomes the porter and throws him over the edge of the catwalk. The porter hits the ground and dies. Mega enters the gondola.
- 5 Mega enters the cockpit of the blimp and fights one of the Dinzer porters.
- 6 Mega continues fighting the porter.
- 7 Mega kills the porter and turns to the pilot: "Fly!" he commands, threatening him with a short sword.
- 8 Fearful, the pilot starts to pull the blimp away from Jerar's statue. If it is still attached to the blimp dock, it cannot move more than 60 feet in any direction.
- 9 If the blimp is still attached to the blimp dock, Mega uses a scimitar to hack away the ropes.
- 10 Mega frees the blimp of its ropes. The blimp flies north.

THE BLACK BIRD

As the combat continues into its fifth round, the final faction enters the fray: the mysterious Black Bird. Read or paraphrase the following:

In a matter of seconds, the sky dims, turning from blue to green to yellow then orange and finally to red, as if the sun were setting midday. The songs of the blackbirds rise to their highest volume yet, drowning out all sound. You glance around: what was previously hundreds of blackbirds have now become thousands. They cover every surface within 200 feet of you and their eyes glow with red, radiant energy. Their song builds and builds and builds until finally they all go silent at once.

And that's when you first see him.

The man appears to be nothing more than a silhouette, his back to the sun, features indiscernible. You can't make out the features of his face, but like the birds enveloping him, his eyes glow with the same red, radiant energy. In his left hand he wields a four-foot-long spear with two blades. The first blade is a wickedly sharp point, typical for a spear, while the second is curved like a scythe. The entire weapon crackles with the same red energy.

The dark figure's attention is on you briefly before he gazes up to the blimp above. Without a single utterance, he points with his free hand to the blimp. Immediately, the entirety of the blackbird horde vaults into the sky towards the blimp.

The **Black Bird** (see the attached documents) only cares for capturing Mega. He will defend himself if needed but spends most of his actions Dodging and Disengaging. Only if he truly feels threatened will he fight back. He will spend each of his actions climbing the statue (using his Cunning Action feature, he can climb 60 feet per turn).

His swarm of blackbirds is less a creature than a force of nature. He can use his action to command the entire swarm as if they were created through his Summon Murder action.

It will take the birds four rounds to reach the blimp. Once they do, they immediately attack the windows of the cockpit. Then, it takes them another round to break the glass. After that, they kill the pilot and corner Mega. Black Bird should arrive shortly thereafter.

CRASH LANDING

Black Bird does not need the blimp, he only needs Mega. After he's used his swarms of birds to corner and disable Mega, then uses his birds to carry him and Mega away from the scene.

If the control room of the blimp is disabled and all of its pilots killed, the blimp will start to veer out of control. One of two things happens:

If it is free of its tethers, the blimp slowly drifts towards the north. Like a released balloon, it travels until its gas dissipates. It then sinks, eventually landing in a lake, mountain pass, or forest somewhere north of Qola (GM's discretion).

If the blimp is still tethered, a catastrophe occurs. The tethers won't allow the blimp to head north. Instead, they anchor the blimp to the ground, forcing it to fall to the ground in a 90-degree arc, straight toward the Hole. It only takes the blimp two rounds to reach the Hole. Touching the hole, the blimp is instantly destroyed, erased from reality. Even the explosion caused by the destruction of its balloon is absorbed into the great, empty nothingness.

Next, the Hole starts to pull at the tethers with so much force it tears the entire dock from its place in the ground. Any creature standing within 15 feet of the dock when this happens must make a DC 13 Dexterity saving throw. On a failed saving throw, a creature takes 14 (4d6) bludgeoning damage and is knocked prone. From there, the Hole slurps up the ropes and the dock plus any debris it carries with it.

But that's not all. The amount of mass the Hole devours causes a chain reaction. One round after it destroyed the balloon, the tethers, and the ground dock, purple energy belches from the Hole. Each creature within 100 feet of the Hole is instantly disintegrated. Then, creatures within 500 feet of the hole must make DC 20 Constitution saving throw as a blast wave of purple energy rushes through the ruins of the city, destroying nearly everything in its path. A creature takes 35 (10d6) necrotic damage and is poisoned on a failed saving throw, or half as much damage on a successful saving throw and isn't poisoned.

Before this occurs, give the characters plenty of opportunities to escape. Explain that the ground is shaking and the hum the Hole creates is getting louder. As epic-heroes-to-be, they should be able to escape the wave in just the nick of time.

ADVENTURE CONCLUSION

It's highly unlikely that Mega gets away this time. He either dies at the hands of bounty hunters or characters, dies in blimp's crash, or is carried away by the Black Bird and his swarms.

The characters should have many questions at this point, chief among them, who is the Black Bird and why did he capture the orc?

The characters won't have the reward, but what they witnessed is enough to make Baariq Mansouri interested. After the characters give a complete recount of what transpired in Qola, the noble pays them a total of 1,000 gold pieces, thanking them for their efforts. He also offers a single night's stay at the Vague Olive at no expense.

Along the way, the characters have met many interesting characters, especially the bounty hunters. At your discretion, they can continue their involvement in the mystery surrounding Mega and the book or go their separate ways. When rumors come out that the characters were paid when the others weren't, the bounty hunters might even feel resentment and demand a portion of the reward, even if it's small.

If the blimp crashed into the Hole, resulting in a destructive wave, hundreds died in the event. Fortunately, the zoologists Buman Zenor and Halim Saleem escaped with the animals intact (unless, of course, the characters got involved for some reason). The pair and their collection will return in the 1st-level adventure, *Flight of the Predator*.

After the characters spend time recovering, they are once again contacted by Baariq Mansouri. This time, Mansouri has a new lead he hopes that they can explore. "What do you know of an ancient tome named *Prime*?" he asks. The story continues in Chapter 4. *Secrets of the Book*.