

THE NORTH SEAT

BOOK TWO



ROTTING FOUNDATIONS

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AN ADVENTURE MODULE FOR THE
"WORLD'S GREATEST ROLE-PLAYING GAME"
AND DELVING INTO THE FABRIC OF THE AXIUS

TABLE OF CONTENTS

Chapter 3	4
Under the Stone	4
The Unwaking	8
The Pilgrim's Path	15
The Mother Tree	20
Festival of the First Snow	28
Chapter 4	31
By the Light of the Hearth	31
To the Depths	33
Appendices	40
Relics and Curios.....	40
New Spells.....	43
Creatures.....	45
Random Encounter Tables.....	62
A Review of New Mechanics	66

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UNDER THE STONE

"I have always resented those who sleep through the night. Their visits to the Underside are forgotten like a message written in the beach. I resent that they forget the pleasures and horrors lurking in that place of pure emotion while I sit in the sunlight remembering every sight. Every word.

"Us Dreamers are not rested by sleep, nor refreshed. We are renewed. Remade by those we resent each time we close our eyes. There are only two things that keep me from forgetting myself in my own seething hate. The first is Hostadd, for it brings me great joy to see their smiles at a bountiful harvest or while deep in their cups. The second is tea." - Josef, Speaker of Stone

A FEW DAYS RESPITE

Not every day of norman life is filled with troubles and adventure. Some are simple. The sun shines warmly, the crisp air clears the sweating of brows. Though the majority of the hunters' days are filled with meeting their necessary roles within Hostadd in addition to hunting when their turn is called, each has some time on their hands with which to pursue their own works. Each hunter has access to 6 hours of personal time over the next three days. Ask each player in turn what they do with that time. After these three days the hunters will be approached by the Apprentice Speaker of the Stone.

Though his job is often misunderstood, the Speaker of the Stone does hold a very important job within the structure of Hostadd. His apprentice appears before you now, seemingly at their wit's end.

If the apprentice is one of the party members, inform them that the townfolks' demands have brought them to the very limits of their ability. Josef must be reasoned with and brought back to town or else all chaos might break loose.

If the apprentice is Aseem:

The young ratfolk gives a slight bow to the hunters. "Hi! Uh... Yes. So I uh was wondering if I might ask you all a favor? You see, hmm..." Aseem taps his finger's together in thought. "I need your help. I need to speak to Master Josef, but he has expressly forbade me from entering his home. But...! You know, if someone else demanded an audience with him? Like yourselves? ...Please?"

It would be rude and disrespectful to ignore the plight of the apprentice, especially with it concerning the Speaker who has not been seen in weeks.

The hike to Josef's home in the foothills north of Hostadd would take several hours. Given that its a direct request from the apprentice speaker the hunters would be able to break from their normal duties and potentially find some game in the area. If Aseem is present, he is nervously talkative and tries to fill the silence with conversation unless expressly told to stop. Despite the Speaker having a residence in Hostadd, Josef often takes the lonely, wooded road to his hovel in the foothills where he prefers to meditate and listen for the Lord's word.

Lost in a Dream. It is at this point that the hunters have fallen into Josef's nightmare bridge between the Underside and Topside. Despite being in a dream, anything that happens to a character in this dream-state also happens to the character in reality. This includes death.

But the safar do not Dream! That is correct! You have been paying attention. What the hunters experience to be their safar friends are actually creations of the Underside to help protect it from their own suspicions. The player still controls their character as normal, but at the end of the nightmare the character will know nothing about what happened inside. If a safar character dies in the dream, they do not die since they were never truly there. Like many aspects of the Underside, do not consider it too long least you wander into madness.

Note. Anything "gathered" in the dream is in its rightful place in reality and can be collected after they wake up and return to Josef's home.

During their forest hike to Josef's home roll a secret d20+1. Any hunter with a higher Passive Perception than the roll will know that something is off about the forest around them. Not only is it strangely quiet, but it is as if something is watching them. Alternatively if a hunter wishes to make a Survival check to hunt while traveling they will find strange footprints (DC 14 will note that they are more like hand prints).

If the hunters wish to search for the presence or follow the tracks, read the following and then **Combat Encounter - Daylight Nightmares** begins.

In the distance behind some bushes you see a beast grazing on the golden grasses in the midday sun. As you ready yourself, the silhouette becomes clearer. A stag stands before you. A marvelous prize. But something is off. Something terrible. The sound of the wind shifts, bringing with it a mad babbling. What appeared to be antlers are instead fingers. Hooves are fists. Its face is made of torn flesh and pulses and writhes almost as if it wishes to escape from its own bones. Its red, seeking eyes slowly turns to meet yours and a knowing smile etches across its broken teeth.

Note. If the party has a Whispered they will have insight into the Nightmarish creature's babbling. It speaks of uncertain doom, damning escape and and choices to be made. Make these messages as detailed or cryptic as you wish!

Otherwise, the party is blindsided by a Nightmare Stag's *Ram* attack as they walk through the woods. The Stag picks a target at random during its surprise round. Then the combat encounter beings.

COMBAT ENCOUNTER - DAYLIGHT NIGHTMARES

The surrounding bushes begin to shake and rattle as two more creatures arrive. Their forms are slender, their legs ending in needle-like points. These creatures are headless; Instead it's neck is covered in countless faintly glowing eyes looking in every direction. As it notices you, the eyes all flick in your direction.

Party	Encounter
3-4	1 Nightmare Stag + 2 Nightmare Doe
5-6	1 Nightmare Stag + 4 Nightmare Doe

Tactics. Nightmare stags attempt to charge and grapple their targets whenever they can. If they succeed they will then drag their targets with them and move next to as many different creatures as they can to get the full effect of their *Babble* ability. Nightmare Does attempt to harry creatures attacking the Stag from range. Nightmares fight to the death knowing that their existence was only temporary anyways.

If Aseem was with the party, he no longer is. Suggest that he might have run off to Josef's hovel for help.

Postliminary. As the creatures die, their bodies dissolve into a dark mist that quickly dissipates. The surrounding area begins to feel less foreboding, but all the more alien. As the hunters begin to move along the path once again they feel as if the very forest is watching them.

If an Apprentice Speaker or Whispered is a party member have them roll a Religion check (DC 14) to determine that what they fought were called Nightmares, creatures of warped desires that typically can only be found in the Underside except in very rare cases.

INVESTIGATION - STONE'S HOVEL

Josef's home is a simple one. Built into the hillside a single wooden door and an array of potted plants are the only evidence that someone lives within.

Investigating the Area.

The plants - While there might have been subtle evidence of the nearby forest's corruption, it is even more evident in the strangeness of the plants here. Some have become black and brittle while others appear to be growing organic veins and muscles. Upon one plant is even an eye that struggles to look at the hunters as they approach. An Investigation or Nature check (DC 14) will reveal a small berry-bearing plant that has resisted the corruption. If a Nature check was used to discover this plant, they will note that it is a Goodberry bush, something that historically is very difficult to pot or cultivate. Picking the plant of its fruit will bear 2d4 goodberries. Since it is a potted plant, the goodberry bush can be carefully transported back to Hostadd. If a player decides to put this in their backpack it will likely break and the bush will eventually die without making any more goodberries.

The door - The door itself seems to be bulging outward and cold, salty water leaks from swollen edges. The door is also locked, requiring a set of Thieves' Tools, the key (which Josef's apprentice would have), or for someone to break the door down (none require checks). It should be noted that if Aseem was with the party, he continues to be missing.

When the door opens it swings outward as a torrent of water washes over the area, knocking nearby hunters down and sweeping them a short distance backwards. It quickly dies down and the way forward is swollen with water.

INVESTIGATION - INTERIOR

The interior of Josef's home reflects the outside. It is of simple construction using the naturally packed stones and dirt to hold its own, though now covered in brine and mud. The simple wooden furniture is covered in strange coral and the whole room smells of the sea. At the far end of the room is another door broken off its hinges and a thick darkness lies beyond its portal.

Investigating the Area.

The room - Much like the plants outside, those that Josef had in his rooms have withered. In their place grows clusters of a black coral-like substance. Any hunter attempting to touch the black coral takes 1 point of slashing damage, as it is incredibly sharp. Any attempts at picking it up crumbles it into a coal-like dust.

The coral - A Nature check (DC 12) will determine that the coral is not natural.

The Darkness - This darkness is incredibly thick, reducing the luminescence from any natural or spell source below a 2nd level spell slot by one stage (bright becomes dim, dim becomes dark). There appears to be a staircase running downward, and the faint sound of water can be heard below. The Apprentice of Stone would know that this is normally where the Speaker's chambers would lie. If the party decides to follow it, continue with the description.



Torchlight seems all but ineffective against the thick, chilly darkness that surrounds you as you descend into the Speaker's home. Before you reach the bottom of the steps your feet plunge into a chilly water. You look forward to a tiny glimmer of moonlight that can be seen in the distance. These physical pillars of light grow as you move forward, as does the darkness around it. There is no way that this space exists below that tiny hovel. This is somewhere else entirely.

Assuming the hunters continue forward:

The tiniest of feet can be heard dancing about the water in the darkness around you. You feel alien eyes piercing your very thoughts. Following the pillars for light and against the flow of water, a gazebo made of stone and the physical moonlight begins to take shape in the distance. From within you can just make out the sounds of nearly mortal laughter. On closer inspection you can see that the gazebo is suspended over a large chasm from which the water at your feet carefully flows upward.

Investigating the Area.

The sounds in the darkness - A perception check (made at disadvantage unless the hunter has darkvision out to 60ft) (DC 14) can determine that the things around them are more of the Nightmares observing you as you approach.

The pillars of physical light - A Religion check (DC 14) will note that these pillars of light are made of Moonstone, a material that can only exist in the Underside.

The Water - The only things remarkable about the water is that it is very cold, that its source is somewhere ahead and that it is saltwater.

The Gazebo and the Laughter - Upon approaching the Gazebo further, a glowing figure will stand at the top of its staircase.

"Leave!" The figure shouts between gurgling fits of laughter. "To succeed is to fail, failure is to succeed!" The voice this creature holds is that of the Speaker of Stone, Josef's. A wicked smile cuts across its face as teeth rip though its own lips at unnatural angles. Its lanky, emaciated limbs shake with age and pain as its skin peels and cracks with moonlight. Where one might find eyes on a man instead are pits as deep as the one it stands over. "Leave it be! This story is best left untold!"

A quick Perception check (DC 16) will reveal that hollow Josef's arms and legs are bound by some kind of dark vine keeping it tethered to the Gazebo.

If the party tries to speak with the Hollow Josef, it will begin casting the *Moonbeam* spell and combat will begin. Alternative, the party can strike first if it is their first reaction to this. Then *Combat Encounter - Hollow's Bridge* begins.

COMBAT ENCOUNTER - HOLLOW'S BRIDGE

Party	Encounter
3	1 Hollow Dreamer + 2 Nightmare Doe
4	1 Hollow Dreamer + 1 Nightmare Stag
5	1 Hollow Dreamer + 2 Nightmare Doe + 1 Nightmare Stag
6	1 Hollow Dreamer + 4 Nightmare Doe 1 Nightmare Stag

Tactics. While the hunters treat the shallow waters as Difficult Terrain, the Nightmares do not. The Hollow Dreamer cannot leave the top the Gazebo, using its Moonbeam spell to whittle down adventurer's on their approach. If the hunters reach the gazebo it will change tactics to using *Conjure Animals* to either make 1 Nightmare Stag or 4 Nightmare Doe depending on the situation. If the situation presents itself, the Hollow

Dreamer will attempt to *Thunderwave* the hunters into the pit, even if it will take Nightmares with them (If a player is pushed off the gazebo, they may make a Dexterity Saving throw with advantage to not be knocked off; someone who manages to get knocked off will take 2d8 necrotic damage at the end of each of their turns until the Hollow Dreamer is killed, or they escape using magical means. Casting *Feather Fall* will prevent this damage for 3 rounds. Nightmare Stags will attempt to prevent the hunters from getting to the Gazebo, while Does will harry enemies from a distance. The combat ends immediately when the Hollow Dreamer dies.

Postliminary. In his last couple of breaths between fading laughter Josef will reach for the nearest hunter and whisper "I hope you succeed," before collapsing. In that moment the world around the hunters begins to shift, altering between moments of stopped time and nearly instant flashes of movement. The water stops flowing and the pit begins to grow around them (not the bottom or something in the pit, but the idea of emptiness seems to stem out from the darkness). Ask each hunter what their reaction is and then give them a skill check to attempt to do that thing (Athletics being the most common for just running away). There is no chance at success for this role, but it is used as a narrative device. With each failure have the pit grow closer and closer until the last hunter has failed their roll and just as the emptiness attempts to swallow them Josef's voice rings out from behind them to "wake up!"

Postliminary. The hunters immediately wake up in a short gasp of breath. They lie in a grassy patch under the shade of a tree. A voice lingers in their half-forgotten dream, one shouting "you fools!" in a voice entirely unlike Josef's nightmarish form.

If Aseem or any safar are in the party, they react to the waking dreamers. According to them the hunters were dragged from the road after they fell unconscious. Those not in the dream do not remember anything of Nightmares or Hollow Dreamers.

After informing the party that they are fine now (though still at the same hit points and resources that they had from the dream), the hunters can continue to Josef's hovel whose exterior seems much more normal (and the goodberry potted plant is still sitting regardless if the hunters broke it in the dream). The door lies locked shut and his apprentice would have the key. If it's Aseem he will hand it to one of the hunters and then cover his eyes with his ears and turn away from the door.

The Speaker of Stone Josef now sits in the center of the room in a meditative stance. His head leans back to look at the ceiling, and his skin is drawn tight and dry like that of dried jerky. His eyes are empty and his mouth retches in pain. A small, jagged, blue gemstone floats inside a large hole in the center of Josef's forehead.

Aseem will rush forward and check to see if the Speaker is alive, knowing full well that he has been long dead and blames himself for not checking in earlier. This stone is *Tear* and any hunter who touches the stone must follow the rules for resisting augmentation (see Appendix A). After some grieving and if no one else is willing to take the stone Aseem will grab it stating "Helena might know what this is." Aseem is immune to the augmentation rules of *Tear*.

At that point, the Apprentice Speaker of the Stone will note that with Josef dead that the position now falls to him. If the Apprentice speaker is in the party he may retrieve the Speaker's Staff from a nearby wall. Otherwise, the party may think to take whatever they can from Josef's home before they burn it. Have the party make a relevant skill check and average the results. They will find double that number in usable spell reagents.

If the speaker of stone is in the party, they will know the place has been tainted. If it is Aseem, he says that "Normans believe fire to purge all things. May his wisdom be spread among us," before igniting the home. "Thank you all for coming with me. I don't think I would have been able to do that alone." The walk back into town is a somber one. The hunters each receive 3 Reputation points for helping the new Speaker of the Stone!

PRELUDE: THE SOURCE STONES

Upon returning to town, the Speakers gather with the hunters to speak of the strange stone they found. If Helena is present and given the Blue Gemstone, she will unconsciously press the stone to her head and become augmented by *Tear*. Otherwise she will look at it carefully. Either way, she will note that the stone is indeed a piece of the one at the Temple of the Waves, though she knows little about it. If someone has been augmented by the *Clay* stone, the Speakers will note that their power seems to stem from the same primitive source.

Regardless, it is believed that Josef's killer must be brought to justice, but with little to go on it might be best to investigate the nature of the Stones. While Hostadd has little in the resources needed to research the stones, the speakers both agree that there are three possible candidates for investigation: the Witch Town Haxa Jord for their magical knowledge, Al'umu Alraayiea the Mother Tree as the zahr may have a better understanding of primitive magics, or considering the Dream nature of the event the Dromants to the north.

The next three adventures can be completed in any order.

THE UNWAKING

"Magic is a gift. With proper tempering it can be made to provide for everything you could ever want. It can change the fabric of the world to better suit your needs. It can destroy that which blights you. In a world where you are the only thing to exist, it is a blessing.

"You are not the only thing to exist. It is this reality we share that we must remind you of, that the things you have done affect not only you but the entire community that found it easier to cast you out than teach you of this fact. We will teach you. We will accept you. Just remember that should you disregard me or my family here, there will be nowhere left for you." - Zahia deNasria

TO HAXA JORD

Haxa Jord is the closest settlement to Hostadd and typically only a 6 hour boat ride with a fair wind. Unfortunately Haxa Jord *does* require a boat ride, it being on a separate island. As long as at least one party member has Vehicles (Water) proficiency they may try and convince a fisherman to allow them to borrow their ship. Have one player who has Vehicles (Water) proficiency make a Persuasion check, or a player without the proficiency make a Deception check at disadvantage. If they rolled an 8 or lower the fisherman is unwilling to let them borrow their boat. On a 12 or lower, the cost to borrow their ship is 7 reputation. On a 15 or lower, the cost to borrow their ship is 5 reputation. Anything above 15 only requires 4 reputation.

If the party has a Fisherman, they are not required to make a check nor spend reputation.

If the party doesn't have a Witch and/or Keeper, upon hearing your interest in traveling to Haxa Jord the fisherman will tell the hunters to find Dagna and Warrick in the Foreigner's Quarter. The two have been stuck in Hostadd since the omen and have been looking for a way back to the witch town.

Dagna, Keeper of Haxa Jord

Age. 24 Race. Norman Female

Having grown up in Hostadd Dagna was found at an early age to have a stubborn willpower and neutrality to magic that the Keepers found wanting in their ranks. Since then she had been trained in Haxa Jord to keep the Witches of the isle balanced and well maintained. She believes in equal parts independence and control, knowing that a wild fire is necessary for a forest's growth, but can as quickly be its own downfall.

Warrick, the Firebrand

Age. 22 Race. Human Male

Warrick's powers manifested at an early age when he nearly immolated an entire village before the local cleric was able to throw the boy into a nearby well. As an "unpredictable element," Warrick was labeled a witch and sent off to Haxa Jord where he has since learned to control the fires within him until he sees fit to unleash. Quick to anger the young man prefers his solitude, the gentle sounds of waves crashing upon the shore and the flickering of a crackling bonfire.

If the party fails to requisition a ship Warrick will note to the party that there is supposed to be another way into Haxa Jord, but it would require moving through the Bruten Karr. Knowing the risk of monster and renegade witches neither Dagna nor Warrick like the idea, but if the hunters must go there anyway they are not opposed to traveling with them. If the party contains a Witch or Keeper, they would also know this information.

BY LAND

The Bruten Karr is a place of dangers both natural and created. Escaped witches, scheming gnomes and hellish beasts are thought to live in this bog dripping with disease and death. Were it up to the normans this place would have been burned long ago. It seems as though these woods, however, are impervious to such things.

LOCATION ENCOUNTER - THE BRUTEN KARR

Traveling through the Bruten Karr is an audacious task. For every hour of traveling in the bog, have the hunters make a team skill check using skills that seem most relevant. If half or more of the party succeed at a DC 14, the party progresses. Give them 1 mark. If the whole party succeeds, give them two. If the whole party fails, remove 1 mark. After the check has been made, have the party roll on the *Bruten Karr Random Encounter* table. After this encounter has been completed, it represents 1 hour of travel. The hunters need 3 marks before they can reach the location known by the Witch.

Postliminary. The Witch will have lead the party to the location where there is the least amount of sea between them and Haxa Jord. They will motion to a small cluster of rocks sitting at the bog's edge where there is little difference between land and water. The witch had heard rumors that when dusk begins and the tide is lowest it is possible to cross this part of the sea by foot. If the party agrees, they may wait until dusk and then cross.

For rules on Skill Montages, Challenges and other new rules, see Appendix E (pg. 67)

SKILL MONTAGE - SHALLOWS OF HAXA JORD

Just as the Witch said, as the sun begins to dip below the horizon and the tide recedes small patches of sand bar and fossilized reef can be seen just below the waves. It will not be an easy trek, but at least you won't need to swim to Haxa Jord.

Round 1 Goals: Navigating the shallows

Round 1 DC: 11 with a ± 2 variance.

After round 1 has completed, read the following text:

Something in the distance breaks the gentle lapping of the waves against your boots. The sound is like a song or a hymn, though its words full of hate and pain. The waves become more turbulent. Clouds begin to quickly fill the skies around you and rain sodden waves wash over you.

Round 2 Goals: Outrun the storm

Round 2 DC: 13 with a ± 2 variance.

After round 2 has completed, read the following text:

Shadows grow both beneath and above as your troubles turn from rain to storm. The distant singing becomes more violent, more devilish as scaled, fish-like man creatures begin to climb out from the sea and give pursuit with nets and rusty, barbed spears.

Round 3 and 4 Goals: Fight and/or escape the Djupa

Round 3 and 4 DC: 14 with a ± 2 variance.

If Warrick and Dagna are with the party, they will be helping and pulling their own weight, though they aren't part of the skill montage. At the end of the third round, Warrick will cast a spell driving part of the sea away to assist in your escape before collapsing onto Dagna's shoulder, who then carries the witch to shore (for flavor). Warrick then receives 2 levels of exhaustion.

Determine the number of successes the party had at the end of the skill challenge. If this number is equal to three times the number of party members, then the hunters will catch the edge of the storm and ride the waves into Haxa Jord slightly weathered and wet, but mostly unscathed. If this number is only greater than the number of party members, each party member loses 1 hit dice and gains one level of exhaustion. If the party's successes are less than the number of party members, they are caught by the storm and as tossed into the sea. They will arrive on the shores of Haxa Jord the next day, losing 2 hit dice. Have each party member roll a Strength, Dexterity or Constitution saving throw (DC 14). On a success, they gain one level of exhaustion. On a failure, they receive two levels of exhaustion.

Postliminary. The hunters move on to *Investigate - Dock house*.

BY SEA

As you finish loading the ship with the supplies needed to make way, the fisherman looks at you with a grim stare. In the back of your minds you know the superstitious nature of these men, and the omen hangs so heavily upon them they risk the town's livelihood in refusing to do the thing they love most.

Such things are almost forgotten once you hit open seas. The air is gentle and helpful. The sun shines in the sky. It is a mystery why the fishermen fear the ocean so.

SKILL MONTAGE - SAILING TO HAXA JORD

Round 1 Goals: Sailing

Round 1 DC: 10 with a ± 2 variance.

After round 1 has completed, read the following text:

Something in the distance breaks the gentle lapping of the waves against the boat's hull. The sound is like a song or a hymn, though its words full of hate and pain. The waves begin to become more turbulent. Clouds begin to quickly fill the skies around you and rain quickly washes over you.

Round 2 Goals: Survive the storm

Round 2 DC: 12 with a ± 2 variance.

After round 2 has completed, read the following text:

Shadows grow both beneath and above as your troubles turn from rain to storm. The distant singing becomes more violent, more devilish as large, rusty barbed hooks latch on the sides of the ship and attempt to drag it into the sea. Just below the waters can be seen visages nearly fish like people peering back at you with void-like eyes. It is not until one reaches up to grab you that you know that these things are neither man nor fish, and they have no intent on you surviving your foolish travel.

Round 3 and 4 Goals: Fight back against the djupa

Round 3 and 4 DC: 13 with a ± 2 variance.

If Warrick and Dagna are with the party, they will be helping, though they aren't part of the skill montage. At the end of the third round, Warrick will cast *Gust of Wind* into the sails (for flavor purposes).

Determine the number of successes the party had at the end of the skill montage. If this number is equal to twice the number of party members, then the hunters will outrun the storm and arrive in Haxa Jord slightly weathered, but mostly unscathed. If this number is only greater than the number of party members, each party member loses 1 hit dice and gains one level of exhaustion. If the party's successes are less than the number of party

members, their ship is ripped apart by the hooks and thrown into the sea. They will arrive on the shores of Haxa Jord the next day, losing 2 hit dice. Have each party member roll a Strength, Dexterity or Constitution saving throw (DC 14). On a success, they gain one level of exhaustion. On a failure, they receive two levels of exhaustion.

Postliminary. The hunters move on to **Investigate - Dock house.**

INVESTIGATE - DOCK HOUSE

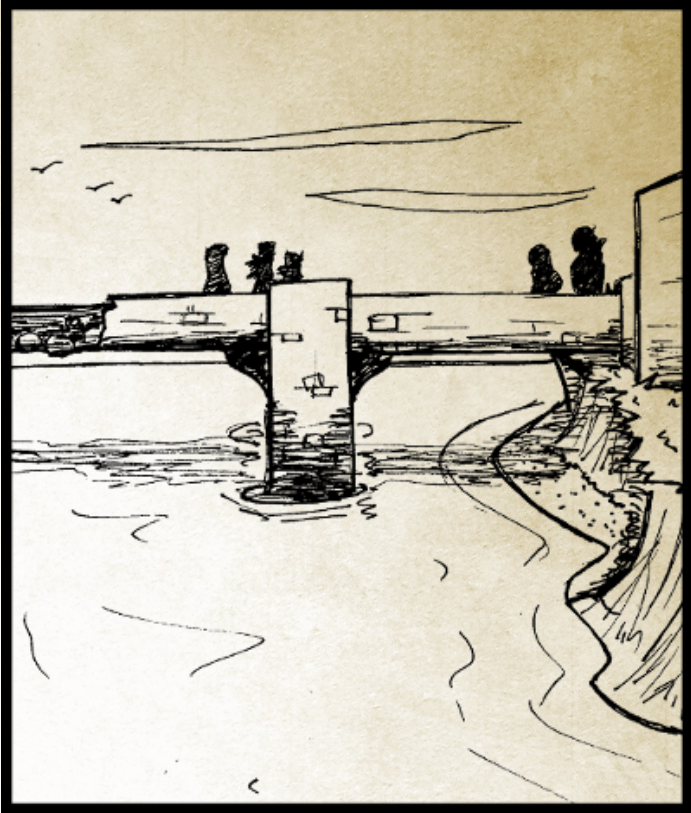
Haxa Jord is a restricted place, but is not immune to the needs of its wards. The dock houses serve as a place for the residents of the isle to make trade with passing ships for essential items and rare reagents. This place has seen better days, however. The buildings look damaged as red clay tiled roofs cave in and white walls lay scattered on the dark cobblestone. Debris collects on the dark sands at the base of the islet, and the bridges connecting them look near to falling into the sea. Before too much investigation can happen a patrol of armored knights appears on the far side of the bridge, a red-cloaked figure in their midst.

Any attempts at hailing these knights is met with silence. If any aggressive action is taken towards the knights or the cloaked figure the combat immediately starts. If any hunter gets too close to the cloaked figure combat will begin. If any of the hunters attempt to cross the far bridge (which is guarded) combat will begin. Should the party so desire they may check the dock house before continuing to bother the knights.

The dock house - While mostly full of debris, rotten food stores and destroyed textiles, any hunter succeeding a DC 13 Investigation or Arcana will determine that the cause of the building damage appears to be magical in nature.

The knights - Their tabards mark them as Keepers of Haxa Jord. Through their full helmets it is difficult to get any sort of reading off the knights. A DC 15 Insight check will infer that there is an unnaturalness to the way the knights move and *don't* move when still.

The hooded figure - Although hard to tell from a distance dark wispy hair falls from the opening of the hooded figure's cloak. A Perception check (DC 14) will see that the skin of the hooded figure's chin is incredibly pale and their dark lips etch into an unnatural smile.



COMBAT ENCOUNTER - DOCK HOUSE

Party	Encounter
3	2 Twisted Witch + 2 Twisted Keeper
4	2 Twisted Witch + 3 Twisted Keeper
5	3 Twisted Witch + 3 Twisted Keeper
6	3 Twisted Witches + 4 Twisted Keeper

Tactics. At least one keeper will always remain next to each witch, using its Sentinel ability to attack creatures attacking the witch. One keeper will also defend the bridge leading to the main part of the island. Witches prefer to use *Thunderwave* against nearby enemies in combination with *Twitchy* to knock enemies into the water and *Shatter* on clusters of enemies. One witch is hiding in the house and will attempt to use its *Thunderwave* ability from stealth to knock creatures into the ocean, not moving from its location until its readied action can be used on unsuspecting hunters. Dagna and Warrick fight as a single unit, their abilities mixing to provide one very tough combatant. They prefer to wade right into the thick of battle and damage as many foes as possible.

If it appears that the hunters are winning the fight (the hunters are relatively healthy and there are only one or

two more enemies) a friendly witch will enter the field and begin helping the hunters by stabbing them with *Icicle*.

Isabelle, The Frozen Heart

Age. 17 Race. Human Female

Raised in an abusive household in the Western Kingdoms, Isabelle found her way to Haxa Jord after ripping out her father's heart and giving it to the Under creature that gave her the power to do so. Since living in Haxa Jord she has been nothing but a rebellious spirit looking for ways to escape her prison.

Postliminary. Immediately upon the defeat of the Twisted enemies Isabelle will hail the hunters from a safe distance and ask if they have a boat. If they do she will ask for them to leave and take her with them. She will try and convince the party that the island is lost and not really worth saving.

If the party still doesn't wish to leave (they have a reason to be in Haxa Jord after all) Isabelle asks if they will take her when they're done. Regardless of their actual answer Isabelle will attempt to be as useful to the party and try to win them over despite her personal and selfish reasons for wanting to leave. The first of these action will be leading them into one of the only safe places in town where the Master Keeper and Mother Witch are staying. Move on to

Investigate - The Twisted Witch Town

INVESTIGATE - THE TWISTED WITCH TOWN

Traveling through the unusual architecture of the foreign town, Isabelle leads the hunters into a small cluster of buildings where the half-desiccated corpses of several Twisted lie melting into the disturbed cobblestones. Inside, the welcoming sounds of a hearth crackles and two regal figures stand over a body strapped to a table. Around them are scattered books and piles of reagents. The enticing and toxic smells of alchemy bubbles in the corner. As you enter the figure on the left turns and draws his sword. "Name yourselves, or I shall cut you down!"

Master Keeper Cyril, Watcher of Witches

Age. 42 Race. Human Male

When it was determined that Cyril had the mental and physical talents required to become a Keeper, the young boy was shipped off to Haxa Jord to train alongside the best until there was none better than he. He became Master after thirteen years and has lead himself and his Keepers to be understanding of their charges, while maintain a rigorously strict rule.

Zahia DeNasria, Mother of Witches

Age. 54 Race. Tiefling (Zahr) Female

A native of Norrsate, a young Zahia reached out to the residents of Haxa Jord in hopes to contain her burgeoning Usurper heritage. They accepted her into their fold despite their misunderstanding of how a zahr

(who does not dream) could become a dreamer. Her powers contained, Zahia continued to stay in Haxa Jord in a research position and eventually became a pillar of both Western understanding of magic and the community of Haxa Jord. Crowning her with the title of Mother Witch alongside Master Cyril, the two have steered the island from a penal colony to a place of learning and understanding.

Upon examining the hunters and seeing Isabelle among them, Cyril will stay his hand, almost gladdened to see a few fresh faces. His own face looks tired and worn as if he hasn't slept in several days (he hasn't).

Questioning Cyril - Cyril desires to hide very little information. He himself hasn't been able to do much on his own other than fight back the Twisted dumb enough to face him and Zahia. What he knows is that any dreamer who fell asleep nearly a week ago have yet to wake up. About four nights ago the first Twisted were seen; Undersiders that steal the bodies of sleeping dreamers, although now dreamers weren't the only ones affected. Thinking themselves safe, many academists and egoist have now fallen into deep slumber and the keepers assigned to dreamers also haven't woken, leaving the towns defenses at a minimum. They lost many keepers and witches in the first couple nights from Twisted attacks. Most of the living and awake witches and keepers have moved to the small cluster of buildings on the edge of town (where the party is).

If asked about information regarding the strange stones, he will direct them to Zahia.

If he is asked how he managed to stay up all this time, the man will state pure willpower has always been a strong suit of his, though even he may soon be at his limits.

Questioning Zahia - Zahia has before her a sleeping dreamer. Among her experiments she has been trying to forcefully awaken them, though she has become incredibly hesitant after her first attempt caused the dreamer to awake babbling like an idiot before cracking the back of their head open in a seizure. She believes the reason they are not waking is that something is keeping the dreamers and those attached to them in the Underside. This attachment doesn't appear to be limited to those between Keeper and Witch (which is a magical bonding). Several egoists and even academists haven't awoke either, leading the entirety of the population too afraid to sleep. If asked about information regarding the strange stone, Zahia will mention that there was some research being done on a strange artifact they had extracted from a nearby mountain but she cannot in good faith give such information to strangers. She says that if the hunters are willing to help out however, she would be glad to share that information with them. A Persuasion (DC 18) can convince her to share the information without completing the "requests" section.

After the hunters have completed the "requests" (below) or convinced Zahia with persuasion she will say that any such information about the strange stone would be at the library on the northern side of town. The artifact itself would be in the vault, although the last scout they had sent that way said that the vault had been destroyed. If asked why she isn't affected, she will state that as a safar she doesn't go to the Underside, despite her magic being Dream-like in nature.

Questioning Isabelle - Isabelle would really much rather not be a part of any of this, and if she could she would simply leave. That said, there are a couple things around Haxa Jord that she would like to investigate now that there aren't nearly as many eyes on her. If asked why she isn't affected, she will smile and say it is a secret. A Persuasion DC 14 will convince her to share her secret, while a Medicine DC 13 will be able to determine it for themselves. She appears to be on some kind of stimulate. She has on her person a strange glass tube filled with tiny crystals known as Warm Ice.

Skill Challenge - Requests

These requests will be made from the people of Haxa Jord. Should the party wish to undertake them every hunter can make three checks in the aid of one request. Before any rolls are made have each party member assign themselves to one request after informing them which skills will be required and how many times each can be completed. Both Warrick and Dagna are available to help. The players can choose where they help, although Dagna would prefer to help Cyril and Warrick with Zahia.

Request from Cyril - Although they have been dutiful in searching the town for survivors, Cyril is certain that there are yet more. Should the hunters come across anyone he asks that they direct them back to his location. Skills Required (Independent) - Investigation (DC 12) [2]; Perception (DC 12) [2]; Survival (DC 14) [2] Each success saves a villager of Haxa Jord, garnering the savior 1 RP.

Request from Zahia - Though she is loathe to do so, Zahia believes in the importance of attempting to awake more of their witches to determine the cause of what is going on. With that information she could devise a way to allow them to sleep and refresh their draining power while also removing the source of Twisted from their town. Those made to go through this process may not survive, but the information may save others. She directs you to a nearby barracks should you wish to assist her. The attempt will require properly applying the salve, restraining the patient and then getting the information you need. Skills Required (Sequential) - Medicine (DC 14) [1] or Alchemy (DC 12) [1] or Herbalism (DC 12) [1]; Athletics (DC 12) [1]; Intimidation (DC 12) [1] or Persuasion (DC 12) [1]

Completing a sequence reduces the DC of **Skill Montage - Through Haxa Jord** by 1. In addition they will receive 5 additional gp in gemstones of at the conclusion of this adventure per success.

Flavor: Failing the first skill results in ineffectual treatment, the second results in the patient seizing and killing themselves in the process, and failing the last prevent getting any information before they fall unconscious.

Request from Isabelle - While there are many curious things to look though in the deserted Haxa Jord, there is one place that Isabelle is most interested in opening up. She herself would investigate the strange smells coming from the closet, but her magics are forbidden from being used on the people and property of Haxa Jord. The attempt will be to open the door, then identify what happened.

Skill Required (Sequential) - Athletics (DC 14) [1] or Thieves' Tools (DC 14) [1] or Tinker's Tools (DC 14) [1]; Arcana (DC 14) [1] or Investigation (DC 14) [1] Succeeding in opening the door results in the following scene:

A man lays hunched over, a rapier pierced through his chest and holding him up. Stagnant blood fills the cobbled cracks, wiping away at the chalk circle surrounding him and soaking into a collection of books and scrolls. Isabelle will gasp and sigh. "Thomas, you are such an idiot." She then immediately begins looking around the room and taking some reagents she might think useful.

The hunters may search the room as well, finding 50gp worth of alchemical or spell reagents. Succeeding at the Arcana or Investigation will note that Thomas was working on how magical items work. A note nearby also states "I couldn't stay awake any longer. Sleep calls, but damned if I will spend my time Twisted. To the one who found me, take me into your hands and have some adventure, couldn't you?" The sword itself is magical and can be taken by removing it from Thomas' chest. If hunters have checks left, they may spend them to aid either Cyril or Zahia.

After the hunters return to Zahia she will thank them (either for their successes or their attempts) and openly share that they should be able to find information on their stones in the library on the north side of town. While the actual stone they were researching was being held in the vault, the vault was ransacked by the Twisted and it would be near impossible to find now. Should the players be interested in pursuing that lead, they move onto **Skill Montage - Through Haxa Jord**.

Still wishing to prove her worth, Isabelle wishes to come along. If Dagna is with the party she will refuse the witch's help saying that she is volatile. If the party still wishes to

take Isabelle, Dagna and Warrick will stay behind to help defend the survivors. Otherwise, Dagna and Warrick will come with them to the library.

SKILL MONTAGE - THROUGH HAXA JORD

Traveling through the town to the library will be no easy task. It crawls with Twisted who hide in the shadows and stalk the streets striking out at every living thing that crosses them. Question is do you stand and fight, or try to sneak by?

This Skill Montage runs for 2 rounds.
Goals: Fighting through the Twisted or Sneaking past them.
DC: 13 with a ±3 variance.
At the end of this skill montage determine the number of failures for each hunter. For every failure a hunter had, they lose 1 hit dice. If the hunters collectively failed a number of checks greater than the number of hunters, they also receive 1 level of exhaustion.

Postliminary. The hunters make it to Haxa Jord's library; an impressively large building that appears still mostly intact. Inside the sounds of rummaging can be heard, although for now the Twisted seem to have fallen off your pursuit behind you. Continue on to **Combat Encounter - The Library.**

COMBAT ENCOUNTER - THE LIBRARY

The large stone library stands upon a hill overlooking Haxa Jord like a monolith to learning. Two large oak doors are slightly ajar, and within you can hear the sounds of creatures rummaging. Cracking the doors open the once grand library now looks ages old. The rugs and tapestries are in tatters. Books and pages lie scattered across the painted stone floors. The bookshelves that line the walls fall apart in active destruction as Twisted shake and thrash their contents. Back-lit by a large window an old, grizzled man stands behind a desk reading a book. On your entrance he looks puzzled, but uninterested in your arrival. "Begone. This is no place for brutes."

Hrodulf the Ancient

Age: ?? Race: Norman Male
Even before his execution ten years ago Hrodulf was an ancient creature. Although he helped Torik and Ester fight the Chimera, he was later Judged for crimes against nature in his continuing pursuit of his Dreams. What brings the old man back is a mystery.

Before the hunters make any aggressive actions Hrodulf will answer a handful of questions if asked. This is the information he is willing to share: His name is Hrodulf; No, he did not bring the Twisted here but they have been a

great help; Those who do not wake are trapped in the Underside, though they not need worry about what for. Better they don't know.
If they mention their Source Stone, Hrodulf will thank the party for bringing them to him and then begin combat. If the hunters ask about the witches' "artifact", he will pull out a flicker of floating embers and say "this? You need not concern yourselves with such things. Go home and enjoy your last days." If the party does not leave, Hrodulf will attack.
If the party makes any aggressive action, Hrodulf will attack.
Once combat begins:

Hrodulf takes a small cluster of floating embers in hand, squeezing them tightly. He screams in pain as fire engulfs him and the scattering of pages around him. Through the pain he laughs manically. The Twisted throughout the room twitch and spark, their own forms clustering and twisting further into strange, congealed shapes set aflame by some unknown energy. "Come!" Hrodulf shouts. "Fools who do not know their place, come and feed the flames!"

Party	Encounter
3-4	1 Aflame Hrodulf + 1 Aflame Twisted Mass
5	1 Aflame Hrodulf + 2 Aflame Twisted Mass
6+	1 Aflame Hrodulf + 3 Aflame Twisted Mass

Tactics. The Aflame Twisted will intercept the Hunters, trying to keep them away from Hrodulf using their *Overwhelm* and *Ember Cloud* attacks, provoking opportunity attacks if the hunters break their line. Hrodulf will begin the fight by casting *Fireball* against the party. When he does so, either Warrick or Isabelle (depending on who is with the party) will use their magics to help the party against it, granting each hunter cover against the spell (taking no damage on a success, half damage on a failure). After that, Hrodulf will use *Scorching Rays* or *Fire bolt* at ranged targets and *Stinking Cloud* to help keep the hunters away from him should they begin to get too close.

Postliminary. Hrodulf's form burns out when defeated, reducing the body to a pile of ash with only a blackened skull and two vertebrae left sitting atop it. Floating in the air above his remains is a strange flicker of flame, crackling with a comforting air like a campfire on a cool autumn's evening. Any hunter who touches the flame will have it instantly be absorbed into them, traveling from hand and through their veins leaving a soft glow trailing along their arm. The flame continues to travel until it reaches the hunter's eye, blinding them as sears and flickers within. (Consult the *Cinder* in **Appendix A** for more information).

If the players wish to try and collect the stone without absorbing it, they can find a small jar in the room and capture it making it safe to transport.

If no player seems willing to touch the flame and Warrick is present he will take the opportunity to take it, hearing the flame's call. Dagna will try and stop him, but only realizes what is happening too late and the flames will take over him.

If no player seems to be willing to touch the flame and Isabelle is present, she will find a small jar and catch it within like a firefly, and it can be safely transported.

Investigating the Area.

While many of the tomes and scrolls Hrodulf had been reading are now singed from his augmentation, the hunters may make out some information. According to the material it is possible to create a meta-magical "pit" of sorts using objects or people of incredibly high ego placed in certain patterns and in certain places (favoring places of civilization). In addition to this is a map of the island with several locations circled in black coal with lines stretching between them in a nonsensical pattern. The locations are easily marked as the four towns on Norrsate (Hostadd, Haxa Jord, Pilgrim's End and Al'umu Alraayiea).

As the hunters travel back to the buildings where Zahia and Cyril are, they will notice that the Twisted are uninterested with them and instead favor tearing each other apart. Before they reach the Keeper however, Isabelle will pull the hunters aside and ask again that they take her with them. She really wouldn't mind stowing away on your ship and can do so immediately, claiming that in all the chaos she wouldn't really be missed. If Dagna is with the group she will refuse the offer on behalf of the group, but they can try to convince her (DC 14 Persuasion) or lie to her (DC 16 Deception) to take Isabelle along.

Inside Cyril and Zahia thank the hunters for "whatever it is they did," noting that while all the witches have yet to awake, their efforts in the removal of the Twisted threat is greatly appreciated. If the party tells the pair what happened, they will confer to themselves a second and then turn to the hunters, saying that they would like to keep a witch and keeper in Hostadd for the time being for quick correspondence. If it is a pair from the party, Cyril will ask them to return to Hostadd, as they have already been there the longest and have apparently "integrated" into their society. If Dagna is present, she will volunteer herself and Warrick to return, and Cyril will nod approvingly. If Warrick accepted the *Ember* then there is no refusing this request.

In addition, Cyril would like to pay the hunters for their services, allowing them to keep the Source Stone and anything they might have taken as well as take 50gp in small gemstones.

If the party tells Cyril about Isabelle he will warn the hunters that she is a dangerous woman and should be returned immediately, refusing any explanation other than that from a Keeper within the party. If they agree to take her as their bond and succeed at a Persuasion or Intimidation check (DC 14), he will begrudgingly arrange for the transfer.

The return home is uneventful, whether by sea or swamp (although you should still roll random encounters for overland travel).

Hrodulf. If the party wishes to find out more about Hrodulf, or if they mention him to Torik, Ester or Olaf any of them will give a look of incredulity and explain that Hrodulf was once their companion in the great chimera hunts over two decades ago. He was executed by beheading (by Torik himself) for inhumane acts and research into dreams that were proving more dangerous to the island than the chimeras he had fought.

They will warn the hunters that Hrodulf was a clever and charismatic man, more ancient than anybody could remember. If he has somehow returned, then they would need to proceed quickly and carefully. If Hrodulf wants something to do with the Stones, then they have just become of utmost importance to the safety of Norrsate.



In regards to Isabelle. You may be wondering why all this effort has gone into making Isabelle part of the story and pushing for her to join the hunters back in Hostadd. Because I wanted there to be an opportunity for the players to make a mistake. Make her cunning and deceptive. Do things that might directly hurt the party should she not get her way in things. Or just leave her in Haxa Jord. That's probably the smarter thing to do

THE PILGRIM'S PATH

"What is it about the dromant that is so unnerving? Is it their bug-like appearance? The way they constantly chatter to themselves? No, I think its something more innate. Something primal. The dromant have always been with us in that place of dreams and just out of sight. Keeping that world together. They are creatures that should not be in the waking world and it is that which bothers us. It is that they are now visible to us. If such simple Laws can be broken, then what of all the others which we base our life upon?"

- Josef, Speaker of Stone

THE DROMANT

When speaking to anyone in town about the mysterious dromant who live in the north-west side of the island referred to now as "Pilgrim's End" the answer is never the same. Hunters who have met them out in the woods say that some are kind and willing to share a meal while others are likely to gut you and take you back to their hive to feed their young. That all said, they are creatures from the Underside and may know more about the nature of the Source Stones than any race from Topside.

FROM HOSTADD TO PILGRIM'S END

Leaving the colorful forests that surround Hostadd you enter upon the sparse plains of northern Norrsate. From here you can see the great ocean and its empty horizons, leaving you with a greater sense of loneliness and solidarity.

Traveling to Pilgrim's End from Hostadd or Al'umu Altaayiea takes three days. At dusk on the second day (this takes the place of a random encounter) a hunting party of dromant will magnetically find the hunters. They will chatter to themselves ("What purpose could they have?") and make themselves known 20ft away. As GM, ask your players with what purpose their characters approach and determine if they harbor any aggression or hatred for the dromants. If they do, the dromants hunters will attack. Otherwise they welcome the hunters and motion for them to follow.

Should the hunters choose to follow they will be greeted by the smell of boar roasting on a spit. The dromant are keen to make the party feel welcome and share their game. If the party stays, the dromant will eventually leave the camp and into the night.

The next day the hunters can proceed to **Pilgrim's End**.

Dromant and the Broken.

If the party contains a character with *the Broken* background, no other dromant will acknowledge their existence aside from direct violence. Should the party incur dromant wrath, they will attempt to kill the Broken if the opportunity shows itself.

FROM AL'UMU ALRAAYIEA TO PILGRIM'S END

Leaving the shadows of the Mother behind you the sights of open land fall before you. The sparse woods open up to visions of the sea and its empty horizons, leaving you with a greater sense of loneliness and solidarity.

Traveling. It takes two and a half days to reach Pilgrim's End from Al'umu Alraayiea, rolling on the Northern Norrsate Encounter Table. At the end of the first day one of two events happen. See **From Pilgrim's End to Al'umu Alraatiea** on page 20.

The next day the hunters can continue to **Pilgrim's End**.

PILGRIM'S END

Pilgrim's End is an old norman village abandoned during the exodus to conquer new lands. It is currently being occupied by a clutch of dromant. The party will reach the outskirts by late afternoon where they are stopped by two dromants who appear much larger than any the hunters have met before. The dromant will motion for the party to hand over their weapons. If the party refuses the warriors will bar entry into the town. If the party fight the warriors, they enter **Track 2: Aggression**.

Hunters who have turned over their weapons are then asked to follow the warriors to a large central building. This is **Track 1: Peace**.

TRACK 1: PEACE

As you travel down the ancient streets you pass by failing Norman structures held together by large mounds of hive-mud. You see what would be scenes of normal norman life such as chopping wood and tanning leathers, but with uncertain dromant forms who look and chitter with themselves as you pass. You make your way to the largest building and what may have once been the town's lodge. The two warriors who lead you open the doors and usher you inside. The room is warm and damp in direct contrast with the cool and crisp autumnal air outside. A long table runs the length of the room, with a dromant clad in fine furs stands at the far side beside an ornate chair. It leers at you as you are motioned by the warriors to sit down.

Once the party is seated a large dromant dressed in the finest norman clothing and furs emerges from the far side of the lodge and sits at the head of the table with help of

her consort who then stands beside her. From his satchel the consort retrieves a fist-sized orb and hands it to the well dressed dromant who holds it in her two small hands. With her other two hands she extends them to the party members sitting nearest to her for them to take in theirs. If the party doesn't get it, the consort will make a ring with all four of his hands. Once those present form a ring with their hands, words will begin to enter into the hunters' minds. The hunters can't speak with their thoughts and will need to speak verbally.

Princess Sekai, The Pilgrim

Age 6 Race. Dromant Female
Fleeing from something entirely unspeakable, Princess Sekai and her clutch arrived on the Topside two years ago and have since then slowly began to rebuild the small village they have taken. Her mind-voice is filled with the poise and grace one might expect from Human royalty, but without the shadows of venom or ruthlessness. She simply wishes her clutch to thrive, but fears she may not be able to do so without the Deep Mother's permission or guidance.

Consort Kikwe, The Lantern

Age: 4 Race: Dromant Male
Consorts are both a Princess' closest guards and lovers. When a Princess rises to Queen, it is their job to ensure the safety of their spawn as well. Kikwe himself is incredibly protective of Sekai, and gained his name for leading his people to the safety of Topside.

Princess Sekai will welcome the hunters to her village and ask what is it that has brought the hunters to her village. If her own curiosity of their travels and desires is satisfied she will attempt to answer any questions the hunters have.

Questioning Sekai - Though entirely willing to explain dromant history, Sekai knows very little about it. She explains that emerging from the Underside was like escaping a fog where all her memories were kept. All she knows is that they were to escape to the Topside. If the hunters show Sekai a Source Stone she will exclaim that the stones are actually made of pure element, refined and consolidated from dream energy. Creatures made of such energy are common in the Underside, such as Devils and Angels. They also hold considerable Ego and almost seem to etch a depression in the Weave wherever they are. Something will click in the Princess' mind and the hunters' hear something echo in their own heads. Mumbling and circles of thought race around the idea of interference in something called the "Maternal Link." Sekai will snap out of her thoughts and her antenna will "smile." She will mention that she may be able to help and that the hunters should investigate something for her. Sekai has a link between her and what she refers to as "The Deep Queen," the mother of all Dromant. She knows that communication is meant to be able to travel over the

link, but since arriving in Topside Sekai has not been able to receive any further instruction nor authorization to become a queen herself. Without any such authorization she may not brood and within a decade her clutch will die. To her this is unacceptable. The interference is coming from a location along the Pilgrims' Path, which was the route the dromant made in their pilgrimage from the Underside. She believes that a strong enough Ego, such as might be in another Source Stone, would be able to disrupt the communication. She would send a team herself, but that would go against her last instructions.

If the hunters are willing to help Sekai will ask for the "leader" of the party and hand them the *Lifeless One* she held earlier saying that it will help track the interference. Should the party wish to stay the night before heading down the Pilgrims' Path Sekai will mention to one of the warriors to lead you to an abandoned building on the outskirts of town, although she will warn them to stay inside the whole night and ask that they ensure the doors are locked. If asked why, she will remind the hunters that they are creatures of Dream, and may be attracted to a sleeping creatures' thoughts. "It is for both our safety you do this."
The hunters may then head **Down the Pilgrims' Path** immediately or wait until the morning.

TRACK 2: AGGRESSION

Squirming from the dilapidated norman buildings covered in hive mud come other bug-men armed with knife and spear. The two warriors stare with dead, refractive eyes. You can almost hear the words "If you wish a fight, then that is what you will get!" echoing through the back of your mind.

Party	Encounter
3	2 Dromant Warriors
4	2 Dromant Warriors + 2 Hunters
5	2 Dromant Warriors + 2 Hunters + 1 Seer
6	2 Dromant Warriors + 4 Hunters + 1 Seer

Tactics. Dromant Warriors will attempt to keep melee party members at bay while Hunters harry spell-casters from a distance with their javelins. Seers will attempt to keep Warriors alive with healing and buffs.
Postliminary. Covered in bug-man blood, the hunters will soon find themselves out-numbered and surrounded by the dromants with only one way of escape. If a *Whispered* or *Broken* is in the party they will hear a voice beckoning them down a safe path. "This way." Traveling that way any tactically minded hunter will notice a small cave entrance in the hills behind the town which would be more

defensible. Players may roll an Insight (DC 14) to notice that the dromant are actually attempting to herd the hunters to the cave, but there doesn't seem to be any other option.

The hunters now head **Down the Pilgrims' Path**.

Shaped by Thought. As creatures of the Underside, dromant are very well connected to the thoughts and feelings of waking minds. It is because of this that they are directly affected by other creatures' thoughts. If a norman believes the dromant to be friends, the dromant will act friendly. If a norman sees the dromant as a threat, the dromant becomes a threat. They have little control over the thoughts other have and must blend into them.

If a player realizes this, they may attempt to meta-game this philosophy. Let them, as long as it is in good fun. Actively thinking "I heard dromant are good hosts and always provide food for guests" will make dromants attempt to fill in that role and the hunters' bellies. Its up to you as the GM to determine what is or isn't applicable, and perhaps may even lower dromant opinion if too much is asked of them.

DOWN THE PILGRIMS' PATH

The old constructions of an abandoned mine shaft quickly give way to the natural hard stone caverns leading deeper and deeper underground. Every ten or twenty feet is marked with a strange stone pylon marking the original ways of the Pilgrim's Path. The air is cold and damp favoring lichens and mushrooms that clutch at the walls. You have no doubt that these tunnels stretch all the way to the Underside.

Track 1. The small orb given to the party will react to the interference like a compass, guiding the hunters down the right paths by glowing and producing the strangest of noises (your players would most recognize it like the tuning of a radio).

Track 2. The hunters *have* begun to travel down the Path, regardless if they said they did or not. *Broken* and *Whispered* will be drawn like moths to a flame to a beckoning voice downwards, while any others will have done so subconsciously. Once they realized what they've done, the hunters will realized they have already made significant headway into the tunnels. Even those that attempt to climb their way back out of the tunnels will find that they are still managing to go deeper.

SKILL MONTAGE: NAVIGATING THE PATH

This Skill Montage has two phases.

Phase 1

Round 1 and 2 Goals: Avoiding Trouble, Maintaining Morale, Reading the Orb or Keeping on the Path.

Round 1 DC: 11 with a ± 2 variance.

Round 2 DC: 13 with a ± 2 variance.

After traveling down the Path for what feels like hours, have the players make Perception or Nature checks. A Nature check (DC 14) will note that the path the hunters are currently on looks as though it was carved by a very large creature, while a Perception check (DC 16) will detect a subtle rumbling throughout the cave. If the players guess that something terrible is coming their way, reduce all DCs of Phase 2 by 2.

Uncertain why you didn't realize it sooner, but the round, smooth cave you travel through now has become increasingly warm and the sound of a thousand hooves echoes in the distance. Whatever is coming is coming fast!

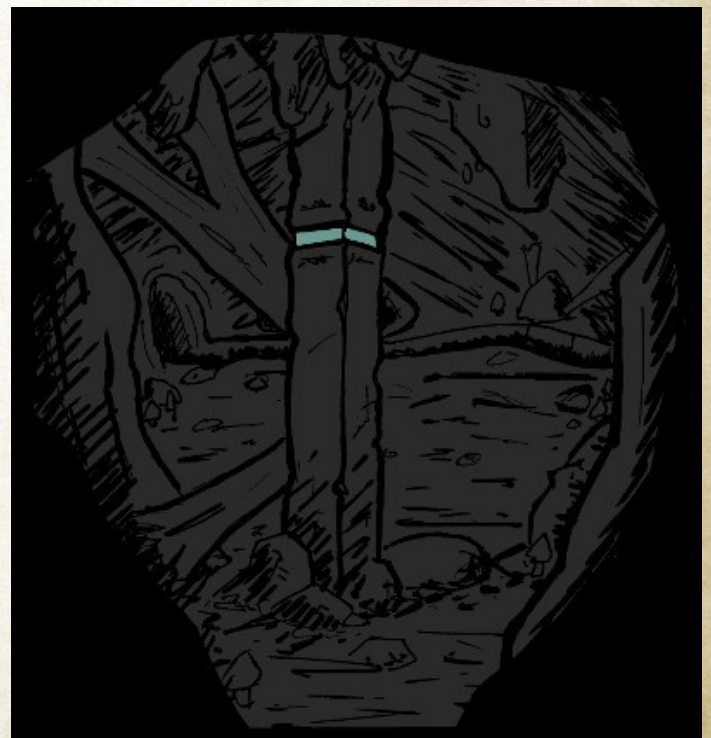
Phase 2 (Usable skills reset on a Phase change)

Round 3: Escape the Remorhaz!

Round 3 DC: 14 with a ± 4 variance.

Should the hunters wish to fight the Remorhaz instead, it is an adult Remorhaz. They shouldn't want to fight it, but mistakes *should* always be an option.

Results. If the party has more failures than the number of party members they each lose 1 Hit Dice in a number of



close calls, either by dangerous elements of the caves or the Remorhaz. They will also start the next encounter in a disadvantageous position.

If the party has more failures than twice the number of party members they also gain a level of exhaustion.

Postliminary. Certain that the party has escaped the Remorhaz, they now find themselves in a strange tunnel.

COMBAT ENCOUNTER: DROMANT FORWARD CAMP

The air of the Path has become warm and sticky, much like the membranes that now stretch in patches across the walls. The familiar sound of dromant chittering surrounds you, almost laughing in their approach.

Party	Encounter
3	1 Dromant Warrior + 1 Ankheg + 2 Dromant Hunters
4	2 Dromant Warrior + 1 Ankheg + 2 Dromant Hunters
5	2 Dromant Warriors + + 2 Ankheg 2 Dromant Hunters
6	2 Dromant Warriors + + 2 Ankheg 4 Dromant Hunters

Tactics. Depending on how well the party did in the Skill Montage, they will either end up on the left side of the map, or in the center. Regardless, Dromants will always attempt to surround their quarry (using the secret tunnels when applicable) while attempting to weaken single targets for the Ankheg to steal away into a burrow to feed. There are secret tunnels in this zone. If a player suspects a secret tunnel, ask them to make a Perception check at the beginning of their turn. If they roll above a 12 then they find it, but it takes an action to do so. If they roll above a 17 then they find it quickly and it doesn't take an action. If a hunter sees a creature use a passage then they have advantage on this check.

Postliminary. The dromants themselves do not carry much in the way of goods or valuables and reek of ozone as their internals begin to dissolve into the air. If any hunters investigate the small camp they will find a days' worth of ration equal to the size of the party (mostly insectoid foods) and some hardened carapaces that may be useful to an armorer. With 16 hours of work or 8 RP, these carapaces can be used to upgrade a set of chain mail into splint mail. After investigating the camp, the hunters may move on through the next set of caverns.

ENCOUNTER: THE LOST PRINCESS

The warmth and hum of the walls reminds you of an incredibly angry beehive as you further travel down the Pilgrim's Path. Something scratches at the back of your mind, making your eyes twitch left and right into the shadows, searching...

Either a Whispered or a Broken will understand that they are close, and that the source of some disturbance is nearby. It whispers to them, telling them to stay. As they continue to travel they will come across a very normal door.

A door stands before the party. Its familiar, norman construction seems to betray the otherwise cavernous location. Opening the door the hunters are met with a bright, warm light and the smells of carefully roasted meats. Inside are the cheers of happy normans singing and dancing. Seeing the door open these revelers cheer for the hunters to enter.

The setting around the party is a thick and carefully crafted illusion, filled with people and things from the party's memories. To see through the illusion a member of the party must choose to and succeed at a DC 12 Intelligence saving throw. If a hunter has succeeded at this save they can grant advantage to another hunter as an action. Nothing prevents the hunters from being incredibly suspicious however. Attempting to leave out the door will see the party back in an illusionary Hostadd. While in this state, through use of *Mystifying Allure* and *Suggestion* a disguised Sanaa the Opulent will attempt to separate a member of the party either with promise of food, drugs or love. Anything consumed during this party is likely maggots and writhing brood-flesh. While the illusion is in effect on the hunter they feel no illness, but after they dispel the illusion if anything was consumed a hunter must make a DC 14 Constitution saving throw or be Poisoned for a minute or until they succeed at a saving throw at the end of their turn.

Once Sanaa has separated a member of the party or the party shakes the illusion, the encounter starts.

Party	Encounter
3	1 Dromant Princess (Sanaa) + 1 Dromant Warrior
4	1 Dromant Princess (Sanaa) + 2 Dromant Warriors
5	1 Dromant Princess (Sanaa) + 2 Dromant Warriors + 1 Dromant Seer
6	1 Dromant Princess (Sanaa) + 2 Dromant Warriors+ 2 Dromant Seer

Tactics. Warriors and Hunters stay out of sight while the Dromant Queen attempts to draw a hunter away from the rest with her *Mystifying Alure*. Keep any damage done by this ability secret until the combat starts. Once alone (of after combat has initiated) she will then attempt to use *Crown of Madness* on the hunter, where-then she will make them attack their friends. Once fighting has begun, the queen remains out of sight puppeteering while the warriors and hunters begin to pick off weak party members. Once her guards are gone, she will continue to attempt to stay out of range of attacks, but once cornered will attempt to rip them apart with her melee attacks. There are secret tunnels in this zone. If a player suspects a secret tunnel, ask them to make a Perception check at the beginning of their turn. If they roll above a 13 then they find it, but it takes an action to do so. If they roll above a 18 then they find it quickly and it doesn't take an action. If a hunter sees a creature use a passage then they have advantage on this check.

Mind Control isn't fun. Typically. Really play into the thoughts and feelings of a controlled hunter and give reasons for them to fight against their friends. Play on past arguments and petty disagreements. And if you can trust your players to role play, let them keep control of their actions and who they attack.

Postliminary. Though the princess now lies silent, something still claws at the hunters' minds. If a Whispered or a Broken are in the party they must make a DC 14 Charisma check or be compelled to break open the Sanaa's chest cavity and remove a small rose quartz from within. This stone is *Heart* (see Appendix A).

Track 1. The *Lifeless One* will still give off interference, a message becoming clearer as it approaches Sanaa's corpse. It speaks of how they are on the path to failure and that the only way out of the pit dug for them is to take the stone and use it against the one who gave it to her. This will continue until the party has retrieved *Heart* from

within the princess. Once they have the stone in their possession the *Lifeless One* will go silent.

Track 2. Choose a party member (Preferably the *Broken*, *Whispered*, or the the member with the highest Ego). To that hunter Sanaa will continue to talk, speaking of how they are on the path to failure and that the only way out of the pit dug for them is to take the stone and use it against the one who gave it to them. She will continue to mock and laugh until the hunter breaks open their head and take *Heart*. If the party attempts to leave before doing this, the hunter will find they cannot leave more than 30ft without making a DC 16 Charisma saving throw.

With the adrenaline dropping from their systems the hunters will feel compelled to rest. Despite the drudgery of their surroundings, they will feel calm, peaceful and happy. If the players take a short rest here, have everyone make a Charisma check at the end of the rest. The player with the highest check will notice a small black creature latched onto the neck of one of their companions, only to realize there is one attached to everyone including themselves. They have one turn to act. The inky black jellyfish can be ripped off as an action, dealing 1d6 necrotic damage to attached creature. Every round a creature must make a Charisma saving throw (DC 14) at the beginning of their turn or be paralyzed in happiness. Once peeled off the jellyfish will wither into a dried wafer. Once everyone has been cleared of the jellyfish threat, they will begin to hear soft, gentle sounds from below calling to them to stay. If they wish to explore for the noise, more of the black jellyfish will float through the passages.

Otherwise, returning to the surface can be done without incident. The lingering dromant and other denizens of the Path scurry away as you approach.

Track 1. Even the dromant of Pilgrims' End give way to the hunters' passage until they reach the princess' lodge. After discussing the events Sekai will thank the hunters. As it is late, Sekai will ask you to stay the night again. In the morning she will present the party with three mementos found in the village (a hemp doll, a wedding band and a small woodcarving) in addition to a hand-carved pendant. The princess states that the pendant proves the bond between them, and should they ever need to call upon the dromant again, that wearing it will grant them safe passage in their hunting grounds.

Track 2. Even once you reach the surface the dromants of the village scuttle away at your passing, save for one who stands atop a building looking determined at you. He tosses the party a small hemp sack and points south. If the hunters do not act initially, he will point harder and words will form into their minds. "With thanks, but never return." Inside the hemp sack are three mementos (a hemp doll, a wedding band and a small woodcarving).

THE MOTHER TREE

"The Glorious Mother! Such a sight it could only be called. So tall that it tickles the clouds, so far reaching that its roots can be seen to nearly crack at the foothills of the Devil's Seat itself. But 'Mother?' I once had the privilege of staying in the zahr camps, wounded during the Chimera attacks. It was a chance most Normans do not get. I asked about the large fruits hanging from the Tree's great branches, and what they taste like. I was expecting brevity. What I received was a look of confusion. 'Those are our children, to be born this summer.' I thought it was a jest at my naivety, but I had witnessed one such birth in a grand summer ceremony. I hobbled along on a crutch. And it was true! The fruits were carefully removed from their branches and brought to a stage built at the roots. They were carefully cut open and inside were children of what looked to be a winters' passing. The webbing and juices stuck to them as the confused children were pulled out. Their fruits were juiced to quell their crying. The crowd cheered and the babe was presented to a crying couple dressed in their finest silks and bobbles, holding the child carefully in their arms. They were named 'Samara, she who would protect.' As the babe was soothed and carried back into the crowd, the music once again rose and another fruit was carried onto stage and prepared for another 'birthing.' It is no wonder these people are so protective of their forests. If a stranger walked into the home of my mother, I would also meet them with my axe at the ready." - Olaf Second-Shield

FROM PILGRIM'S END TO AL'UMU ALRAAYIEA

Traveling through the sparse plains of northern Norrsate, you can spot the thick tree-line over the horizon. Their leaves attempt to hold off the colors of autumn as fading green pockets are seen amongst the yellows. Even higher towards the sky, the great tree of the safar holds its place, its impressiveness amplified by knowing it would be a couple days before you would encounter its trunk. A large shadow seems to leave the tree's branches towards the south.

Traveling. It takes two and half days to reach Al'umu Alraayiea from Pilgrim's End, rolling on the Northern Norrsate Encounter Table. At the end of the first day one of two events happen.

Seeker's Lament. If one of the party members is a seeker, they will feel a strange pulling sensation towards the north. It is not a physical sensation. While not safe to travel around at night, the presence of a nearby stream would make this location good to stay the night. During the seeker's trance, they must make a DC 12 Charisma check or unconsciously begin heading north. If a party



member is awake, they can stop or follow them. If they resist or they are stopped, the seeker will know that there is something important to the north that they must find out about.

If let to leave the camp, the seeker will continue until they reach a cliff overlooking the shore. A large, strangely shaped shadow rests in the waters. When the seeker's trance ends, it is dawn and they can see what the object is. Below them on the shore is the remains of a safar skyship. Should the party wish to investigate it, they can spend a couple hours and discover that there is no way inside, and any doors that do exist do not work, nor can be opened with any amount of force. Something still calls for them inside, but there's nothing they can do about it currently. As the party begins to leave, the seeker will accidentally trip over a small crystalline object. A quick DC 13 Arcana check will reveal it to be an ancient safar song-stone, and with some time devoted to it may reveal how to get inside the skyship.

Meeting the Seeker. If the party does not have a seeker, then on the dusk hours of the trip, just as the hunters are about to cross a stream they will hear a strange sound to the north. A DC 12 Perception check can determine that it sounds like several different instruments all being played at the same time, though like no instrument they've heard in Hostadd. If there is a safar in the party, they may recognize them as a Qanun, a Mizmar and a Sintir, though the quality of their sound seems incorrect for some reason.

Approaching the sound (no Stealth required) the party can find a single person in fine silks sitting at a glowing campfire playing a stringed instrument to a crystal, which responds with its own music. If the party waits long enough, the music will end and the rafe will sigh, grab their crossbow and shout "who's there? If you've wit,

“speak up or leave!” If the party attempts to move closer without responding, the rafe will fire a bolt in their direction and warn them again. If the hunters respond, the rafe is overjoyed and welcomes the guests to join him.

Isidoro DeNaratat, the Seeker

Age. 29 Race. Rafe Male

A young man who has traveled to Norrsate in search of the *Maestro's Last Song*, a ballad said to unravel some of the ancient Namudhaj's most powerful magics and allowing them to travel deeper into their own histories. As a musician Isidoro misses the companionship he had before receiving the persistent call of his new-found seeker's task.

As the hunters settle into the camp, Isidoro will remark that he is glad to have some company and asks if anyone is proficient in musical instruments. If asked why, he will say that he is attempting to decrypt a song-stone, and to do so he needs three musical instruments to be played at once, something he has attempted to do with a recording-stone to little effect. He has three instruments available to be used: a flute (Mizmar), and two stringed instruments (Qanun and Sintir). If the party has proficiency with Flutes or the Lyre, Lute or similar stringed instrument, they may assist Isidoro and make a DC 12 Intelligence or Charisma check to imitate him and then play along. He will allow for three tries before giving up and just enjoying the company.

In the morning Isidoro wishes to show the party why he's working on the stone, and brings them to a cliff overlooking the shore. Below is the remains of a safar skyship. He claims the stone will allow him access if he can finish decryption it, and thanks the hunters for their part if they succeeded the night before.

If the party asks Isidoro anything about the zahr to the east, he will mention that he does his best not to interact with them since they generally don't approve of his "fascination" with the past. The party may then continue on their journey east.

If the party asks Isidoro anything about the dromant to the east, he will mention that he does his best not to interact with them, based on the stories he'd heard of them being dangerous.

FROM HOSTADD TO AL'UMU ALRAAYIEA

Even from the edge of town, the "Glorious Mother" can be seen just between the foothills of the Devil's Throne. The green leaves of the northern forests continue to hold onto their summer color despite the chill of autumnal wind.

Travel. Traveling to Al'umu Alraayiea from Hostadd will take three days: the first in Southern Norrsate, one in the Bruten Karr and the third in Northern Norrsate. On the third day of travel the party would see a large shadow leave from the branches of the tree, heading west.

A WARM RECEPTION

You are uncertain if it's the thickness of the forest or some magical protection, but the northern forests at the foot of the zahr tree seem warmer, almost as if the chilly northern winds have been stopped completely. The world around you buzzes with life and energy as birds chirp, rabbits scurry and flowers bloom.

Make a secret Stealth check with a +5 bonus. If any of the party's Passive Perception beat the roll they will hear something in the trees almost like speech. If the party calls out to the noises, the zahr are impressed and the party will start the next skill challenge with one success. If not, in time a stern voice will call out to the party from some hidden location. "What reason brings you here?" Regardless of the party's response the voice will mention that "your matter does not concern them" and that they should leave.

If the party insists on entering, they will have to convince the zahr to let them enter and may start the **Skill Challenge: Show of Worth**. If the party wishes to enter by force, they will begin the **Combat Encounter: Show of Force**. If the party believes they can sneak in, they will need to enter the **Skill Montage: Show of Skill**.

Rashid deMijad, the Master Gardener

Age. 52 Race. Zahr Male

Rashid has worked the borders of the territory long enough to know that any amount of carelessness can get you killed. He is direct in conversation but willing to adapt to a situation when a new opportunity arises. His dedication to defending their people has earned him much respect in the community, although the pressure of the wyvern nesting in the Glorious Mother makes him anxious and uncertain of himself.

Samara deMijad, the Sunblade

Age. 24 Race. Zahr Female

Daughter of Rashid, Samara appears to be everything her father is not. She is quick to act, preferring conflict over patience. She thinks that if the zahr were to band together they could be done with the wyvern threat, even if such a thing would risk her own child on the branches of the Tree.

SKILL CHALLENGE: SHOW OF WORTH

This challenge involves the hunters explaining why they need audience with the zahr, and why they deserve such an honor. The party have 10 checks they may make and must succeed in the following areas (Independent Tests). *Convincing* [2]: Deception (DC14) or Persuasion (DC13) *Boasting* [2]: Athletics (DC12), Intimidation (DC12), or Performance (DC12)

Understanding [2]: History (DC12) or Nature (DC12)

Zahr in the party. If there is a zahr in the party, they reduce the DCs of the *Convincing* stage by 2, unless that zahr is considered an exile. If they are an exile then increase the DCs by 2.

In addition, they would know about the pair of Wyverns that currently have taken their nest in the branches of Al'umu Alraatiea, but are forbidden to discuss about such things. Any mention of wyverns within earshot of non-zahr will increase the DC of this challenge by 2.

If the party is successful Rashid will still look unconvinced. Samara steps forth and calls for the archers in the trees to stand down before turning to her father. They whisper to each other ("They could help." "We do not need help. Help is what will get us killed.") before she steps closer to the hunters. "You speak of strange stones that grant powers. It is best we consult the Speaker." Rashid will scoff at this mention and Samara will glare back at him. "You laugh, but do not stop me." Rashid will glare back at this statement. "I would see how this plays out, so you may learn from mistakes." The two zahr will then direct the hunters to their camp. The feeling of being watched never leaves and the branches of the trees overhead lightly shake with activity. They may move onto the **Zahr Camp**.

If the party fails to convince them, they will either need to fight their way in (see **Combat Encounter: Show of Force**) or sneak in (see **Skill Montage: Show of Skill**).

COMBAT ENCOUNTER - SHOW OF FORCE

The aged zahr sees the change in your stance as aggression takes over you. His daughter next to him nods in silence and draws her bow. The trees themselves seem to shutter in excitement at the thought of treating their roots to norman blood.

Party	Encounter
3	Rashid + Samara + 2 Zahr Hunters
4	Rashid + Samara + 2 Zahr Hunters + 1 Zahr Moonblade
5	Rashid + Samara + 2 Zahr Hunters + 2 Zahr Moonblade
6	Rashid + Samara + 4 Zahr Hunters + 2 Zahr Moonblade

Goals. Ask your players what their goal in this fight is. Are they simply trying to fight through them, or are they attempting to kill them? The zahr will meet in kind and only kill if they sense murder from their opponents. If the party does not intend to kill they do not need to make saving throws if dropped to 0 HP, but they are considered

paralyzed for 1 minute.

Tactics. Rashid is a protector and will stand by Samara's side unless another ally is below half health and engaged with a melee attacker. Samara prefers to shoot as many arrows as possible while Hunters move in and strike from their perches in the trees using *Entangling Shot* to keep them at bay. Moonblades attempt to keep the attention of melee combatants and keep them away from ranged allies using *moonkick* and grappling their targets.

Postliminary. Regardless if the hunters killed the zahr or not, at this point they will see a glimmering creature up in the sky as the sun begins to set. They can see the wind warping around it's crystal embedded hide as it flies to one of the branches of the largest tree (nearly as large as the smallest mountain on the island). Ask the party what they wish to do. If they wish to go after the creature, proceed to **At the Foot of Al'umu Alraayiea**.

If the zahr were killed, they will be unwilling to help the party in any circumstance and send hunting parties out looking for them (which may happen at the GMs discretion).

If the hunters fought the zahr without intent to kill and they lose, instead move to **Zahr Camp - Captured**.

SKILL MONTAGE: SHOW OF SKILL

As the blues of the sky burn from orange to black you make your way through the northern forests, knowing full well that something looks for you behind every bush and in every tree. It is almost as if the forest knows you are there, and it speaks to its gardeners to remove you from its soil.

This Skill Montage has two phases.

Phase 1

Round 1 and 2 Goals: Avoiding being seen, Speed, Traversing the Forest.

Round 1 DC: 12 with a ± 2 variance.

Round 2 DC: 14 with a ± 2 variance.

The sun set and nothing but the stars littering the sky, a large, shadowy silhouette looms over you. Even in the dark the "Glorious Mother" has a majestic quality to it. At the tree's base there is a small village who's strings of paper lanterns light the nearly empty streets.

After sneaking through the dark forest for some time, ask your players where it is they are trying to go. If they are heading for the Tree, increase the DCs for the next phase by 2. If they are heading a small zahr village at the base of the tree there are no changes. If they wish to leave realizing what they're doing is silly, they can simply leave without further checks.

Phase 2

Round 3 and 4 goals: Entering the village without being seen, finding information about the residents or the Source Stones, proving yourself.

Round 1 DC: 14 with a ± 2 variance.

Round 2 DC: 14 with a ± 4 variance.

To the zahr actions are always more powerful than words. "Proving Yourself" may be any number of achievements such as climbing the tallest buildings in town and shouting for the guard to chase them, evading arrest with prowess in non-lethal battle or by leaving a freshly killed rabbit cooking on the campfire in the middle of town. It is a good excuse to find out what each player thinks their character would find "impressive."

Failure. If the hunters fail a number of times equal to the party count the zahr hunters catch onto their doings and begin tracking the party. After three more failures they will have cornered the party into a trap and/or fired poisoned arrows at them which makes them grow drowse until they stumble to the ground. When the party awakes they will be trapped in an exterior wooden cage late at night. Several zahr with spears notice the awakening hunters and watch them with curious eyes. Move on to the **Zahr Camp - Captured** section.

Success. The party will have gained the attention of or found by themselves the zahr Speaker. The Speaker will ask for an audience of the hunters where they may speak. Move on to the **Zahr Camp** section.

ZAHR CAMP

The zahr village is constructed from roots and stones, large, colorful blankets and hides stretching across gaps and used for awnings. The roots that make up the streets are lit by small paper lanterns hanging on strings. And despite the sounds of music and idle chatter from inside the small buildings, the streets themselves are empty.

The party is directed (either by Samara or another gardener in town) to the small home of the Speaker.

Speaker of the Stars, servant of the Glorious Mother

Age. 13 **Race.** Zahr **Unknown**

In many ways, the zahr of Norrsate share traditions with the people of Hostadd. Whether this was by proximity or shared history both peoples share the privilege of having a Speaker. It is they who interpret the will of the gods. In the case of a zahr their words also spring from their Mother Tree. The Speaker is Her voice and Her will. Until the arrival of the hunters, their only message from the tree was a quiet silence, like one might get from acceptance of facts. But the party from Hostadd change that. The current Speaker only recently achieved their rank due to an untimely and unexpected passing of their elder at the hands of a quick sickness.

Both name and gender are unknown of the Speaker, for they give up their self to become more attuned to their Mother.

The Speaker's home is lightly furnished and covered in all manner of rugs and tapestries, each woven with pictographs depicting stories that look familiar. The Speaker sits upon a large pillow puffing at a pipe. A colorful headscarf covers most of their face, and then they see you enter their home, their eyes spark with interest and hope.

The Speaker will ask them to join them, motioning to a series of pillows scattered around the room. Regardless if Samara and Rashid were with the party before, they now join the room standing near the door. The Speaker will ask the hunters as to their purpose. If the Source Stones are ever mentioned the Speaker will nod and whisper to themselves in Safaer "Hmm. Yes, of course." After explaining themselves, the Speaker will ask if the hunters have any questions.

Questioning the Speaker. The Speaker is willing to give most information it knows freely, though is guarded about any information regarding the Wyvern until after the party has agreed to help them. If asked about the stones they will mention that it is a thing of power and presence, built from the wants and needs of a people to change fate. As such, the Speaker believes they were once pieces of an Undersider, one that would have been powerful enough to maintain its form for however long the Stones have been manifest without a host. They will warn the members who have stones that the Stones will change them, physically or mentally, and should be used with some caution. That said, each Stone could have its powers increased, with the right reagents. If there are any ritualists in the party, the Speaker can tell them how to infuse stones with Momentos to increase their power.

If asked about the Glorious Mother, the Speaker will gladly tell them about Her. They will speak of how it is the Mother who is their light and guidance in a world of changing, life and death. She is their immortal blessing who sees fit to protect them from the harshest of northern winters and provides them in their most dire moments. Samara will speak up and clarify that the Tree is their Mother in that She literally gives birth to the zahr. The Speaker will nod and say that the zahr are born from the fruit of Her branches. It is for that reason they are so protective of Her. Samara will scoff and mutter something about a wyvern in safaer under her breath. If the hunters ask about a wyvern, the Speaker will simply shake their head and say "not yet."

Once the party has no more questions, the Speaker will say that they have more to say, but cannot speak without knowing the hunters' worth in a fight. "I will give you some

time. At midnight, you will be called upon in witness of the Lady and the Maiden to test your strength." The party will then be excused and given a nearly empty room to prepare. Samara will join them at some point and say to the party "I have high hopes for you, strangers." She will then explain what the party is about to take place; the hunters are to fight for the honor of being accepted into their confidence. It is not an uncommon ceremony for estranged rafae or escaped mayatayns to be entered into their fold, but is only even being considered for the people of Hostadd by virtue of the Source Stones they carry. She may ask blunt personal questions of the party (relevant things, a chance for players to explore their characters a bit). Once satisfied she will mention that death is not intended here. If a member of either side of the fight is unconscious for longer than five seconds (one round) they will be pulled to the sidelines to be mended. "But don't let that lull you into a false sense of security." Then she will leave. Once midnight arrives, the party will be directed to the **Zahr Theater**.

ZAHR CAMP - CAPTURED

Your vision blurry and every sound like nails in your ears you begin to awake with arms and legs dangling from the raised wooden cage you find yourself in. Several zahr guards wait below you with bow and spear. A young zahr notices you wake and approaches the imprisoned party.

Have the party roll a Constitution saving throw. The highest to roll is the first to awaken. Samara will approach that person and ask them "what makes you so desperate to enter our lands?"

If answered satisfactorily Samara will find the hunter with either *Clay* or *Tear* infused in them and mention that such things are the only reason the zahr didn't leave you at the edge of the forest and the mercy of the gods.

The guards with Samara will mumble things in Safaer about how they should have just left them, or that Samara is crazy for trusting outsiders. Samara will glare at them before returning her gaze to the party. She will tell them that if they wish their freedom that they will need to prove themselves. Then, if they wish, they are free to go.

However, she believes that if the hunters are looking for more Stones, she may know the location of one, and that the party should talk to the Speaker about how to go about "retrieving" it. If the party tries to ask any questions Samara will do her best to answer them.

Questioning Samara. Samara is unwilling to part with any important information. She knows little about the "Source Stones," and only mentions that she thinks she may have seen that sort of "change" before. She is unwilling to let the party know where at this time. If the party asks why she is helping, she answers that she is hoping that they can help her in return. It is to this affect that she has "sponsored" the party.

Just before midnight, the hunters will be relieved from their cages and directed to the **Zahr Theater**. If the hunters wish to escape, they will need to make three consecutive DC 16 skill checks. If they are successful they can leave the zahr forest. If they fail their first attempt, they are simply brought back immediately. If they are not successful on their second or third roll, zahr gardeners will capture them and the hunter is not seen for the rest of this adventure as they have been branded and exiled from the forest (see "Exiled" below).

ZAHR THEATER

Leaving the roots of the village you are taken to a small opening in the trees. The sounds of music are playing and there is mixture of merriment and grimness that unsettles your skin like a cool breeze. As you are directed to the far side of the clearing and under a dead tree with hanging paper lanterns, you notice the strange mural at your feet of a sun. A stage is set up on the south of the clearing where musicians play and a zahr stands and begins speaking to the crowd hidden in the shadows of the trees. "Who sponsors these outsiders, that they may be given freedom in our lands?"

Samara moves forward, wearing a brightly colored sash around her. She removes a knife from its sheath and cuts her hand before moving to wipe some of the blood onto your faces. As she applies it she whispers "Don't mess this up."

Samara will hand everyone a cut gourd filled with a strange, warm and sweet liquid and instructs the party to drink from it.

Both combats in the Zahr Theater use the *Crowd Disposition* rules from Book 2 (part 1).

If the hunters were not captured the move to **Combat Encounter - Zahr Honorguard** and begin with 2 CD. If they were captured, their first encounter is **Combat Encounter - Guardian** with 0 CD.

COMBAT ENCOUNTER - ZAHR HONORGUARD

From the shadows of the trees enter a band of zahr dressed in ornate sashes covered in disks that sparkle in the lantern light. Their spears and curved swords mark them more than simple performers, though it is obvious by their movements that there is certainly a performance element to their actions.

Party	Encounter
3	2 Zahr Moonblade + 1 Zahr Gardener
4	2 Zahr Moonblade + 2 Zahr Gardeners
5	3 Zahr Moonblade + 2 Zahr Gardener
6	3 Zahr Moonblade + 2 Zahr Gardener + 2 Zahr Hunters

Tactics. The Honorguard start the encounter with 4 CD. Moonblades attempt to keep enemies away from the Hunters who attempt to restrain their enemies with *ensnaring strikes*. Moonblades also receive the ability to make a Performance check as part of their attack once per encounter. Gardeners prefer to use Faerie Fire or Moonbeam at the beginning of combat, but do not shy from melee combat with their *flameblades*. If both the attack and skill check are successful, their team's CD increases by 2 instead of 1. Hunters prefer to stay back and fire arrows at ranged enemies.

Postliminary. If this is their first encounter, the hunters are given a moment to rest before their next encounter. The same warm, sweet drink before the battle is given to them, which allows the hunters the ability to take a short rest in ten minutes time. If the party has not already done so, once they are rested the hunters are instructed that they will then need to fight a spirit of the Mother Tree itself Move onto **Combat Encounter - The Guardian** with half of their remaining CD. Otherwise they move onto **Guests of the Zahr**.

COMBAT ENCOUNTER - THE GUARDIAN

The music climaxes and immediately stops as the young Speaker approaches. Their robes and sashes are covered in silver-stitched symbols of stars and moons. As they speak, the forest grows still around you and even the flickering of lanterns grows quiet. "The blood spilled onto this earth nourishes our Mother, who in turn nourishes us. To gain Her acceptance you must first give yourself to Her. It is not with any meanness She acts, but judgment of your worth." With that, the Speaker clacks the bottom of their staff onto the stone below them and a mist rushes from behind them and solidifies into a beast-like creation.

Party	Encounter
3-4	1 Wasi
5-6	1 Two-headed Wasi

Tactics. Because of its *Ethereal* quality the Wasi attempts to move between targets, focusing on the lowest HP targets

first until they reach below half health and activate their *Blood Feast* ability before moving on to another target. Once all targets have been activated, the Wasi attempts to incapacitate the hunter with the lowest health. When possible it uses its *Mist* to isolate targets. If the Wasi is Two-Headed, they attack targets independently until all targets have been activated. Afterwards they both focus on the same lowest health hunter. The Wasi ignores CD. Hunters who were captured start this encounter with 0 CD. Otherwise, they have half their CD from the previous fight.

Postliminary. Move on to **Guests of the Zahr**.

Exiled. In many cases, failure in a combat results in the death of the party. In the Zahr Theater, that is not what happens. Instead, the unconscious bodies are marked with a special rune, their bodies are tended to (to prevent the need for death saving throws) and are then brought to the edge of the forest. While marked by this rune, a creature cannot willingly enter the forest without making a DC 18 Charisma saving throw. What that means for the adventure, who knows? Will the hunters have to convince a new party to take on the task, or will they come up some other solution?

Although they might not immediately realize it, at some point the party will need to return and complete this task in order to recover *Mote*.

If the party decides on recruiting a new collection of heroes to handle the situation, then when they return have them speak of the fantastic adventure they had and the spoils that the hunters should have received. Some of these new adventurers might have died, but Samara always returns with the new group (even if alone) and begrudgingly assists the hunters if they can help explain the weird, primal magics of the *Mote* that now inflicts her. Her disposition of the party is very low.

They may instead decide to leave and come back to this adventure later, or perhaps attempt to lure the Patriarch out with an easy meal or a strong nexus of wind magic. As always, try and reward clever ideas.

GUESTS OF THE ZAHR

As the din of battle dies you look expectantly to the stage where the Speaker, Rashid and Samara stand speaking to each other in hushed tones. Rashid nods as Samara turns and smiles at the strangers from Hostadd. The Speaker turns and calls out to the cold autumn air. "Those who find these strangers worthy of their freedoms, let yourselves be known!" From the shadows of the forest zahr move to greet you in the Theater with smiles and cheers. As the theater fills, the zahr move in to touch your arms, hands and face before quickly moving away to allow the next zahr to do so. Almost to quell your worries the Speaker is heard over

the crowd. "These are those who would welcome you into our fold as friends to our cause!" Wine and spicy breads are handed to you through the crowd as the music raises back over the din of celebration.

Ask your players how much they would like their character to enjoy themselves in the celebration, and then have them roll a saving throw based on their choices.

A little. You attempt to enjoy yourself as little as possible while still trying to be polite. Make a DC 10 Charisma saving throw. On a success you feel as though you managed to mingle a little and gain some cultural understanding. You gain Inspiration. On a failure you cannot seem to mingle properly and either are forced into enjoying yourself, or simply sink into darkness.

The proper amount. You follow along with whatever is going on, drinking and eating whatever you are given. Make a DC 12 Constitution saving throw. On a success you feel great the next day, receiving 5 temporary hit points and gain inspiration. On a failure you wake up the next morning with a hangover and gain one level of exhaustion.

In excess. You love a good ceremony and have a great time. Make a DC 15 Constitution saving throw. On a success you managed to hold everything together and really enjoy yourself. Remove all levels of exhaustion, gain 5 temporary hit points and gain inspiration. In addition, the zahr find you to be something of a legendary creature, granting you a +1 bonus to Charisma checks you make while in the camp. In failure you find yourself in a muddy barn covered in your own sick. You gain a level of exhaustion and are considered poisoned until you get a chance to clean yourself up. In addition, the zahr find you a reprehensible creature and have a -1 penalty in all Charisma checks with them.

Postliminary. The hunters will awaken the next day in some quarters set aside for them (except those who failed "In excess," and will have to find the party) and find Samara waiting for them outside practicing her archery. She has with her a small basket of breads, berries and cheeses for the party and suggests they get ready for the day and meet her at the Speaker's home. The party is under no obligation to do so, or do so immediately. Should they wish to walk around the town they may.

THE WINDS OF CHANGE

As the hunters enter the Speaker's home (if the player's have not been here yet, read that flavor text from above) they will welcome them inside to join their self, Samara and Rashid. Once everyone has settled the Speaker will motion to Samara who then looks to the party and asks them bluntly "Would you like to kill a wyvern?"

After the party's initial reaction Rashid will furrow his brow with disappointment at Samara. In this argument Samara would like the party to help her kill a mated pair

of wyverns that has taken residence in the branches of Al'umu Alraayiea. Rashid, however, was present with the speaker when they were told by a strange norman that if they attempted to kill the wyverns that their children would be devoured. Despite Samara having a child in the boughs she thinks that the wyverns pose a threat to them, both by reducing the amount of game in the area as well as a likely raid during the winter. As a father Rashid would never want to tell a waiting family that their child had been eaten because his daughter was a reckless fool. During this argument, the young Speaker will remain quiet. Neither Samara nor Rashid will acknowledge the Speaker's indecision in the matter. They both blame the young one's inexperience.

Questioning the Zahr. If the party asks something along the lines of "why should they help?" Samara will mention that she has seen the patriarch, and how he glistens in the sun. Strange gemstones grow from the creature in an unnatural way, not unlike the hunters themselves. If the hunters wish to hunt the wyverns, Samara mentions that that morning would be their best chance because the patriarch would be out hunting.

If asking for assistance Rashid would refuse, stating that they have been forbidden from climbing the Tree as long as the wyverns are there. Samara, however, is very willing to go and with a simple DC12 Charisma check (with advantage, assuming they come up with a legitimate reason) the party can convince Rashid to let her go. If the hunters wish for the zahr's full assistance, they will need to pass *Independent (3): Charisma (DC14)*, with five checks available. Their arguments should be directed at Rashid or the Speaker. If the party fails, the Speaker will mention that they are unwilling to risk the zahr involvement in case the shadow man returns. If they are successful, the Speaker will instantly hush Rashid with a wave of their hand and state that they will help all they can. Rashid will glare and state "if it is to be so, then I will ensure you the greatest chance." Zahr will attempt to hold the patriarch at bay while the hunters kill its partner.

Otherwise, the hunters may begin preparations for the hunt. If Samara or Rashid know that the hunters have a Wyvernfang Hammer on their person, they will know of the device and offer to make the party with two "anti-venom injectors" before they leave.

AT THE FOOT OF AL'UMU ALRAAYIEA

At the base of the Mother Tree the root-roads collect. At one such place a staircase has been added that works its way up the large tree like switchbacks up a mountain. At the bottom stand two zahr in the colorful dress of an honorguard.

If the party has been granted permission to climb the tree, they will recognize the guards here as members they had fought the night before. They will give the hunter a slight

bow and directions on reaching the wyverns. Fortunately, it sounds like they are on one of the lower branches, and should only be an hour's climb.

If the party has not gone through the traditions at the Theater and spoken to the Speaker the next morning, the two guards will attempt to prevent passage (passive perception 14). In the case of a fight, they are both Zahr Moonblades, and two rounds into the combat a Two-headed Wasi will join the fight gathered from the darkness around them.

Climbing the Tree is quite the task. Have the players make DC 10 Constitution saving throws. On failure they incur one level of exhaustion.

COMBAT ENCOUNTER - THE WYVERNS' NEST

A gentle breeze blows around you as you begin to hear the tenor "hoons" of many young and hungry sounding creatures. The smell of rotten corpses and damp hay begin to fill your nostrils as you poke over the railing of the small observation area at the top of the stairs. A large creature rustles at the end of the thick branches of the Tree, something large and bird-like, covered in scales and feathers but with the tail of a scorpion. This wyvern coos to its hungry children as it scans the horizon.

Party	Encounter
3	1 Wyvern + 2 Wyverns Hatchling
4	1 Wyvern + 3 Wyverns Hatchling
5	1 Wyvern + 4 Wyverns Hatchling
6	1 Wyvern + 5 Wyverns Hatchling

Tactics. The wyvern will attempt to head off any number of hunters and try and isolate one so that the adolescents might feed. Hatchlings prefer to attempt to poison their target, attack them and then eat them alive.

If the party did not receive help from the zahr then the Windsinger Patriarch will join the fight in six rounds. If Samara is with the group she will see it coming after three rounds and tell the party it will be upon them in three.

If the hunters did receive help from the zahr then they will keep the Patriarch at bay until you have killed the Wyvern. Two rounds after you have killed the Wyvern, the Patriarch will enter the battle and have taken 5d8 piercing damage from the zahr archers.

Just as the Patriarch arrives the hunters receive a "Heroic Rest" and immediately gain the benefits of a short rest.

COMBAT ENCOUNTER - WINDSINGER PATRIARCH

The very winds rise in temper as the patriarch looms closer to the branches. Its scaled skin lacks the feathers of its mate, instead replaced with crystalline growths the

glisten in the sunlight. Its cry forces the air around you, forcing you to hold your ground or be thrown off the branches and down to the forests below.

Party	Encounter
3-4	1 Windsinger Patriarch (without Windsong)
5-6	1 Windsinger Patriarch

Tactics. A Patriarch will alternate between physical attacks to take down strong targets and wind spells to knock casters and archers off of the branches. If it has *Windsong* it will use its stinger and bite on its main turn and spells on its bonus turn. The patriarch will make use of its fly speed to move around the battlefield and avoid particularly difficult targets. If Samara's arrows seem ineffective she will charge in with her scimitar.

Postliminary. If Samara is with the party she will attempt to rush forward at the Patriarch in an attempt to take its Source Stone (so stay in initiative in case the party wishes to stop her). Taking the "Stone" involves being adjacent to the dying creature and breathe in its last breath. They will feel light-headed and airy. There are no other obvious signs of the Stones affect until the next day (see *Mote* in appendix A).

Depending on the zahr's disposition towards the party, they might begin to here the sounds of cheering and music beginning to play down below. If the party wishes to gather materials from the wyverns they can either attempt to do so on the branches or knock the bodies to the ground below and handle it there. Regardless, zahr will ask and attempt to make a great meal of the slain beasts for the hunters and the whole camp to enjoy. The hunters will be given first rights to the choicest of materials. Have each member of the party choose one of the following: A weapon type of their choice made from wyvern horn or claw, armor made from wyvern leather, armor made from wyvern scales, or a cloak made of wyvern feathers. They receive the materials required to make the object of their choice. They will either have to craft it themselves, or find a craftsman in Hostadd willing to work on the project for them (in exchange for RP). See Appendix A for more details. The hunters are given a great feast where many zahr thank them, including Samara and Rashid. They are given quarters again for the night.

The next day before the hunters head out they will be given the wyvern's skull. If the skull is presented in Hostadd the party will receive 5 RP each and Torik's personal disposition towards the party will improve greatly. If Samara obtained *Mote*, she will decide that she will join the hunters in Hostadd. If asked why she took *Mote* she will explain that it is because if there is trouble on the island, she wants there to be a representative of her people helping to resolve it.

FESTIVAL OF THE FIRST SNOW

"The Fool may be unpredictable but he is not unkind. Every year the first snow is a dusting upon our fields and rooves. A warning from Him that there isn't much time left before the skies grow dark. The next week is always one with patchwork skies and trickling sunlight, at least as long as I've walked this world. It is this gift that we celebrate. The gift of the outdoors, the sun, the sky. Family and friends. Even in desperate times like ours its important to appreciate the things we still have.

"As a lad we were taught to fear the coming of winter, for it brings hardship. But there can be no hardship greater than that we have faced. No greater evil for us to fear than the ones that we have already survived. So let us celebrate our victories! Our festival my not have the numbers of Förstafoten, but we will match them in cheer! So bring your strongest meads, your spiciest breads, and your heart burning with competition. This festival is for us and the Fool, who we hope hasn't too many more tricks up his sleeve!"

-Torik Klyverbjörn

THE FIRST SNOW

After the hunters' travels across the length and width of the isle, their return home to regroup and collect their thoughts will be necessary. It is in that travel home that the hunters will experience the first snow of the season; a telltale sign that autumn is giving way to winter. It doesn't snow for long, maybe only an hour or two of a light dusting late at night after the party's first day of travel. When they arrive in town they will notice that it is buzzing with activity with Torik in his normal place in the middle of the square directing the efforts. Temporary stalls and platforms are being built about town. Seeing the hunters arrive back in town Torik will tell everyone to just keep on doing whatever they are doing (to a collective sigh of relief from the village) and then ask the hunters to tell him everything that happened. If the party has anyone new with them (such as Samara or Isabelle) he will ask for introductions and whatever reason they are now in Hostadd. Satisfied with whatever explanation the party has given him and approval of anything big they've hunted, Torik will tell the hunters of all the work there is to be done over the next week, such as final repairs on homes, harvests to be collected from fields, last chances to hunt and preparations for the festival. Over the next couple of days the hunters will be incredibly busy. Ask them how they are helping the community and what tasks they are doing for themselves and their families in their final preparations for the winter. Really get into the grit of it, playing out examples and pulling characters from their backstories or people they've met through the adventure. Resolve some personal issues and have quarreling characters (PCs or NPCs) challenge each other to the

upcoming Games. If you think there are portions that would have skill checks, use the numbers to relate how well they did and keep progress positive

This episode is largely about reflection, community, and the hunters. After having spent so much time on a quest with purpose, its good to remind your players that they are people too and that they should participate in the community as a whole. Have them brag and show off. Have them relax and enjoy themselves.

This is also meant to make the reveals over the winter that much more startling. Setting the tone here is especially important.

Note: All Games are mixed in race and gender. Normans do not discriminate and any who wish to enter the Games may, and encourage anyone who think they can succeed to try and do so. Five Winters prior to these games a young ratfolk woman took third place in the wrestling competition. Had she not gone to the raids this year, she would have surely entered in them now.

THE GAMES

Aside from the feasting and heavy drinking, the most anticipated part of the festival are the Games. This series of competitions are used for bragging rights, solving quarrels and impressing potential company for the upcoming winter. The Games are not just about physical might, but also of nimbleness in both mind and body. While normans take great pride in their strength, they understand the importance of being a well rounded individual. Have each of the players pick two games to enter, giving them the simple descriptions of each. NPC participants should be given a bonus between +3 and +6, or 1d4+2. If it is a multi-round event start with lower modifiers. If it is a contest with multiple skill check types, give them different bonuses for a more interesting tactical consideration.

DRINKING

More than just a test of endurance, a norman drinking contest requires two people sitting across from each other to provide increasingly abrasive language and lewd or witty poems to prove their sobriety between their horns of mead.

This is a popular event, and many join the competition for just the first round to get ready for the rest of the Games.

Rules. At the beginning of each round each contestant must drink a horn of mead and make a DC 10 Constitution saving throw, with a penalty equal to the number of drinks they have drunk. On a failed save the drinker is poisoned (until they can sleep it off) and has disadvantage on their next Constitution saving throw. If the drinker fails their saving throw while poisoned then

they fall unconscious and lose the competition. After the saving throw is made both sides must make either a DC 10 Intimidation or Performance check, with a penalty equal to the number of drinks they have drunk. If one contestant's check is greater than the others' three times in a row, they win!

In this contest there are typically three rounds, though there is a final fourth round for those who believe themselves truly capable.

WRESTLING

A test of strength and skill, two contestants attempt to either knock their opponent out of the playing field, or by knocking their opponent to the ground and pinning them. This is often the most popular spectator event, and it is said that at the Förstafoten Games even the Maiden watches the grand struggles.

Rules. Two competitors enter a fifteen foot diameter circle, usually marked by stones or a length of rope. The contest is broken up into "rounds" where each competitor chooses an action in secret and then reveals them at the same time (in the case of a NPC, always pick their action first and role play clues). The actions are Push, Pin, or Outwit. The winner is the first to knock their opponent out of the fifteen foot circle or be pinned.

Winners move on to their next match, and a champion is marked after the third match.

Push v. Push - Each competitor rolls an Athletics check. The loser of this check is pushed a number of feet equal to the difference in the check.

Push v. Pin - Each competitor rolls an Athletics check. If the Pusher wins, they push their opponent 5 feet, or 3 feet if prone and then they stand up. If the Pinner wins, the Pusher is knocked prone and the Pinner controls the pin. If the Pinner already controls the pin, then they win the match.

Push v. Outwit - Pusher makes an Athletics check while the Outwit makes an Intelligence check. If the Pusher wins, they push their opponent 5 feet. If the Outwit wins the competitors switch places and the Pusher is pushed 1 foot.

Pin v. Pin - Each competitor rolls an Athletics check. The winner knocks the other prone and controls the pin. If the winner is already controlling the pin then they win the match. If the winner is not controlling the pin, they now control the pin.

Pin v. Outwit - Pin rolls Athletics while Outwit rolls



Intelligence. If the Pinner wins then they knock the Outwit prone and control the pin. The Outwit has disadvantage on their next check. If the Outwit wins then they knock the Pinner prone and now control the pin. The Outwit has advantage on their next check.

Outwit v. Outwit - Each competitor makes an Intelligence check. The winner has advantage on their next check.

MARKSMANSHIP

Normans have always honored the marksman. Not all foes can be reached with ones hands, and there is no better friend to have than one with a sharp eye and a quick hand. Although less actively aggressive than the games' other sports the competition is just as great. Many who do well here are recruited for the next year's raids or the first to be asked to join a chimera hunt.

Rules. There are three rounds to marksmanship, each with three competitors of equal skill in the round (determined by a qualifying round that is not played out). Rounds are scored the same throughout the competition. Competitors can use either bows or crossbows in this competition.

The first round is making three attack rolls at a stationary target at 50ft. On the third attack a wicker disk is thrown into the air. Competitors can choose to fire their shot at the disk requiring an attack roll of 15 or higher, as well as higher than any other competitor who chose to shoot at the disk.

Round two is making three attack rolls at three thrown wicker disks. Before attack rolls are made each competitor chooses the order of disks they shoot at in secret. Then each competitor makes attack rolls against the disks in that order, requiring an attack roll of 15 or higher and being the highest roll against the target at that time. If a target has already been shot by another competitor then that shot is wasted.

Round three is making three attack rolls at a stationary target at 100ft. In addition a wicker disk is thrown during each shot, following the rules from before.

The winner is the competitor with the most points.

Scoring

Roll	Points
1-5	1
6-10	2
11-15	3
16-20	5
20+	10
Disk	15

HNEFATAFL

Wit and strategy are what have let the graybeards who favor this game live long enough lives to master its intricacies. Played on a grid board with stones of two colors, this game is meant to represent the struggle of Order and Righteousness as Molnspjut (black pieces in the center) defends their throne from the Spirit.

Rules. The eldest of competitors is allowed to choose which color they wish to be (no game play advantage). Each competitor has fifteen pieces and one Celestial. The contest is broken up into "rounds" where each competitor chooses an strategy in secret and then reveals them at the same time (in the case of a NPC, always pick their action first and role play clues). A character proficient in Hnefatafl may add their proficiency to these checks. The strategies are Offense, Defense, Outwit and Slay. Slay may only be taken once one side has less than ten pieces.

Offense v. Offense - Each competitor makes an Intelligence check and rolls a d6. The winner loses a number of pieces equal to the lower of the two d6s. The loser loses a number of pieces equal to the higher of the d6s.

Offense v. Defense - The offensive player rolls an opposing History check against the defender's Insight check. The winner loses 1d6-1 pieces while the loser loses 1d6+1 pieces.

Offense v. Outwit - Each competitor makes an Intelligence check (the Outwit player makes this check at disadvantage) and rolls a d6. The winner loses a number of pieces equal to the lower of the two d6s. The loser loses a number of pieces equal to the higher of the d6s.

Defense v. Defense - Each competitor makes an Insight check. The winner has Advantage on their next check.

Defense v. Outwit - The outwit player rolls an opposing Intelligence check against the defender's Insight check (who has disadvantage). The winner loses 1d6-1 pieces while the loser loses 1d6+1 pieces.

Slay. If one of the competitors chooses the Slay action, immediately compare the number of pieces each side has. The Slayer rolls 2d6 with a bonus (if the slayer has more pieces) or penalty (if the slayer has less pieces) equal to the difference in the number of pieces both side have. If the Slayer roll matches or beats the number of pieces their opponent has, they win the match. If they don't win the Slayer loses 1d6 pieces.

SWIMMING

I'm not sure if its an attempt at appeasing the gods or a foolhardy disregard to their warnings, but some of the villagers have decided to continue the tradition of a swimming tournament. Between the frigid sea and the heavy hand holding you to its embrace, always a popular game involving strength and endurance.

Rules. Swimming involves not drowning. Two competitors enter the water and both immediately must make a DC 10 Constitution saving throw. Failure means that they have disadvantage on their next check. Then the first "round" begins and both competitors make an opposed Strength check. If their checks are within two points of each other they both are underwater. Otherwise the loser alone gets dunked into the water.

Each round a competitor is underwater they must make a Constitution saving throw equal to 12+the number of rounds they have been under water (these rounds need not be consecutive). After that saving throw each competitor makes another Strength check, following the rules above.

The loser is the first to fail their Constitution saving throw and begin drowning (but are hauled out of the sea before that can happen).

Between each match the competitors are warmed back up. The winner of three matches wins the game!

ANIMAL TRAINING

Competitors are each given a common farm animal and an hours to teach that animal a trick before they must present it near the end of the Games when most are deep within their horns and they are judged by the cheers and hoots of the crowd.

No one from Hostadd is certain where this game came from and is unique to the small fishing village.

Rules. Have each competitor roll a d20. Those with the highest roll may pick their animal first between a pig, goat, chicken and an old sheep-dog. Once given their animal, each competitor has one hour to teach the animal a trick. Your success depends on three relevant skill checks made of the competitor's choice. Tell a story with these checks and talk about what has happened. Add the results together and divide by three. If this number is greater than 10, they were partially successful. If greater than 15 they were successful and if they greater than 20, they are wildly successful.

Once their animal is trained, the competitors must show off their animal's trick. They make an Animal Handling and a Performance check. If training was partially successful, they will need a DC 15 Animal Handling to have their pet make the check, or a DC 10 if they were successful. If they were wildly successful they receive advantage on this roll.

Each competitor gains points equal to half their Performance check. If the animal repeats what training taught it, the competitor gains an additional 5 points. The winner is the contestant with the most points!

BY THE LIGHT OF THE HEARTH

"It is easy to forget the lighter half of the Lady's season. When confronted by the bitter winds and creeping fog, the endless nights and torrential blizzards all we think of is death. But not everything lies still in the snow.. Maybe less lively than before, hidden away in their holes and warmed by thick pelts we continue to live. Winter is needed. It is a season of rest, learning and insight. And carefully maintained we will all see new buds in the Spring. "Death is simply needed for life to continue."
- Asa Speaker of the Waves to her apprentice

The Winter season in Norrsate is harsh and unforgiving. Most do not even think to go out doors. Animals are brought to live beside their Norman and Ratfolk shepards and share their warmth. Hearths are carefully maintained against the worst of the storms. Snow begins to pile up over the course of the winter to provide more insulation. Sleep comes easy as daylight all but disappears. There is plenty of work to be done in the first weeks of Winter to ensure the town's survival. Have each of your players explain how they are helping (such as gathering a final bit of firewood, hunting, last minute masonry or carpentry repairs). If a character refuses to help they lose 5 RP.

All Exhaustion levels are removed at this point and the party becomes Level 4.

Many people of the North take to learning or crafting in the dead of winter although there is work to be done for the truly courageous. Ask your players if there is anything they wish to devote the majority of their two weeks of downtime to (they may do multiple smaller things, but only receive one of the following bonuses). The following list has options. If there is something outside this list your players may wish to complete, then use this as a guide.

Crafting. Up until this point the hunters will have gathered a fair bit of RP and materials for crafting. This is the perfect time to do so. They will have access to approximately 20 man-hours of work in these two weeks. This may include blacksmithing, woodworking, wizard spell transcribing, ritual casting, tinkering or any other matter in which you produce something.

Learning. More so than most others of Hostadd, the hunters have had a great opportunity to travel the island and meet with its varying cultures. Over the course of the next two weeks you can spend it attempting to learn one language or tool. If you choose a language, add the (Novice) dialect to it. If it is a tool you only receive half your proficiency with it (and a norman's *Superior Craftsman* does not apply).

Spin Tales. More so than any other time winter is a time of stories and perfecting how yours will be told. A hunter who chooses this option rolls a Performance and History check, adds them together and then divides that number by 6 (rounding down). They receive that many Reputation Points.

Brave the Storm. It's dangerous and stupid, but there still might not be enough supplies to survive the winter. You may attempt to head out on your own between storms and bring back whatever game or hungry predators you can find while dodging deadly snow flurries and skin-piercing hail. A hunter who chooses this option rolls a Nature and Survival check, adds them together and then divides that number by 6 (rounding down). They receive that many Reputation Points.

Resonating. This option is only available to those suffering from an Augmentation. If they so choose they can research, test, and dream about their augmentation this winter. Doing so counts as if they had fed 3 momentos to the augmentation. In addition they receive a new skill proficiency called "Augmentations" that uses the same ability modifier as the save DC of their augmentation. This skill provides knowledge of augmentations, as well as allows you to reliably use their augmentation during Skill Montages and Challenges (within reason).

During these explanations, bring up several scenes where there is an increased sense of loneliness. Perhaps the hunters expected more people to be working at the smithy. There are few people at the great halls where you might be trying to learn a new instrument or working on your epic. Someone who has gone out to brave the storm finds a sleeping rabbit within a hovel, only to see that a strange, inky black jellyfish latches to its head and more grow from its eyes. Start slow and build up.

At the end of the first two week the hunters are gathered together by the resident of Hostadd the party has grown to like the most. They may wish to speak of the matters learned so far, although this is more a relaxing sit in front of the hearth with mugs of warm, spiced ciders. Give them time to speak on matters. Just after conversations lull for just a little too long proceed to **Combat Encounter: The Fishmen**.

COMBAT ENCOUNTER - THE FISHMEN

Over the quiet crackling of the hearth-fire and muffled by walls of stone and ice you hear the shouts of a young man. Investigating the cause you open your doors to the fog and light snow in the dead of a winter's night. For but a moment you see the young man reach out for you, his face covered in some inky black substance before a claw reaches around his neck and pulls him back. In the distance you can see a looming shadowy form being lead

by lantern light. Something so large would surely make noise, but all you can hear is the soft falling of snow.

While the hunters wouldn't have their armors with them, they should be considered to be carrying whatever weapons and shields they might have, as well as a set of warm winter hides that count as Hide Armor (medium armor, 12+dex [max 2] AC) if they are capable of wearing them. Otherwise their coats do not offer any AC bonus.

Whoever was with the hunters offers to get to the signal horn and raise the alarm. Hostadd is under attack! After three rounds of combat a loud horn plays, awakening the residents of the town.

Party	Encounter
3	2 Djupa Snatchers + 1 Djupa Silent Chorus + 1 Krill Beast
4	4 Djupa Snatchers + 1 Djupa Silent Chorus + 1 Krill Beast
5	4 Djupa Snatchers + 2 Djupa Silent Chorus + 1 Krill Beast
6	6 Djupa Snatchers + 2 Djupa Silent Chorus + 1 Krill Beast

Tactics. Djupa Snatchers focus on grappling targets with their Hookspears or attaching *Jollyfish* against already grappled targets. If a party member is incapacitated by a Jollyfish, the Djupa will leave them be. Members of the Silent Chorus use their Chainhooks to drag targets adjacent to them to cast *Inflict Wounds*. If no targets are in reach, they prefer to stay atop their Krill Beasts casting *Sacred Flame* and *Bane*. Krill Beasts continue along their path in an attempt to go back into the sea until they reach below half health after which they will gore and stomp the closest hostiles.

It is hard to see between the darkness and fog, but strapped to the Krill Beast are four or five normans. Their heads and faces are covered by the strange black jellyfish that the djupa have in sacks on their waists.

The combat encounter ends when either you kill the combatants, or they all escape into the ocean.

Postliminary. The the party managed to prevent the Krill Beast from escaping they receive 2RP each, otherwise they receive 1RP each.

The hunters and the rest of the village spend the evening chasing the remaining fishfolk out from their streets, unsatisfied until morning breaks and the sun peaks out

from behind the clouds. Those remaining are gathered in the warmth of the Golden Horn. Many have gone missing, enough to know that this must have been happening all winter long.

WHAT MUST BE DONE

The people of Hostadd turn to the party for action. They want their people back. They want the heads of those who have done this. But how? How does one attack creatures from deep below the ocean?

One of the Speakers (either Aseem or Helena) will mention that several hunters managed to capture a Krill Beast, who seems very intent on returning home like a scared pony left alone in the woods. They will also mention that the strange jellyfish masks that the djupa had with them and used on the villagers serve two purposes: the first is that it pacified them. The jellyfish's toxins are similar to an opiate and makes the afflicted incredibly happy. The second was that several of the tentacles actually reached down the throats of the afflicted and allowed for underwater breathing.

The poisonous stingers could be removed safely and a small group of hunters could take the Krill Beast, wear the masks and dive deep to wherever the djupa have taken the villagers.

Alternatively if one of the hunters chose "resonating" as their winter activity, they would know that *Tear* and *Mote* could be used to give the party an air bubble that would allow them to survive the dive without the need for the masks.

Regardless of action, it is expected of those who hold the Stones, and who have been dealing with the most weird goings-on to do it. The normans now believe that this is the hunters' tale, and they should be the one to finish it.



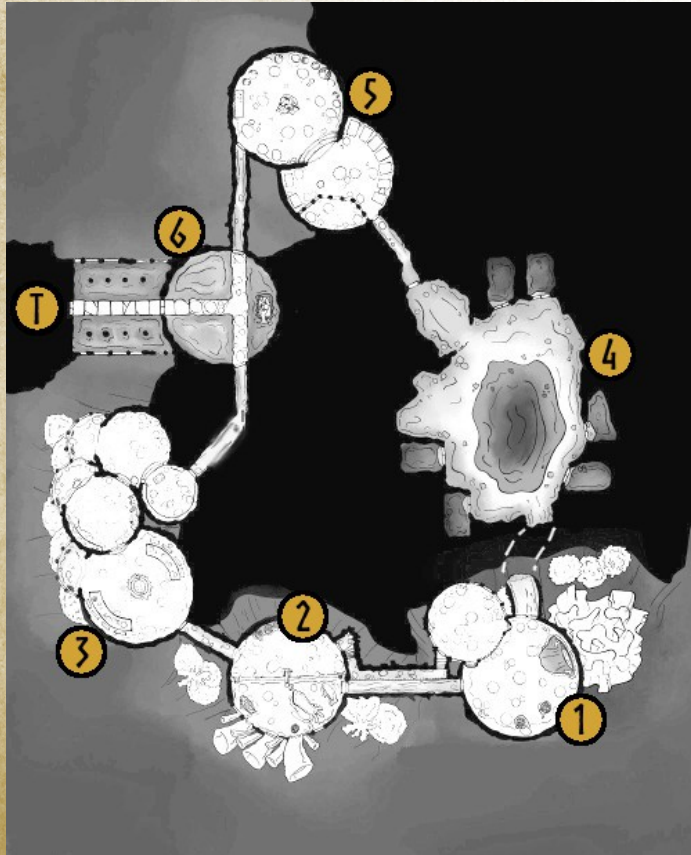
TO THE DEPTHS

"What was it about us that the Lord allowed us to continue to live? He could have just as easily wiped us from the face of the Axis when the Fool paraded us around as His creations. We are the antithesis of everything the Lord has worked for. Does he pity us?"

"I think He fears us. Fears what we can become with some effort and cunning. We have replaced our guardians before. Why not try again?" - Asa, Speaker of Waves

Holding tightly onto the krill beast as it rushed its way home, the sights and sounds that the party encounter are numerous. Fish of many different colors, strange rock formations unlike any they've seen or had words for. In the distance they could see themselves being taken what could only be described as a palace built from the rock and strange corals that existed in this dark place. And just before the beast crawled its way inside, a glimmer of bright light far below their already immeasurably deep position.

THE CORAL VILLAGE OF THE DJUPA



1 - RECEIVING

Breaching from the freezing ocean's water you feel a warm air and bright lights within the interior of the coral palace. The fish like creatures inside appear to be doing simple tasks like shepherding their own krill beasts to the right, and young djupa drag a bounty of fish to the left. Standing above you on a raised deck are two djupa practicing with their hooks. When they see you coughing and breathing this alien air their empty eyes go wide and turn toward you.

Party	Encounter
3	2 Djupa Breakers + 1 Djupa Snatcher
4	2 Djupa Breakers + 2 Djupa Snatcher
5	3 Djupa Breakers + 2 Djupa Snatcher
6	2 Djupa Breakers + 3 Djupa Snatcher

Tactics. One Snatcher will always be attempting to run off to Zone 2. Should they die, another Snatcher will attempt to do so as long as there are Snatchers alive. Remaining Snatchers will attempt to catch hunters chasing after the fleeing djupa. They will also flee if they have 5 health or less remaining. Breakers do their best to provide a distraction to the death, focusing on spellcasters (especially Speakers) in hopes that their *Silent* ability locks them down. The Krill Beast the hunters would have ridden in on rushes on through to Zone 4.

Postliminary. If a djupa managed to escape, Zones 2 and 3 will be on "High Alert." Other than some suspicious nets filled with meat, there isn't much else in this room. Western exits lead through an incredibly smelly, damp and chunky hallway with a catwalk to avoid most of the mess. This hallway leads to Zone 2. The northern exit leads through a tunnel and into a room that smells of brine and sulfur.

Suspicious nets of meat. These nets contain a strange combination of dying or rotting fish, flakes of dried jellyfish and (with a DC 12 Investigation check) what appears to be a norman arm. Gross.

2 - BUTCHERY

Even before you reach the doors of the next room you are instantly reminded of the fishing docks of Hostadd, though any such place down here is not gifted with an open sky to help dissolve the smell. The lower part of this room is partially flooded, while a higher part contains the creatures' tools and a crane to move the remains of gigantic oceanic creatures you have never seen before to haul to the upper dock.

If this room is on "High Alert," then the djupa here will be aware of the hunters' entrance and either taken cover behind the crane, or hiding near and around the doors for a surprise attack. Roll a d20 with advantage. If it beats the leading member of the party's Passive Perception, then a djupa Breaker gets a surprise round as they enter. Otherwise, the room is filled with djupa gutting, filleting and otherwise preparing fish. If the party wishes to sneak in they must make a party Stealth check (DC 16). If they beat that, then the party receives a surprise round.

Party	Encounter
3	1 Djupa Breakers + 3 Djupa Snatcher
4	1 Djupa Breakers + 4 Djupa Snatcher
5	2 Djupa Breakers + 4 Djupa Snatcher
6	2 Djupa Breakers + 6 Djupa Snatcher

Tactics. All djupa in the room gain an additional Action they can take when they and their target are on the lower level, or while on the upper level they or their target is on the edge, which when they can will always attempt to do. Otherwise Breakers and Snatchers work together to catch and bash the most threatening enemies. If the room wasn't at "High Alert" a Snatcher will attempt to flee to Zone 3. If they manage to do so Zone 3 will be on "High Alert." Snatchers will flee to Zone 3 if they are at or below 5 HP.

Additionally, creatures prone in the lower area must hold their breath or begin drowning.

UNIQUE ACTIONS - ZONE 2

Fishbone Drop. Athletics vs Athletics or Acrobatics reach 5ft., one target in water or adjacent to edge.
Hit: the target is moved 5ft. into the water, knocked prone, take 3d6 piercing damage from the discarded bones and must make a DC 11 Constitution saving throw or contract *Sewer Plague*.

Postliminary. Other than more nets of fish meat and the tools required to prepare fish and other aquatic animals, there is not much else in this room. Searching one of the Breakers results in finding a memento (strange string of fishbones).

3 - DORMITORIES

The dormitories themselves can be broken up into three locations: The Dining Room, the Sparring Room and the Theater.

The Dining Room

In direct contrast to the pungently detestable odors of the rest of the Coral Palace this room's smell approaches something delicious. Arranged around a small cauldron are two arced tables covered in food scraps where many fishfolk appeared to have dined.

If this room is on "High Alert" then the djupa diners will have readied themselves behind the tables. Make a d20+5 roll. If it beats the highest passive perception of the hunters then they get a surprise round in the combat. If the room is not on "High Alert" then the hunters may attempt to Stealth their way in (party Stealth check DC 14).

Party	Encounter
3-4	1 Djupa Kipper Pod + 2 Snatchers
5-6	2 Djupa Kipper Pod + 4 Snatchers

Tactics. The Kipper Pods don't really know any better and rush their targets hoping at least one of them will take down the closest hunter, unless there is an incapacitated hunter, which they will begin trying to eat. Snatchers with attempt to grappled hunters and keep them within range of the Kippers.

This room contains a large cauldron of incredibly hot soup. As an action a djupa or a hunter may take 1d6 fire damage and make a DC 12 Strength check. On a success they pour the contents out in a 10ft square. All creatures within the effect must make a DC 12 Dexterity save or take 3d6 fire damage (or half as much on a failed save).

When more than half the party has begun to enter the Sparring Room from the Dining Room, two more Kipper Pods will begin swimming out from the pool adjacent to the Dining Room.

The door between the Dining Room and the Sparring Room can be locked with a DC 10 Thieves' Tools, Tinker's Kit or Intelligence check. And while the Djupa may attempt to break it down, they never manage to do so.

The Sparring Room

Flanked on either side of this room are an array of djupa weaponry in various states of disrepair. The ground is marked and scored.

Party	Encounter
Any	2 Snatchers

Tactics. In this room are two Snatchers who immediately become aware of your presence when you enter. They will always attempt to run to the other room than the one you entered from and raise that room to "High Alert".

If the party wishes to Investigate the area they will find djupa weapons (which they are not proficient in). If they beat a party DC 14 then they also find tucked away 2d4 norman-made weapons. Returning these to Hostadd provide 1 RP each, or can be sold for 10gp each. Both sets of doors can be locked with a DC 10 Thieves' Tools, Tinker's Kit or Intelligence check.

The Theater

Standing before an audience of fishfolk two djupa read from a large book and mime out actions as though they were telling some epic tale.

If this room is in "High Alert" then all enemies are aware of your presence, but otherwise do not have plans. If this room is not in "High Alert" then the party may attempt a party Stealth check (DC 16). On a success they receive a surprise round.

Party	Encounter
3	2 Djupa Silent Chorus + 1 Djupa Kipper Pod
4	1 Djupa Breakers + 2 Djupa Silent Chorus + 1 Djupa Kipper Pod
5	1 Djupa Breakers + 2 Djupa Silent Chorus + 2 Djupa Kipper Pod
6	2 Djupa Breakers + 2 Djupa Silent Chorus + 2 Djupa Kipper Pod

Tactics. The Silent Chorus attempts to support Kipper Pods and Breakers from behind (fleeing if the hunters entered through the door behind them). Breakers focus on large, heavily armored targets while Kipper Pods go for creatures out of position or with the lightest armor.

Behind where the Silent Chorus were performing are an array of texts, which is strange considering that you are so far below an ocean. The Speaker of Waves apprentice will note that among many of these texts are ones they remember being in the Temple of Waves, including some rare scripts (recovery of these texts is worth 5 RP or 100gp). These texts can also be found with a DC 14 Investigation check, which also reveals 100gp worth of spell books that can be transcribed by an academist.

4 - KRILL CAGES

Much cooler than the inhabited parts of the djupa's home, this area is partially flooded with a swamp-like brine. Behind cages are silent pacing of more krill beasts like the one you rode in on. The one you did ride in on laps at the center pool, scooping its face happily through its waters while a single djupa attempts to calm it down.

The party may wish to sneak further into the room, requiring a party DC 12 Stealth check to do so. On a success they may have a surprise round. Otherwise the djupa sees them and combat begins.

Party	Encounter
Any	1 Djupa Snatcher + 5 Krill Beast

Tactics. Only one Krill Beast starts outside its cage. The remaining beasts pace back and forth waiting for the Snatcher to come by and use its action to unlock their cage. Once the Snatcher has unlocked every cage with a Krill Beast in it, it will attempt to escape to Zone 5. If the party kills either a Krill Beast or the Snatcher, the remaining caged Krill Beasts will attempt to break out of their holdings (Bars have 30 HP, AC 12). Once out, Krill Beasts always attempt to charge creatures or drown them in either the pool at the center of the room (which is 20ft deep at the center) or in the cage rooms (which are 15ft deep).

Escaping. That's a lot of Krill Beasts. The hunters may wish to escape the area. If they head back to Zone 1 the Beasts will follow them. If they attempt to go to Zone 5 they will notice that the passage may be too small for the beasts to enter. Once at the door it must be unlocked (DC 16 Strength or Thieves' Tools check) as an action. The Krill Beast wedge themselves as they attempt to chase them, but can still reach the party just at the door, making gore attacks at disadvantage while the party attempts to open the door. If a Krill Beast does hit a party member, that party member is also grappled. The Krill Beast can make a DC 14 Strength check to remove itself and drag the hunter with them into the larger room.

Postliminary. Whether through escape or murdering a lot of beasts the hunters can now proceed to Zone 5.

5 - LABORATORY

Noxious, sticky smells emanate from this room filled with glass cages and beds filled with norman bodies and absolute black entities floating in tubes of green liquids. At the center of the lower room lies a body with its chest torn open and their organs displayed grasped by inky black lappets from the monster attached to its head worked through its mind.

If in high alert this room's Snatchers and Silent Chorus will hide underneath beds (roll a d20+10 to see how successful they are) and wait until either the hunters have entered the center of the upper floor, or one walks up to one of the beds they are hiding in, receiving a surprise round.

If the room is not in high alert the hunters may attempt to sneak in (DC 14). On a success they have a surprise round.

Party	Encounter
3	2 Djupa Silent Chorus + 2 Djupa Snatchers
4	2 Djupa Silent Chorus + 4 Djupa Snatchers
5	3 Djupa Silent Chorus + 4 Djupa Snatchers
6	3 Djupa Silent Chorus + 2 Djupa Snatchers + 1 Djupa Breaker
Special	1 Herald of Bliss

Tactics. After any surprise rounds have activated, Djupa will attempt to work the hunters into the lower room with the dead norman, hoping not to injure any of their test subjects. Chorus members prefer being in the back-line supporting Snatchers and Breakers, pulling new victims to Snatchers that they might be captured. A Snatcher at or below 5 hit points will flee to another room and raise it to "High Alert."

Once half of the Djupa in this room have been killed the Herald of Bliss captured will begin to break the glass of its confinement. It must succeed on a DC 14 Strength check to break free as an action (it has a +3 to Strength). Once broken free it will begin attempting to poison as many creatures it can, and using its *Hood* attack when possible.

Postliminary. This room is filled with many living normans with either the Jollyfish stuck over their heads (like the villagers being captured), or have a smaller Jollyfish stuck to their arm. Those with the smaller Jollyfish are semi-lucid, but weak. If they attempt to ask any of them questions, this is the information they know: *What is going on here?* They aren't certain, but it appears they were doing experiments on not only what the Jollyfish do to a person, and the best ways to remove them should they be attached for a long period of time. *How long has this been going on?* They aren't certain, since time is odd without the sun. They do know that there have been at least four shipments of normans from the village. Near eighty souls by some counts. Most didn't make it. Some of the longest who had been there were a group of the missing raiders sent south at the beginning of Autumn.

Will they be okay? Maybe? Once the Jollyfish have been removed (either by pulling them off violently, or with medical precision) most should be back to normal within a couple hours. Once a handful have been removed, the more lucid of the group will start helping the others. Some won't make it, since they are too far infected with the Jollyfish. In addition, none know how they are to get out of this and get back to the surface so morale among the survivors will be very low.

In the lower area there will be some crude surgical implements and notes if anyone in the party can read djupan. The note simply explain some of the properties of the Jollyfish, including that they are confirmed to be agents of the Nothing that looms below them. In addition you may share the *Resistances*, *Unnatural* and *Regeneration* features of any agent of Bliss. (Note, the djupa do know of Source Stones and have results of their productive interactions).

All remaining Jollyfish in this room seem content in their containment and do not appear to attempt to escape.

6 - TEMPLE DOORS

A small T-shaped walkway makes its way through pools of briny salt water, leading to a large pair of doors that feel familiar. Across from it is a statue of the Lady, though her form gives way to a fish-like tail.

In this room is a single Djupa Snatcher who upon seeing the hunters enter the room attempts to unlock the large temple doors with what appears to be some kind of conch key. It does not succeed. After trying for 3 rounds or until attacked the djupa will attempt to flee and raise that room to "High Alert".

Investigation.

Temple Doors. Made of ornate shell pieces arranged in a mural, the doors tell of a story of a ball of light falling from the surface and into the deep to fight off a pearlescent darkness below..

Statue of the Lady. This statue looks similar to one that had once adorned the halls to the Temple of Waves, except for the fish part.

Key. This conch-like key does indeed fit into a recess in the door, but it appears as though a second key will be needed to unlock it. The second key will be in one of two locations. If the party entered this room from Zone 3, then the key will be on one of the Silent Chorus members in Zone 5. If the hunters entered from Zone 5, then the key will be found on one of the Silent Chorus members in Zone 3.

When the going is tough.

In this room is a Statue of the Lady. In the event that your players are having a hard time in this gauntlet of combats and you feel the need to help them out a little the Lady here may condescendingly help those that would fight the ones who defaced Her statue. This could be anything from a 1d10 heal, to the full effects of a Long Rest.

7 - SUNKEN TEMPLE OF WAVES

As the coral doors shift open you feel as if you are going insane. Once again you feel the cool dampness from beneath Josef's house as a pit opens up in front of you. Hovering above it a disheveled Temple of the Waves, the one that Hostadd lost. From inside you can hear the singing of a chorus. Familiar. Welcoming.

The hunters will have a chance to travel across the suspiciously floating tiles leading up to the temple. Despite the walls of the Temple being in some disrepair the sight lines require that they be at least next to the temple before they can see inside. Once they do take a peek:

Standing in a shallow pool ringed in moonstones and praying djupa is a norman woman, though easily mistaken otherwise. Icy crystals have begun to take over her form, giving her a fish-like appearance. But despite all that, despite the nagging doubts you know this: It is Asa, the Speaker of the Waves. As she notices you, a smile slips across her face and she stops singing, and so do the djupa around her.

Asa Speaker of Waves, Avatar of the Witch

Age. 42 **Race.** Norman Female

Asa was approached by Hrodulf in the days before the Temple fell into the ocean, and she agreed to his plan. What could mortals do against a true Nothing without the assistance of the gods? They sunk the Temple to become the metaphorical funnel to the Norrsate. However, since being so close to the Underside for so long she has since determined that with the power of the Tear they don't need the gods to finish this. If she could focus enough ego into it she could stand up against Nothing. *"If the gods refuse to use their power, then we must take it."*

If the hunters enter the temple with their weapons sheathed and a willingness to talk Asa will invite them inside. Start **Skill Montage - Asa**.

If the hunters enter the temple with weapons drawn, Asa will immediately attack, negating any surprise round or attempts at conversation. Start **Combat Encounter - Asa**.

SKILL MONTAGE - ASA

Asa is willing to talk to the hunters. They may ask questions and reason with her to stop. She offers up the following information with successful checks.

What is she doing? Asa's research has two parts. The first was an examination of the new Nothing and their effects. In addition she has found a way to extract momentos from living people in an attempt to power her augmentation. *The Nothing*. She refers to the Nothing as "Bliss." It has been crawling up through the Underside hoping to gain

power in existence before overwhelming Topside. Unlike previous attempts by the Nothing, this one seeks ruin through something people actively search for.

Augmentation. Asa believes the augmentation to be a fraction of a gods' power. By infusing that with additional power one could theoretically become as powerful as a god themselves.

Hrodulf. Asa will mention that Hrodulf has always been a fool, but in this case was right. If the gods would not answer their pleas then it was up to them to stop the Nothing. His plan was to spread the Source Stones out in such a way as to create a funnel that would trap the Nothing on Norrsate. She believed it worth the sacrifice at the time, but now believes she can handle it on her own. Having brought the source stones with them, she will ask that the party hand them over and she will allow them to return to the surface.

Goals: See Below

DC 16; Grant Advantage on well reasoned points. Asa's Speaker Apprentice may also re-roll one check during this montage.

Success: Six successful rolls on points outlined below.

Failure: Three failed rolls.

What will it take to convince Asa to cooperate with the hunters? Asa believes that normans are bull-headed, foolishly brave and exceedingly good-willed. The hunters will have to convince Asa that they are competent, not just in arms but in mind and spirit. They will have to explain to her that they understand what is going on and how they aim to deal with the situation. They will also need to explain how their plan will fair better than Hrodulfs or her own.

If the party succeeds in this endeavor then Asa will agree to help the party, although the djupa must then be purged. Move onto **Combat Encounter - Purging the Djupa**.

If the party fails then start **Combat Encounter - Asa**.

But what if the hunters do give up the Source

Stones? Then they return to the surface and have three months to live their lives before Norrsate is destroyed, and seven before the Axius returns to Nothing. Oops!

COMBAT ENCOUNTER - PURGING THE DJUPA

There is an uncertainty in Asa's face, one that the djupa quickly pick up on. They look between her and you, shouting gurgled nonsense. Asa looks up as icy vapor rises from her finger tips. Then she nods smiles at you.

Party	Encounter
3-4	3 Djupa Silent Chorus + 3 Djupa Snatchers + 1 Djupa Breaker
5	4 Djupa Silent Chorus + 3 Djupa Snatchers + 1 Djupa Breaker
6	5 Djupa Silent Chorus + 3 Djupa Snatchers + 2 Djupa Breaker

Tactics. Asa is fighting on the side of the hunters in this exchange. As such, she does not have access to her 4th and 5th level spells since she is no longer being powered by the Chorus. She will use Spirit Guardians as soon as she can to decimate the Chorus surrounding her. The Chorus immediately turn on the party, thinking that it is they who have ruined her. Snatchers and Breakers come in from Zone 6 and attempt to swarm the party and prevent their escape.

Postliminary. If Asa dies in this conflict, follow the same postliminary from the end of **Combat Encounter - Asa**. Otherwise she will offer the party a way to escape. Continue on to **Escaping the Djupa Village**.

COMBAT ENCOUNTER - ASA

The icy scales covering Asa's skin shimmer and the djupa once again begin their song. You can feel the ground below you feel empty, calling towards you as a winter's chill begins to nip at your feet.

Party	Encounter
3-4	Asa + 3 Djupa Silent Chorus
5	Asa + 4 Djupa Silent Chorus
6	Asa + 5 Djupa Silent Chorus

Tactics. There is never a surprise round in the combat. Asa will begin the fight with *Flame Strike* (cold and necrotic version) as her followers give up their actions to fuel her higher level casting. On her next turns she will begin casting a 4th level version of *Spirit Guardians* and *Sacred Weapon*. During the combat she will mutter and sing (mostly to herself) about how Hrodulf was right, that the brutish normans would always fight for freedom, especially to their own deaths. This includes Asa. She is fueled with the conviction that she is being tested for godhood and fights to the death. Silent Chorus members will continue to use their actions to fuel Asa's spell casting and their bonus actions to cast *Shield of Faith* on each other and Asa. Once Asa has used

her higher level slots they will break off and focus on anyone actively attacking Asa. They also fight to the death. Djupa will come in in waves as the fight progresses. Every round a Chorus member dies or Asa takes damage roll 1d4 and consult the table below. These waves come in from Zone 6. Only one wave will enter in any given turn.

Number	Wave
1-2	2 Djupa Snatchers
3	1 Djupa Breaker
4	1 Djupa Kipper Pod

Postliminary. If Asa's apprentice is in the party she will beckon them over as she dies at the end of the fight. She is proud of them and hands over her silver dagger, asking them to finish her off. If they do so the silver dagger becomes *Asa the Lifedrinker*.

Otherwise as she dies she will ask whoever closest to her to finish what they started. She was wrong and forgot the fighting spirit of the normans. A *silver dagger* can be found in her hands.

Her last whisper before she dies in either case is "find the book with the golden snake."

After Asa dies her Source Stone can either be absorbed by the wielder of *Tear* (by touching the large stone on Asa's forehead) upgrading it to *Devil's Tear* and or collected by removing it with a knife. Only a creature already augmented by *Tear* may be augmented with *Devil's Tear* due to its enhanced state.

Once the party is done move on to **Escaping the Djupa Village**.

ESCAPING THE DJUPA VILLAGE

With the battle over the loneliness of being at the bottom of the ocean begins to seep in. A force from below calls towards you, offering its warm, motherly embrace. If you were just to fall into the pit below, everything would be fine.

That force is "Bliss" the Nothing threatening the Axis. Should a character fall into the pit and not be extracted immediately they are lost forever. If there is a *Whispered* in the party they will hear the sound of their mother's voice calling them.

At this point ask your players how they expect to get out of the djupa, and with all their fellow villagers they have saved. They have access to additional jollyfish (for breathing air), although those jollyfish still have their pleasantness stingers.

If not all of the Krill beasts were slain, they are at this point much more tame and can be approached. A hunter can attempt to make an Animal Handling check (no DC) to calm the beasts further and into making the trek back to the surface taking two hours. Or, if the hunters think it

best may simply put on the jollyfish hoods and attempt to swim back to the surface. The jollyfish are buoyant enough to help, but any creature that attempts to do this will pass out in exhaustion and arrive on the shore to Hostadd within 1d4 days.

If a hunter has been augmented by *Devil's Tear* then they would subconsciously know that being this close to the Underside they would have enough power to create a water jet to bring them to the surface in 1d4 hours.

If Asa is alive and with the party she will ask that the party gather any survivors and bring them to the temple. Once everyone is back she will ask any spellcasters to channel with her where-in the temple begins to shift and rise up through the sea surrounded in an air pocket. The temple will crash through the surface within 1d4 hours and settles along the shore west of the village, nearby where the cliff is where the temple once sat.

Regardless of method the party will see as they rise up towards the glowing surface a singular point of light in the darkness below watching them leave.

A RETURN OF HEROES

There is no doubt that you are heroes. The commotion of your return with the missing villagers in tow calls for everyone in Hostadd to come greet you despite the freezing air and biting fog. You are dragged off to the Golden Horn where warm drink and baths are drawn in your honor. When you are done you are given a place of honor at the head of the room beside Edith as a mid-winter's feast is given in your name.

Heroes.

But you know that there is more to be done.

The party each receive 7 RP for their heroic endeavors and saving the villagers from the silent threat. If one of the members gives a Performance check (DC 12/15/18) during the feast of their greatness then each player gains an additional 1 RP for each DC passed. In addition the praise and respect the hunters receive elevates them to level 5.

What now?

The choice is yours. Either you, the GM, may decide to take the campaign in your own direction and tell your own ending to this story, or you may wish to continue with the scheduled adventure and collect the rest of the Source Stones and fight back the Nothing in **Book Three**.

APPENDIX A - RELICS AND CURIOS

ASA THE LIFE DRINKER

Magical Weapon (dagger); Minor Sentience

Identifying: Arcana (DC 16)

INT	WIS	CHA
12	14	8

Communication: Can understand Norman, Djupa and Celestial. She may only communicate through empathic feelings with the attuned creature.

Senses: Hearing and Vision out 30ft

Alignment: Neutral Evil

Ego: 8

Characteristics: Cruel, hopeless and motherly.

This wicked dagger is made of pure silver with a dark leather handle. It contains the soul of Asa, the previous Speaker of Waves.

Life Drinker. Whenever the attuned wielder hits a living creature with this weapon that has less than half its hit points you may choose to deal an additional 3d8 necrotic damage. As an action within the next minute the attuned creature can touch the dagger to a living creature and heal them the number of hit points equal to half the necrotic damage done. Once this feature has been used it cannot be used again until the attuned wielder finishes a long rest with the dagger nearby.

Tier 2

If Asa is given two momentos she becomes a +1 *dagger*.

In addition any necrotic damage done by her or the attuned wielder increases by 2. Her ego also increases by 1.

Tier 3

If given three additional momentos Asa's *Life Drinker* ability is also reusable after a short rest. Her ego also increases by 2.

GOODBERRIES

Quality Food

Identifying: Nature (DC 12)

These small, sweet red berries hold a surprising amount of curative abilities. As an action as many as 10 of these berries can be eaten, restoring hit points equal to the number of berries eaten. While not actually filling, eating a goodberry can temporarily postpone hunger, negating one level of exhaustion and hunger penalties for up to 6 hours. Goodberries remain fresh for up to a week, and when dried never lose their potency.

CINDER

Augmentation, Source Stone

Identifying: Religion (DC 16)

This flickering spark of flame and ash catches on to the first acceptable creature to touch it. If no such creatures attempt to do so, it will begin moving in search of such a person. When a creature is found, it ignites their hand initially before running up their arm and embedding itself in their eye. The inside of their eye begins to flicker with light. The creature becomes blind in that eye and has disadvantage on Perception checks requiring sight. The augmented can cast the *Produce Flames* and *Warming* cantrips (at-will) as well as *Burning Hands* once (resetting after a long rest). Choose Intelligence or Charisma. That is your spell casting ability for these spells and future abilities.

After three days the augmented may attempt to feed the stone momentos. After two are consumed the augmented can cast *Burning Hands* as a second level spell, and can cast *Searing Strike* once (resetting on a long rest). In addition whenever they use a fire based spell or ability, they may add their spell casting ability modifier to the damage dealt. If done so, they take their spellcasting modifier in fire damage.

DEVIL'S TEAR

Augmentation, Source Stone

Identifying: Religion (DC 16)

This crystal has bonded to a creature and embeds itself in their forehead, permanently attuning to them. The augmented's blood chills but they are no longer bothered by the cold. They automatically succeed saves against cold or wet weather and have resistance against cold damage.

In addition, all the knowledge and ego Asa had absorbed through her experimentations increase your Intelligence or Wisdom permanently by 2 (player's choice), but may not raise it above 20.

The augmented can cast the *Splash* and *Icicle* spells as cantrips (at-will), as well as *Water Whip* and *Sleet Storm* once each (resetting on a long rest). Choose Intelligence or Wisdom. That is your spell casting ability score for these spells. This choice is permanent.

GOODBERRY TEA

Potion

Identifying: Nature (DC 12)

This intensely sweet smelling tea is said to remove one's troubles, both physical and mental. It contains a large helping of Goodberries, along with several spices. Drinking warm Goodberry Tea over the course of a minute (typically out of combat) acts either as the *Lesser Restoration* spell, or recovers 10 hit points and 1 rank of exhaustion.

Crafting: Goodberry Tea can be made with 10 natural Goodberries and an Herbalism kit check (DC 12) over the course of 4 hours (which includes the time needed to forage/prepare for the other ingredients). Up to 4 servings can be made at a time.

GOODBERRY BUSH PLANTER

Minor Curio

Identifying: Nature (DC 12)

While normally very hard to cultivate or pot, this small Goodberry bush seems to be doing well within its clay pot. If watered regularly and given appropriate care, this bush will produce 2d8+4 Goodberries every 7 days in the Autumn and Spring. In the Winter and Summer months this bush only produces 1d8 berries every 7 days.

HEART

Augmentation, Source Stone

Identifying: Religion (DC 16)

This rose quartz stone pulses with a faint heartbeat to anyone who holds it tightly. Any creature who listens to the heartbeat for a minute will be compelled to jam the stone into their chest. To resist the urge, they must make a DC 14 Charisma Saving Throw. Once in their chest, they become augmented. An augmented creature's emotional feeling have become strange, in that you no longer react to stimuli normally. Its as if they were bottled away, and can only be accessed when you want them to. The only time you feel true emotion is when you touch another, and even then it is not yours. Due to this conditioning, however, you gain advantage on saving throws against fear or charm effects.

The augmented can cast the *Mystifying Allure* and *Shape Emotions* cantrips (at-will) as well as *Hideous Laughter* once (resetting after a long rest). Choose Intelligence or Charisma. That is your spell casting ability for these spells and future abilities.

After three days the augmented may attempt to feed the stone momentos. After two are consumed the augmented can cast *Heroism* as a second level spell. In addition whenever they use cast a cantrip that deals psychic damage against a creature they have cast a spell or cantrip on before, they may add their spell casting modifier to the damage dealt.

MOTE

Augmentation, Source Stone

Identifying: Religion (DC 16)

The initial physical effects of this stone are not obvious, though they begin to realize issues with their breathing and are unable to control themselves in how much air they can take in. After two days small crystals begin to form a small crystal in the center of their forehead. The creature is under constant pain and cannot have a lower Exhaustion level than 1. After a period of ten days, they learn how to properly handle their air and the growing pains stop.

The augmented can cast the *Puff* and *Breeze* cantrips (at-will) as well as *Thunderwave* once (resetting after a long rest). Choose Intelligence or Charisma. That is your spell casting ability for these spells and future abilities.

After three days the augmented may attempt to feed the stone momentos. After two are consumed the augmented can cast *Gust of Wind* once (resetting on a long rest). In addition they can jump twice as far and high and can hold their breath indefinitely.

STAFF OF STONE

Unique Curio

Identifying: Being the Apprentice Speaker of the Stone
This ancient quarterstaff crafted from petrified wood represents the office of being Speaker of the Stone. To those who respect your position you have a +1 bonus to Persuasion and Insight checks. In addition, all cantrips cast through this focus deal 1 additional damage.

TEAR

Augmentation, Source Stone

Identifying: Religion (DC 16)

This crystal has bonded to a creature and embeds itself in their forehead, permanently attuning to them. The augmented's blood chills and must keep themselves much warmer than they would normally need to. If they don't they have disadvantage on all spell and nature saves dealing with cold damage or exhaustion dealing with the cold.

The augmented can cast the *Splash* and *Icicle* spells as cantrips (at-will), as well as *Water Whip* once (resetting on a long rest). Choose Intelligence or Wisdom. That is your spell casting ability score for these spells. This choice is permanent.

THOMAS THE WITCHSWORD

Magical Weapon (Rapier); Major Sentience

Identifying: Arcana (DC 14)

INT	WIS	CHA
14	8	12

Communication: Can understand Norman, Draconic and Infernal. He may also communicate telepathically with the creature he is attuned to.

Senses: Hearing and Vision out 30ft

Alignment: Neutral Good

Ego: 8

Characteristics: Curious, Innocent, Intelligent

This ornate rapier is inlaid with silver around the handle and blade, making it a very beautiful blade. Inside resides the soul of Thomas, a witch from the island of Haxa Jord who has remained remarkably sentient in the process of making his own magical weapon. Thomas can be used as an Arcane or Bardic Focus.

With the weapon in hand, an attuned wielder can cast the following spells as a level 3 wizard: (Attack Bonus +4; Save DC 12)

Ray of Frost (at-will); Prestidigitation (at-will); Featherfall (1/day (wielder only) (note: the wielder need only have the weapon on their person and may not even need to be conscious); Magic Weapon (self only) (1/day)

Tier 2

If Thomas is fed two momentos he will be able to access more of his magical power from before he was a sword. Thomas' Intelligence increases by 2, increasing his Ego, spell attack bonus and Save DCs by 1. *Magic Weapon* becomes permanent and Thomas becomes a +1 rapier. In addition his wielder can cast *Misty Step* (1/day) (Note: If the wielder is ever knocked unconscious, Thomas may use this ability to put the wielder in a safer position.)

Tier 3

If Thomas is fed three additional momentos and he is attuned to a character of 5th level or higher he can begin tapping into his highest levels of magic. He becomes a level 5 spellcaster, increasing his proficiency by 1 (which also increases his Ego), Attack Bonus and Save DCs by 1. He can cast *Elemental Weapon (self only) (1/day)* and *Protection from Energy (attuned wielder only) (1/day)*.

"I had always wanted to have some adventure and see the world. I want to learn as much as possible and be generally helpful, and what way better in this world of violence and destruction than as a sword!" - Thomas the Witchsword

WYVERN-BASED EQUIPMENT

Curio	Hours	RP	Effect
Weapon of Horn and Claw	8	3	The wyvern's horns and claws are of exceptional crafting material and deal 1 additional damage. (Includes ranged weapons)
Wyvern Leather	24	5	This studded leather armor grants the wearer resistance to poison damage and advantage on saving throws against being poisoned.
Wyvern Scale mail	36	7	Lighter and more durable than steel, this armor counts as a Breastplate. In addition they receive resistance against thunder damage.
Wyvern Feather Cloak	24	5	This cloak made from the colorful feathers of a wyvern grants the wearer an armor class of 10+dexterity modifier or 10+charisma modifier. In addition, they receive advantage on saving throws against weather and wind effects.

APPENDIX B - NEW SPELLS

BREEZE

Conjuration cantrip

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: up to 1 minute (concentration)

You can create or stop wind up to 10 miles per hour in a line 5ft wide and 20ft long. As a bonus action you can change the position of the line and the direction of the wind as long as all of its area remains in range of the spell.

At 5th level you can increase the width of the effect to 10ft.

IKLE

Conjuration cantrip

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: up to 1 minute

You summon a small icicle that counts as a dagger that deals 1 additional cold damage. The icicle melts at the end of your turn if you are not holding it. The caster may use their spell casting attribute as the modifier to attacks and damage instead of Strength or Dexterity.

A character of 5th level or higher can summon an icicle that counts as a spear that deals 2 additional cold damage instead.

MYSTIFYING ALLURE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (ant pheromones)

Duration: Instantaneous

You create a string of thoughts that lashes out at your command toward a creature in range. They must make a Charisma saving throw or take 1d6 psychic damage, and if the creature is Large or smaller you pull the creature up to 10 feet closer to you.

This spell's damage increases to 2d6 when you reach 5th level, and allows you to pull the target up to 15ft.

PUFF

Evocation cantrip

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: instantaneous

You make a compressed ball of air and toss it at a target. The target must succeed at a Strength saving throw or take 1d6 bludgeoning damage and be pushed 5ft in a direction of your choice.

At 5th level the spell's damage increases to 2d6.

SHAPE EMOTIONS

Enchantment cantrip

Casting Time: 1 action

Range: touch

Components: V, S

Duration: up to 1 minute

This spell lets you nudge a target's emotional state and can perform the following functions:

- When used on your self or a willing humanoid creature, you can change your current state of mind to any other. This does not allow you to change an emotional state caused by a 1st or higher level spell.
- When used on an unwilling creature you must make an untrained Charisma check with a DC equal to the target's Passive Insight. The target receives a +1 bonus for every negative step in its disposition towards you, as well as a bonus for the strength of the emotion you are pushing on it. Additionally any emotion shaped does not affect the creature's disposition towards you. (You might take a raging berserker and replace the hate with joy, but that just means they'll cleave you while whistling a cheerful tune).
- When used on an creature of the Underside use similar rules to when used on an unwilling creature, but effects will vary in accordance to your DM.

SPLASH

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous, lasts 1 minute

You fling a bucket's worth of water at a target. This water can be used to douse flames as real water would. An unwilling target can make a Dexterity saving throw to avoid the water, otherwise they become Wet until dried (typically about 1 minute in average air-drying conditions). While wet a character has disadvantage on saving throws against diseases and exhaustion caused by the cold. They also have advantage on saving throws against exhaustion caused by heat.

This water is not suitable for drinking.

WARMING

Transmutation cantrip

Casting Time: 1 action

Range: touch

Components: V, S

Duration: up to 1 minute (concentration)

You grant the target creature the gift of a gentle warmth. The target creature immediately becomes dry and has advantage against any cold weather effects. In addition they do not suffer disadvantage for skills checks involving being cold (such as picking a lock while its snowing).

WATER WHIP

1st level Transmutation

Casting Time: 1 bonus action

Range: self

Components: V, S, M (a small amount of water)

Duration: 1 minute or until Concentration ends

You manipulate water into a long, tight stream. While concentrating on this spell you may make a melee spell attack against any target within 15ft as an action. The whip does $1d8 + \text{spellcasting mod}$ slashing damage and the target must succeed a Strength saving throw or be either pulled 10ft toward you or knocked prone (caster's choice).

At Higher Levels. Casting this spell as a 3rd level spell increases the whip's damage to $2d8 + \text{spellcasting mod}$ and its reach up to 30ft.

These spells can be included in the following classes' spell lists.

Dirt Clod*. Druid, Sorcerer, Wizard

Icicle. Cleric (*Death or Water only*), Druid, Sorcerer, Wizard, Warlock

Mud*. Bard, Druid

Mystifying Allure. Bard, Sorcerer, Warlock

Shape Emotions. Bard, Sorcerer, Warlock

Splash. Druid, Cleric, Sorcerer, Wizard

Stone Pillar*. Druid, Ranger, Sorcerer, Wizard

Warming. Druid, Cleric, Sorcerer, Wizard

Water Whip. Bard, Druid, Ranger, Sorcerer, Wizard

*From Book One.



APPENDIX < <CREATURE COMPENDIUM

ANIMALS

KRILL BEAST

The deep oceans hold creatures tainted with dreams, growing disproportionate to their surface counterparts. Used as mounts and draft horses by the djupa, the krill beast is an awful creature with countless legs and sharp tusks, willing to eat anything they have pulverized into a sticky goo.

KRILL BEAST

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 85 (8d12 + 24)

Speed 25ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses darkvision 120ft., passive Perception 10

Languages -

Amphibious. The beast can breathe air and water.

Trampling Charge. If the beast moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the beast can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 18 (3d8 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature.

Hit: 21 (3d10 + 5) bludgeoning damage.

DJUPA

We do not know whether these haunting, gaunt fish folk from deep below the ocean's surface exist to protect us from those of the Underside or if they are a product of Underside itself. We do know that they are unnatural. Silence fills the air around them. With hooks made from forgotten norman steel they intend to catch us and haul us screaming silently back down into the depths. Some would call that irony, but it is a nightmare I've had once too many.

BREAKERS

Djupa breakers are proficient at rending the hard shells of many large, slow creatures that drag themselves along the ocean floor. The special hammers they use are forged and pressurized in deep sulfur vents and end in a point, perfect for giant crabs, macro lobster and heavily armored normans.

DJUPA BREAKER

Medium humanoid (twisted), neutral evil

Armor Class 15 (scale armor)

Hit Points 44 (5d10+10)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +6, Perception +6

Senses darkvision 120 ft. , passive Perception 16

Languages djupan

Amphibious. The djupa can breathe air and water.

Silent. The djupa project silence and do not produce sound in anything they do. They receive a +10 to Stealth checks that rely on sound. In addition the area within 5ft of a djupa is considered an area of *Silence* as the spell.

Breaker. The djupa has advantage against creatures in heavy armor.

ACTIONS

Multiattack. The djupa can make two *Shell Maul* attacks.

Shell Maul. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.

Hit: 10 (2d6+3) bludgeoning damage.

Leaping Strike. The djupa can jump 20ft. and make one *Shell Maul* attack. If the attack hits the target must make a DC 12 Strength saving throw or be pushed 10ft.

KIPPER PODS

There is no "play" for the children of the djupa. Curiosity is squelched in favor of obedience and that bottled energy fuels a ferocity and hunger that can only be seen as "ravenous." Never have the eyes of a child scared me so.

DJUPA KIPPER POD

Large swarm of small humanoid (twisted), neutral evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	6 (-2)	7 (-2)	4 (-3)

Skills Perception +4

Senses darkvision 120 ft. , passive Perception 8

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened , paralyzed, petrified, prone, restrained, stunned

Languages djupan

Blood Frenzy. The pod has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The pod can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small djupa. The swarm can't regain hit points or gain temporary hit points.

Amphibious. The djupa can breathe air and water.

Silent. The djupa project silence and do not produce sound in anything they do. They receive a +10 to Stealth checks that rely on sound. In addition the area within 5ft of a djupa is considered an area of *Silence* as the spell.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit,

reach 0 ft. , one creature in the swarm's space.

Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the pod has half of its hit points or fewer.

SNATCHERS

"If the fish refuse to bite, then that is when you grab a spear or net." An old norman saying, one that the djupa seemed to have caught on to. Except they don't hunt fish. They hunt us. Using hooked spears, they drag their quarry screaming silently into the dark ocean. What manner of creature they now place on us is as unknown as it is uncaring.

DJUPA SNATCHER

Medium humanoid (twisted), neutral evil

Armor Class 12 (natural armor)

Hit Points 18 (3d8)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 120 ft. , passive Perception 14

Languages djupan

Amphibious. The djupa can breathe air and water.

Silent. The djupa project silence and do not produce sound in anything they do. They receive a +10 to Stealth checks that rely on sound. In addition the area within 5ft of a djupa is considered an area of *Silence* as the spell.

ACTIONS

Hookspear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the djupa can't use its hookspear on another target.

Implant Jollyfish. *Melee Weapon Attack:* +3 to hit, reach 5ft., one unconscious or grappled creature.

Hit: The djupa places a black jollyfish onto which begins to burrow into your skin. The target must make a DC 14 Constitution saving throw or become poisoned until the jellyfish is removed with a DC 14 Strength check (dealing 1d8 damage to the attached creature) or DC 12 Medicine check (dealing 1 damage to the attached creature). At the end of the creature's turn, if the jollyfish has not been removed they must re-roll the Constitution saving throw. If they fail this check while poisoned they immediately lose the will to fight as they are filled with overly pleasant thoughts and become incapacitated until 1 hour after the jellyfish has been removed.

SILENT CHORUS

For what god do they sing? What god answers their prayers. It is not the Lord, who sees the djupa as a pestilence of dreams. It is not the Maiden for they do not know love or hate. The Fool might listen on a whim, but these creatures' dedication is too unmoving. Then we must suspect the Lady, for their silent songs are of death.

DJUPA SILENT CHORUS

Medium humanoid (twisted), neutral evil

Armor Class 11 (natural armor)

Hit Points 44 (5d10+10)

Speed 30ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages djupan

Amphibious. The djupa can breathe air and water.

Silent. The djupa project silence and do not produce sound in anything they do. They receive a +10 to Stealth checks that rely on sound and may cast spells with Verbal components silently. In addition the area within 5ft of a djupa is considered an area of *Silence* as the spell.

Spellcasting. The djupa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The djupa has the following cleric spells prepared:

Cantrips (at will): *sacred flame, thaumaturgy*

1st level (3 slots): *bane, inflict wounds, shield of faith*

ACTIONS

Multiattack. The djupa makes two chain hook attacks.

Chain Hook. *Melee Weapon Attack:* +5 to hit reach 20ft., one target.

Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature they may be pulled up to 10ft and become grappled (escape DC 14). Until this grapple ends, the djupa can't use its chain hook on another target.

ASA

Avatars. Mortal beings who have been given the blessings of a dead god and have absorbed what remains of their Aspects. The Witch was an awful woman, full of conceit and venom. Cunning. It was She who saw Her own death and forged the Lady to take Her Aspects that she might continue to influence this world with her schemes. So what scheme is Asa playing at? What plan has she that garnered the attention of the Witch?

ASA, AVATAR OF THE WITCH

Medium humanoid (augmented, norman), neutral evil

Armor Class 13 (natural armor)

Hit Points 83 (10d8 + 30)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+3)	16 (+3)	14 (+3)	16 (+3)	12 (+1)

Skills Arcana +5, Perception +6, Religion +5

Senses darkvision 120ft., passive Perception 16

Languages celestial, djupan, dreamer's cant, norman

Amphibious. Asa can breathe air and water.

Epic Ritualist. Asa requires members of the silent chorus to use her higher level spells. If two chorus members use their actions to sing for the priestess, then she can cast her 4th level spells. If four, then she can cast her 5th level spells.

Spellcasting. Asa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The she has the following spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*

1st level (4 slots): *detect magic, sanctuary, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (3 slots): *spirit guardians, tongues*

4th level (3 slots): *control water, divination*

5th level (2 slots): *flame strike (necrotic and cold damage), scrying*

ACTIONS

Multiattack. Asa makes two melee attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) cold damage.

THE DROMANT

Builders of dreamscapes, these insectoid creatures have crawled their way from the Underside to Topside for some unknown reason. They are enigmatic and driven heavily by the perception of others.

Each clutch is bound to a queen or princess who imparts some of their power to her subjects. In addition to their normal attributes, each Dromant receives an additional feature depending on their leader:

Sekai the Pilgrim. Those who followed Sekai into the daylight consider themselves lucky despite the tragic and mysterious events that led to their evacuation. Her Pilgrims are considered to be under the effects of the spell *Bless*.

Sanaa the Opulent. Those left behind have become more bestial in their stay of darkness, tainted by some unknown and simple happiness. As a bonus action, a dromant under Sanaa may cover their weapons or fangs with a poisonous spittle. The next creature hit with this weapon must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute as a simple happiness takes over them and makes them sluggish. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way as complete bliss takes over them. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success. This ability has Recharge (5-6).

DROMANT ANKHEG

Large undersider (Dromant), lawful evil

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60ft., tremorsense 60ft., passive Perception 11

Languages Understands, but cannot speak Dromant

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

ANKHEG

As the mind of a dromant's queen deteriorates, so does the dromant's form. Ankhegs are a regression to something much more bestial. They grow larger as they swell with anger, hunger and lust. They operate only with their queen's consent and lack the ability to think otherwise.

HUNTER

Hunters make up the majority of the dromant population. They are responsible for feeding the clutch through hunting and scavenging. They are not afraid of stalking Norman prey and find their flesh nostalgic.

DROMANT HUNTER

Medium undersider (Dromant), lawful evil

Armor Class 15 (natural armor),

Hit Points 25 (3d10+3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	6 (-2)

Senses darkvision 60ft., passive Perception 12

Languages Dromant

Standing Leap. The warriors' long jump is up to 20 feet and high jump is up to 10 feet, with or without a running start.

Chameleon Carapace. The hunter can change the color of your carapace to match the color and texture of its surroundings. As a result, they have advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Multiattack. The hunter can make two shortsword or javelin attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., ranged 30/120, one target.

Hit: 4 (1d6 + 1) piercing damage.

DROMANT PRINCESS

Medium undersider (Dromant), lawful evil

Armor Class 16 (natural armor),

Hit Points 65 (6d12+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Skills Deception +7 Insight +4, Perception +4, Persuasion +6, Stealth +4

Senses darkvision 60ft. passive Perception 14

Languages Dromant, telepathy within 1 mile

Mental Camouflage. The princess cannot be seen unless a creature knows of her presence, is within 30ft and succeeds at a DC 12 Wisdom saving throw as an action. If the princess damages the target with any type of damage other than psychic damage she also makes her presence known to that creature. Once a creature has realized her presence, this feature cannot work on them again until the Princess breaks line of sight and uses an action to repair the camouflage.

Powerful Madness. When a creature is affected by a princess' *Crown of Madness*, they may additionally force the creature to move up to half its speed before directing its action.

Deferred Mind. The princess can concentrate on as many spells as she has allies within 60ft. who aren't concentrating on spells.

Spellcasting. Princesses are 6th-level casters. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They have the following spells prepared:

Cantrips: *Mystifying Allure*, *Shape Emotions*, 1st (4/day); *Hideous Laughter*, *Heroism*, *Silent Image* 2nd (3/day); *Detect Thoughts*,

Suggestion

3rd (3/day); *Fear*, *Hypnotic Pattern*

ACTIONS

Multi Attack. The princess can make two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Your Friends are Mine. One creature within 60ft. must make a DC 15 Charisma saving throw or become Charmed by the princess. While charmed in this way the target treats the princess and her allies as allies. The princess can direct the charmed creature to attack a creature on each of the target's turn, who must use their movement and action to do so, but they have the facilities to determine the method. At the end of the target's turn, or every time they take damage they may repeat the saving throw. The Princess can only have one creature charmed in this way at a time.

PRINCESS

Leaders of a clutch, princesses must await the Deep Mother's permission to become a Queen and gain the physical ability to brood. They are masters of mental magicks used to help steer their clutch in the right direction and misguide enemies who seek their destruction.

SEER

Seers are most commonly found with their queen, providing advice and foresight to help the clutch. In combat, they use their powers to aid their fellows and hinder their opponents.

DROMANT SEER

Medium undersider (Dromant), lawful evil

Armor Class 14 (hide armor),

Hit Points 22 (3d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	14 (+2)	16 (+3)	12 (+1)

Skills Insight +5, Perception +5

Senses darkvision 60ft. passive Perception 15

Languages Dromant

Spellcasting. Seers are 3rd-level casters. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following spells prepared:

Cantrips: *Guidance*, *True Strike*, *Vicious Mockery*

1st (4/day); *Bane*, *Cure Wounds*, *Thunderwave*

2nd (3/day); *Blindness/Deafness*, *Hold Person*, *Silence*

ACTIONS

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320., one target.

Hit: 5 (1d6 + 2) piercing damage. The target must succeed a DC 11 Constitution saving throw or begin hallucinating. They are under the effects of the *Confusion* spell, except at the end of each of their turns they may instead make a DC 11 Constitution saving throw to end the effect.

WARRIORS

Whether tasked at defending the clutch or their queen, warriors are larger, tougher dromants with singular purpose. It is rare to see a queen without an entourage of Warriors she has made her consorts.

DROMANT WARRIOR

Medium undersider (Dromant), lawful evil

Armor Class 16 (natural armor),

Hit Points 41 (4d12+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)

Senses darkvision 60ft. passive Perception 12

Languages Dromant

Standing Leap. The warrior's long jump is up to 20 feet and high jump is up to 10 feet, with or without a running start.

Sentinel. When the warrior hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures within 5 feet of the warrior provoke opportunity attacks from even if they take the Disengage action before leaving their reach. When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Heavily Armored. Warriors are considered to be wearing heavy armor, and have disadvantage on Stealth checks.

ACTIONS

Multi Attack. The warrior can make two Glaive attacks.

Glaive. *Melee Weapon Attack:* +6 to hit,

reach 10 ft., one target.

Hit: 8 (1d10 + 3) slashing damage.

Dreamer's Leash. *Melee Spell Attack:* +5 to hit,

reach 20ft., one target,

Hit: 7 (2d6) psionic damage and the target is pulled 10ft toward the warrior.

FRYATASS

A mistake left over from the "Merging" a fryatass is a wolf with pitch black fur and four full-sized norman arms growing from its neck and back. This fear inspiring creatures are known for sneaking into houses and stealing children in the night. With their increased intelligence they can inspire dumber wolves into following them and sometimes attack a norman village, dragging away whatever fools attempt to stop them, along with their weapons.

FRYATASS

Medium beast (sammanfoga), chaotic evil

Armor Class 14 (natural armor)

Hit Points 37 (5d10+10)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	6 (-2)	14 (+2)	14 (+2)

Skills Athletics +5, Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Understands, but can't speak, Norman *Keen Hearing and Smell.* The fryatass has advantage on Wisdom (Perception) checks that rely on hearing or smell. *Pack Tactics.* The fryatass has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Off to Feed. As long as one of its allies is adjacent to them, the Fryatass does not provoke opportunity attacks while moving. In addition it can also move its full speed when dragging an enemy.

ACTIONS

Multiattack. The fryatass can make one *bite* attack, one dagger attack and one grapple attempt.

Bite. *Melee Weapon Attack:* +5 to hit;

Reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Dagger. *Melee Weapon Attack:* +5 to hit;

Reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

ISAMAGA

Man was not the only creature to inherit the Dragon's power. Although rare, there is one notorious in Northern lands called the Isamaga. It lives in the swamps and marshes, hiding just below freezing waters waiting for prey to sluggishly pass it by.

ISAMAGA

Large beast (dragonborn), lawful evil

Armor Class 15 (natural armor)

Hit Points 70 (6d10+30)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Wis +3

Skills Perception +6, Stealth +3

Damage Vulnerabilities lightning

Damage Immunities cold

Condition Immunities prone

Senses blindsight 30ft., darkvision 120ft., passive Perception 16

Languages -

Lurker. As long as an isamaga is not moving while in a body of water it is nearly indistinguishable from its surroundings. It gains a +10 to stealth checks while not moving and is in water.

Hold Breath. The isamaga can hold its breath for 15 minutes.

ACTIONS

Multiattack. The isamaga can make one *bite* attack and two *claw* attacks. If it is grappled with a target it can replace the *bite* with a *thrash*.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 9 (1d10 + 4) piercing damage and 7 (2d6) cold damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the isamaga can't bite another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 7 (1d6+4) slashing damage.

Thrash. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature it is grappling.

Hit: 15 (2d10+4) piercing damage and 7 (2d6) cold damage and the target must make a DC 14 Constitution saving throw or be incapacitated for the round.

NIGHTMARES

Nightmares are creatures of the Underside who heckle and taunt our sleeping selves. Most are unaware of their forms, waking before their terrible shapes etch themselves to our memories.

But some, in extraordinary circumstances, find their way into the waking world, tainting its beauty with their horror, taking shapes like those we know but twisted with anguish and impossibility.

NIGHTMARE DOE

Only in the vaguest idea could this creature ever be mistaken for a doe. This headless creature's stubby, rubbery neck is covered in large glowing eyes which twitch and stare in all directions. Its legs end in needle-like points. It prefers to harry foes with images so real of the creature's destruction that recipients become wracked with pain until they collapse dead from mental trauma.

NIGHTMARE STAG

Though its silhouette may appear as a majestic stag, upon closer examination one would see that this creature has an elongated human skull. Its skin rips along the cheeks and forehead. Dull red eyes glow from underneath pulsating muscles and its antlers are human arms pocked with twitching fingers. Instead of hooves it rests on curled human hands. Its red skin and black fur are thick and oily, and it constantly mutters in failed words that almost become understandable.

NIGHTMARE DOE

Medium Undersider (Nightmare), chaotic evil

Armor Class 11 (natural armor)

Hit Points 19 (3d10+3)

Speed 40ft; climb 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (-4)	16 (+3)	4 (-3)

Skills Perception +6

Senses truesight 30ft., passive Perception 16

Languages The Nightmare Doe may read any language.

Keen Sight. The doe has advantage on Wisdom (Perception) checks that rely on sight.

Deaf. The doe cannot hear, and is unaffected by effects that require hearing.

ACTIONS

Peer into Soul. The doe targets one creature it can see within 30ft of it. The target may not make reactions until the start of their next turn and must succeed on a DC 11 Charisma Saving throw or take 10 (3d6) psychic damage and the target has disadvantage on any attacks made against the doe until the end of their next turn.

NIGHTMARE STAG

Large Undersider (Nightmare), chaotic evil

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60ft; climb 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	5 (-3)	8 (-1)	4 (-3)

Senses passive Perception 9

Languages Dreamer's Cant

Challenge 2 (450 XP)

Charge. If the stag moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage and has disadvantage on Strength saving throws until the end of their next turn.

Babble. If a creature ends its turn within 5ft. of the Nightmare Stag they must make a DC 9 Wisdom saving throw. On a failure roll 1d4. On a 1 or 2, the target is Frightened for 1 minute. They may re-roll the saving throw at the end of their turn to end the effect, as long as the target cannot hear the stag. On a 3 the target is Deafened for 1 hour or until the stag is killed. On a 4 the target is Charmed for 1 round, and must end their next turn next to the stag.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be grappled in the creature's finger antlers.

Corrupt. *Melee Spell Attack:* +6 to hit, reach 5 ft., one grappled creature.

Hit: 18 (4d6 + 4) necrotic damage.

HOLLOW DREAMER

Dreamers are dangerous creatures. They rebel against the very Laws and attempt to tie and confuse the realms of dreams and the waking world. Such power is unstable, and those without proper knowledge and care can collapse in on themselves creating a Bridge between the two Sides of Axius. What's left is a hollow being. A shell of its former self, it is as if they became their own horrors.

HOLLOW DREAMER

Medium Undersider (Nightmare), chaotic evil

Armor Class 16 (Barkskin)

Hit Points 43 (6d8 + 10)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	15 (+2)	16 (+3)	6 (-2)

Skills Arcana +5, History +5, Medicine +6, Nature +5, Religion +5

Senses passive Perception 13

Languages Norman, Dreamer's Cant

Spellcasting. The dreamer is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin* (cast), *moonbeam*

3rd level (3 slots): *call lightning*, *conjure animals* (*nightmare stags or doe only*).

ACTIONS

Shadowvine. *Melee Weapon Attack:* +6 to hit;

Reach 60 ft., one target,

Hit: 7 (1d8+3) slashing damage and the target may be pulled up to 15ft.

THE NOTHING: BLISS

As the natural state of the universe, the Nothing seek only to end the Lord's reign of existence. This feat, however, is paradoxical for they must be something to enter His domain. So they become the least possible, the most basic of emotions and programming.

Destruction failed. Hunger was not absolute. It is because Man fights against these things. But Bliss? They seek it. Want it. And in it will find oblivion. In the form of a large black jellyfish with a singular orb of light emanating from its "head," Bliss wishes to be there like a mother and wants to share its happiness to the point where every other need wastes away.

MOTHER'S EMBRACE

Large aberration (nothing, bliss), true neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10+33)

Speed 30ft., 30ft. fly., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (-2)	6 (-2)	5 (-3)

Skills Athletics +6

Damage Resistances psychic, radiant, necrotic

Senses truesight 30ft., passive Perception 8

Languages Celestial

Unnatural. Nothing do not believe in the nature of things and receive advantage on all saving throws. This does not apply to magic and features of a Source Stone.

Regeneration. The Herald regains 10 hit points at the start of its turn, even while it has zero hit points unless it took damage from a Source Stone this turn.

ACTIONS

Multiattack. The nothing makes two Lappet attacks.

Lappets. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) psychic damage, and the target must make a DC 14 Constitution saving throw or take 9 (2d8) poison damage and become poisoned for one minute on a failed save, or half as much damage on a successful one and they aren't poisoned.

A target poisoned in such a way may re-roll the save at the end of their turn to end the poisoned condition.

Hood. *Melee Weapon Attack:* +6 to hit,

reach 5ft., one poisoned creature.

Hit: 28 (8d6) psychic damage and the target is grappled. If this damage would reduce the target to 0 hit points or lower, the target stabilizes at 0 hit points and paralyzed with the feelings of happiness and content. This effect lasts until they receive the effects of a *Lessor Restoration* spell or can be convinced to struggle by another creature as an action. That creature must succeed on a DC 16 Deception, Intimidation or Persuasion check.

REMORHAZ

Remorhaz are thought to have once been tools of the dwarves, drudging holes through the earth like a horse to plow. Their tunnels make for easy travel in the crust of the Axis as the smooth and well packed causeways are with little threat of cave-ins and monsters of the Underside. They are common paths of Remorhaz, however. With their hundreds of legs and molten carapace, these forgotten beasts of labor eat whatever is in their paths.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Understands, but cannot speak Dwarve Challenge 11 (7, 200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target.

Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

SPECTERS

Dreamers unable to accept their own death sometimes attempt to return to their former selves. If such a soul can climb to the top of the Underside and dig through the Axis and into the waking sun, they arrive as something inhuman and incorporeal. Still limited in their time left as themselves, specters are on a ticking clock set by will to complete some unfinished task. Such creatures are unbound by the laws, and are incredibly dangerous.

AFLAME HRODULF

Medium undersider (specter), lawful evil

Armor Class 15 (natural armor)

Hit Points 32 + 10thp (5d6+10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	14 (+2)	16 (+3)	10 (+0)

Saves Intelligence +5, Wisdom +6

Skills Arcana +5, History +5, Religion +5, Nature +5

Damage Vulnerability psychic

Damage Immunities fire, poison, necrotic

Condition Immunities charm, fear, sleep

Senses passive Perception 13

Languages Norman, Infernal, Celestial, Dwarve, Sfar (Low and High)

Spellcasting. Hrodulf is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared: Cantrips (at will): *fire bolt*

1st level (4 slots): *burning hands, false life, shield*

2nd level (2 slots): *misty step, scorching ray*

3rd level (2 slots): *fireball, stinking cloud*

ACTIONS

Flaming Twirl. Hrodulf moves 15ft (without provoking opportunity attacks). For every creature he moves adjacent to during this movement he may make a *Burning Claw* attack against them.

Burning Claw. *Spell Melee Attack:* +5 to hit reach 5ft., one target.
Hit: 6 (1d8+2) fire damage.

TWISTED

It is said that while dreamers sleep, their physical selves are left empty. If left sleeping and vacant for too long creatures of the Underside will find themselves making that body their home like a hermit crab in its shell. These creatures are the Twisted: half man, half dream abominations who go mad from their own existence.

TWISTED KEEPER

Medium humanoid (twisted), Chaotic Evil

Armor Class 15 (Scale Armor)

Hit Points 44 (5d10+10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Skills Athletics +6, Insight +5

Saves Wisdom +5, Charisma +1

Senses passive Perception 12

Languages Norman, Draconic

Sentinel. If an adjacent creature makes an attack against a creature that does not have this feature, the Keeper may use its reaction to make a melee attack against that creature.

Twisted. The keeper has advantage on saving throws against being frightened or charmed.

Twitchy. The twisted can forfeit all of its movement to instead teleport 10ft.

ACTIONS

Multiattack. The Keeper can make one Greatsword attack and one Hilt attack.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage.

Hilt. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.

Hit: 5 (1d4+3) bludgeoning damage and the target must succeed a Strength saving throw (DC 12) or be knocked prone.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400ft., one target.

Hit: 6 (1d10+1) piercing damage.

TWISTED WITCH

Medium humanoid (twisted), Chaotic Evil

Armor Class 15 (Mage Armor)

Hit Points 24 + 10thp (4d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Skills Arcana +4, Intimidation +4

Saves Intelligence +4, Wisdom +3

Senses passive Perception 11

Languages Norman, Draconic, Infernal

Twisted. The witch has advantage on saving throws against being frightened or charmed.

Twitchy. The twisted can forfeit all of its movement to instead teleport 10ft.

Spellcasting. The dreamer is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *shocking grasp*

1st level (3 slots): *false life*, *mage*

armor, *magic missile*, *thunderwave*

2nd level (3 slots): *enlarge/reduce*, *shatter*

ACTIONS

Multiattack. The witch makes two attacks.

Twisted Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.

Hit: 4 (1d4+2) slashing damage.

TWISTED AFLAME MASS

Large humanoid (twisted), chaotic evil

Armor Class 11 (natural armor)

Hit Points 39 (5d10+5)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities fire, poison, necrotic

Senses passive Perception 11

Languages Norman, Draconic, Infernal

Twisted. The twisted have advantage on saving throws against being frightened or charmed.

Twitchy. The twisted can forfeit all of its movement to instead teleport 10ft.

Writhe. The mass can move into squares occupied by creatures, and takes no penalties for squeezing.

Inescapable. Any creature leaving a square threatened by the Twisted provokes an opportunity attack, even while Disengaging. Any creature hit by an opportunity attack must succeed a DC 13 Strength saving throw or be knocked prone and their movement wasted.

ACTIONS

Reach. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature.

Hit: 5 (1d4+3) bludgeoning damage and 2 (1d4) fire damage.

Overwhelm. *Melee Weapon Attack:* +5 to hit, reach 0ft., every creature within its space.

Hit: 10 (2d6+3) bludgeoning damage and 7 (2d6) fire damage. The target must succeed a DC 13 Strength saving throw or be knocked prone.

Ember Cloud (Recharge 6). With a heated snort the Aflamed can release a cloud of burning embers in a 15ft cube within or next to it. Each other creature within the cube must make a DC 11 Reflex save or take 2d4 fire damage and begin choking (successful saves take half damage and are not choking). While choking a creature can not breathe, can only move 10ft in a turn and is poisoned. This condition lasts until they take an action in an area of clean air to clear their lungs. The area of effect leaves a lingering cloud of soot that provides concealment and can not be breathed inside of. This cloud last for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

THE WASI

Dragons are created by the wants and expectation of the sleeping. This offers a strange conundrum when the safar themselves do not sleep, yet have a dragon bound to their service. Until you consider their tree. Their Glorious Mother. Does she dream? Does she have wants and expectations? This creature is almost entirely mist-like aside from a large, painted wooden mask full of sharpened, splintery teeth. It seeks blood, but not death.

THE WASI

Large dragon, Lawful Good

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 18)

Speed fly 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	3 (-3)

Senses passive Perception 15; blindsight 30ft

Languages safaer (low), dreamer's cant

Damage Resistance cold, psychic, necrotic

Immunities sleep, charm, fear, poisoned

Ethereal. The Wasi does not provoke opportunity attacks. The Wasi can squeeze without penalty.

Mist. The Wasi's body is composed of a mist-like substance that freezes those who enter it. Whenever the Wasi moves it leaves a zone in each square it moved through. Any creature that enters the mist or ends its turn there takes 2d8 cold damage and loses 15ft of movement, or half as much on a successful DC12 Constitution saving throw with no movement reduction. A creature can only take this damage once per turn. Although it is considered the Wasi's body, attacking it does not deal damage. This mist lasts for 2 turns before fading.

Blood Feast. The Wasi thrives on bloodying its opponents. Whenever the Wasi reduces a creature to half its hit points or lower, the Wasi gains a +1 bonus to hit and damage with all attacks and abilities (*Mist* included). This bonus stacks, and can be gain against a creature multiple times if their health is raised above half. This bonus resets on a short or long rest.

ACTIONS

Multiattack. The Wasi can make two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5ft, one target.

Hit: 9 (1d10+4) slashing damage.

Variant: Two-headed. A two-headed wasi acts as two separate creatures except for the following rules:

Hit points. A two-headed Wasi 104 hit points, but the total is shared between them.

Mist. The Wasi's *Mist* feature must be traceable between the two heads.

Blood Feast. This feature is shared between both heads.

WILL-O-WISPS

Gnomes are the fey servants of the Lady and are responsible for nurturing life and death. The most lazy of all gnomes Will-o-wisps lure mortals with their fascinating wicker ball lights into traps so that they can meet their soul quotas. They particularly enjoy swamps, where they can use quicksand or hide spike traps in shallow pools.

WILL-O-WISP

Tiny fey (gnome), neutral evil

Armor Class 19

Hit Points 10 (4d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities exhaustion, paralyzed, poisoned, prone

Senses darkvision 120ft., passive Perception 12

Languages Norman, Gnomish

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d8) lightning damage.

Lure. All creatures of the wisp's choice within a 60ft radius must succeed a DC 12 Wisdom saving throw or be drawn in by the strange flickering of the will-o-wisp's light. If the creature fails, On its next turn it must use its full movement to move in the most direct path towards the will-o-wisp. If this area is trapped or dangerous then those effects take place. This is a charm effect.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its *Consume Life*, or until its concentration ends (as if concentrating on a spell).

WYVERNS

Wyverns have always been a plague to the people of Norrsate. No matter how many heroes are thrown at them, no matter how many times these mistakes are slain they always seem to come back. It was only thirty years prior to the Temple of the Sea sinking into the ocean that the last generation of heroes rose up and slaughtered every beast they could, devising new weapons and alchemical reagents to better fight the feather-winged, scaly monsters. However sharp their teeth and claws might be, one should be most worried of their stinger which can end even the strongest norman's story.

WIND-SINGER PATRIARCH

Huge monstrosity (chimera), unaligned

Armor Class 13 (natural armor)

Hit Points 121 (13d10 + 39)

Speed 20ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	16 (+3)	6 (-2)

Skills Perception +6

Senses darkvision 60 ft. , passive Perception 16

Languages -

Windsinger. When the patriarch rolls initiative it receives two turns each round. The first is on the rolled number (as normal) and the second as if it had rolled 10 lower. In the case where this becomes a negative number add 10 instead, but the patriarch does not act on its first turn of the combat. This second turn can only be used to cast spells.

Spellcasting. The patriarch is a 3rd-level spell caster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrip: *breeze, puff*

1st (4/day): *thunderwave*

2nd (2/day): *gust of wind, windwall*

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target.

Hit: 11 (2d6 + 4) piercing and 7 (2d6) lightning damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 15ft., one target.

Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

WYVERN

Large monstrosity (chimera), unaligned

Armor Class 13 (natural armor)

Hit Points 121 (13d10 + 39)

Speed 20ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+0)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft. , passive Perception 14

Languages -

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature.

Hit: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature.

Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

WYVERN HATCHLING

Medium monstrosity (chimera), unaligned

Armor Class 12 (natural armor)

Hit Points 12 (1d10 + 2)

Speed 30ft., fly 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Perception +2

Senses darkvision 60 ft. , passive Perception 12

Languages -

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature.

Hit: 6 (1d8 + 2) piercing damage. The target must make a DC 13 Constitution saving throw. On a failed save the target takes 3 (1d6) poison damage and are poisoned for 1 minute. A poisoned creature can re-attempt the saving throw at the end of each of its turns. While poisoned, the target's speed is halved and can't use reactions. The wyvern can only attempt to poison a creature once before needing to restock its poison during a short rest.

THE ZAHR OF NORRSATE

Like the normans, the safar of Norrsate were present during the death of Molnspjut and are believed to share the same power and respect. Generally there is little interaction between the two peoples, and where the normans strive for pure strength the safar search for grace in battle.

HUNTERS

The forests of northern Norrsate have always had plentiful game thanks to the careful cultivation by the zahr hunters. They are quiet, deft, and have enough knowledge in the magic to ensure victory in their trials.

ZAHR HUNTER

Medium Humanoid (Safar) Neutral Good

Armor Class 15 (Studded Leather Armor)

Hit Points 18 (2d10+2)

Speed 35ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +4

Senses passive Perception 14; darkvision 60ft

Languages safajer (Low); norman

Immunities Sleep

Favored Enemy. The hunter deals an additional +2 damage to humanoids.

Mask of the Wild. The hunter can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Ensnaring Shot. As a bonus action a hunter can cause next creature they hit with a weapon attack to make a DC 12 Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

ACTIONS

Longbow. Ranged Weapon Attack: +4 to hit, ranged 80/320ft., one target
Hit: 7 (1d8+2) piercing damage.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5ft., one target.
Hit: 6 (1d6+2) piercing damage.

GARDENERS

Responsible for the prosperity of the forests surrounding their Mother, gardeners are the zahr equivalent to a farmer, living off the natural bounties of tree, root and bush.

ZAHR GARDENER

Medium humanoid (safar), lawful neutral

Armor Class 15 (ironwood armor)

Hit Points 21 (3d8 + 3)

Speed 35ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	12 (+1)

Skills Arcana +4, Medicine +5, Nature +4, Perception +5

Senses darkvision 60ft., passive Perception 15

Languages safajer (Low), norman

Immunities Sleep

Gardener. Gardeners have 10 temporary hit points at the start of any combat.

Spellcasting. Gardeners are 4th-level spell casters. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They has the following druid spells prepared:

Cantrips: *Druidcraft*, *Produce Flame*
1st (4/day): *Cure Wounds*, *Entangle*, *Faerie Fire*
2nd (2/day): *Heat Metal*, *Moonbeam*

ACTIONS

Glaive. *Melee Weapon Attack:* +4 to hit, reach 5ft, one creature.
Hit: 5 (1d10+2) slashing damage.

MOONBLADE

Unnaturally quick, members of this warrior caste have been known to dip through even the heartiest of norman warriors with a rain of sword slashes and brutal kicks. Do not underestimate their lightly armored frames or their tiny swords, for they have the Grace of the Lady and know of death.

ZAHR MOONBLADE

Medium Humanoid (safari) Neutral Good

Armor Class 16 (leather armor with Shield)

Hit Points 36 (4d10+8)

Speed 35ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	14 (+2)

Skills Acrobatics +6, Perception +3, Performance +4, Stealth +6,

Senses passive Perception 13; darkvision 60ft

Languages safaer (Low); norman

Immunities Sleep

Mask of the Wild. The moonblade can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Moon's Grace. Moonblades have 4 points of *Grace*. They may spend 1 point of *Grace* per turn to perform one of the following:

Flurry of Blows: Make a free Scimitar attack.

Moonkick: Make an Unarmed attack. If it hits, the target must make a DC 14 Strength check or be pushed 15ft and knocked prone.

Shadow Walk: You may take the disengage or dodge action as a bonus action.

Clever Grappler. Moonblades may use Acrobatics instead of Athletics for grappling.

ACTIONS

Multiattack. The moonblade may make one *scimitar* and one *unarmed strike*.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature
Hit: 6 (1d6+3) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature.
Hit: 5 (1d4+3) bludgeoning damage.

REACTIONS

Deflect Missiles. If you or an adjacent ally are subject to a ranged attack you may reduce that damage by 1d10+7.

PEOPLE OF IMPORT

MASTER KEEPER CYRIL

Medium Humanoid (Human), Lawful Evil

Armor Class 19 (Splint mail and Shield)

Hit Points 63 (6d10 + 24)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Skills Arcana +4, Insight +5, Intimidation +5, Investigation +4, Perception +5,

Senses passive Perception 15

Languages Draconic (Diremonte), Norman

Immunities Poison, Disease, Charm

Eyes of the Master Keeper. As an action Cyril can detect any creature put under his charge, including both witches and keepers, and know their exact location upon the Axis regardless of distance.

Fighting Style (Protection). When a creature Cyril can see attacks a target other than him that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll.

Oppressive Smite. Cyril may expend a spell slot to deal additional damage to a creature hit by a melee weapon attack. That damage is equal to 1d8 plus an additional d8 per level of the spell in radiant damage. This damage increase by an additional 1d8 if the target is a spellcaster and they immediately lose concentration on their spells.

Spellcasting. Cyril is a 3th-level spell caster. His spell casting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:
1st (4/day); *Command*, *Compel Duel*, *Detect Magic*
2nd (2/day); *Location Object*, *Zone of Truth*

ACTIONS

Multiattack. Cyril may make two melee weapon attacks.

Morris the Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft. one creature.
Hit: 7 (1d8+3) magic slashing damage.

KEEPER DAGNA AND WARRICK THE FIREBRAND

Medium Humanoid Team (Norman, Human),

Lawful and Chaotic Neutral

Armor Class 16 (scale mail)

Hit Points 35 (3d12 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Strength +5, Constitution +5, Wisdom +3

Skills Arcana +4, Athletics +5, History +4, Insight +3, Intimidate +5, Perception +3,

Damage Resistance Fire

Senses passive Perception 13

Languages Draconic (Diremonte), Norman

Eyes of the Keeper. As an action Dagna can detect Warrick's exact location if they are within 5 miles.

Tame the Inferno (2/ long rest). As a bonus action Dagna can tap into Warrick's fiery rage and channel it into her attacks. For one minute she has advantage on Strength checks, deals an extra 1d6 fire damage with her melee attacks and has resistance to bludgeoning, piercing, slashing and cold damage. In addition, enemies have disadvantage on opportunity attacks against her and she can Dash as a bonus action.

Overexert. Warrick has the ability to overexert himself to increase the power of his spells at the cost of his own well-being. By giving himself a rank of exhaustion he may:

Maximize the damage done by a spell, give any number of creatures within 30ft Cover against an area of effect spell, or double the area of effect of his own spells. He may only use this ability once per turn.

Spellcasting. Warrick is a 3rd-level caster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips: *Fire Bolt*, *Prestidigitation*, *Shocking Grasp*
1st (4/day): *Burning Hands*, *Shield*
2nd (3/day): *Gust of Wind*, *Scorching Ray*

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5ft. one target.
Hit: 9 (1d12+3) slashing damage.

ISABELLE THE FROZEN HEART

Medium Humanoid (Human Witch), Chaotic Evil

Armor Class 14 (studded leather)

Hit Points 21 (3d8 + 3)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Deception +5, Insight +3, Intimidation +5, Stealth +4

Senses passive Perception 11

Languages Draconic (Diremonte), Norman

Pact Magic. Isabella is a 3rd-level spell caster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has two 2nd level spell slots that recover on a short rest and has the following spells: Cantrips (at-will): *Icicle*, *Prestidigitation*

Spells: *Hellish Rebuke* (Cold Damage), *Hex*, *Misty Step*, *Suggestion*

ACTIONS

Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or 20/60ft., one creature.
Hit: 4 (1d4+2) piercing damage.

GARDENER RASHID

Medium Humanoid (Safar), Lawful Neutral

Armor Class 17 (Ironwood Splint mail)

Hit Points 54 (5d10 + 3)

Speed 35ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Skills Athletics +7, Insight +6, Intimidation +3, Perception +6

Senses darkvision 60ft., passive Perception 15

Languages Safaer (Low); Norman

Immunities Charm, Sleep

Gardener. Rashid has 10 temporary hit points at the start of any combat.

Close Guarded. Creatures attempting to move through Rashid's threatened area provoke opportunity attacks, and these attacks do not consume your reaction.

Protective. When a creature Rashid can see attacks a target other than himself that is within 5 feet, he can use his reaction to impose disadvantage on the attack roll.

ACTIONS

Multiattack. Rashid may make two glaive attacks and one haft attack.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10ft. one target.
Hit: 9 (1d10+4) slashing damage.

Haft. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target.
Hit: 6 (1d4+4) bludgeoning damage.

SUNBLADE SAMARA

Medium Humanoid (Safar) Chaotic Good

Armor Class 15 (Studded Leather Armor)

Hit Points 25 (3d10+3)

Speed 35ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	8 (-1)

Skills Athletics +3, Insight +5, Nature +2, Perception +5, Stealth +5, Survival +5

Senses darkvision 60ft., passive Perception 15

Languages Safaer (Low); Norman

Immunities Sleep

Mask of the Wild. Samara can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Sun's Grace. Samara has 3 points of *Grace*. She may spend 1 point of *Grace* per turn to perform one of the following:

Flurry of Arrows: As a bonus action make an additional *Shortbow* attack.

Solarflare: Make an Unarmed attack. If it hits, the target must make a DC 13 Charisma check or be unable to make reactions and take 2d8 fire damage if they move before the start of Samara's next turn.

Embrace the Sky: You may Dash as a bonus action, and if you jump this turn you may jump horizontally 20ft or vertically 10ft without a running start.

ACTIONS

Shortbow. Ranged Weapon Attack: +5 to hit, ranged 80/320ft., one target

Hit: 7 (1d6+3) piercing damage.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5ft., one target

Hit: 5 (1d4+3) bludgeoning damage.

ZAHIA DENASRIA

Medium Humanoid (Zahr), Lawful Neutral

Armor Class 12 (unarmored)

Hit Points 27 (5d6 + 5)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	8 (-1)

Skills Arcana +7, Investigation +7, Medicine +5, Nature +7, Perception +5

Senses darkvision 60ft., passive Perception 15

Languages Draconic (Diremonte), Safaer (Low), Norman

Immunities Sleep, Charm

Spellcasting. Zahia is a 6th-level wizard. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *Fire bolt*, *Prestidigitation*, *Shocking Grasp*
1st (4/day): *Burning Hands*, *False Life*, *Shield*, *Sleep*
2nd (3/day): *Blur*, *Flaming Sphere*, *Hold Person*
3rd (3/day): *Haste*, *Hypnotic Pattern*, *Lightning Bolt*,

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5ft, one target.

Hit: 4 (1d4+2) piercing damage and 1d6 fire damage

APPENDIX D

RANDOM ENCOUNTER TABLES

Abandoned Cart. This abandoned cart has been picked clean by scavengers, man and animal alike. If the party wishes to dismantle the cart have them make an Investigation or Artisan Tool (Carpenter, Smith, Tinker or Woodcarver) check. For each unique check the hunter receives double their result as gp worth of crafting supplies. The number the party rolled to obtain this result turns into "Uneventful."

Ancient Homestead. A single house stands out in an otherwise empty field. Though in great disuse it looks like a fine place to get out of the wind and weather for the night.

Ancient Shrine. Sitting in what you would assume was the middle of nowhere is a small shrine. Roll a d4 and consult below.

1. *The Lord's Shrine.* This small shrine is dedicated to the Lord. A pair of antlers sits above an offering plate. If one ration is offered at this shrine then the party will receive his protection. In the party's next combat encounter they are considered under the effects of the spell *Bless*.

2. *The Lady's Shrine.* This small statue of the Lady and several forest animals bounding around Her feet represents Her before the Tragedy. If two candles are lit here then the party's next random encounter will either be "Small Game" (on a 1-75) or "Large Game" (on a 76-100).

3. *The Maiden's Shrine.* This masterfully carved statue depicts a young woman sitting in a chair. Those who bow or kneel before the Maiden may receive her blessing. Over the next week each character has advantage on skill checks made in an attempt to find true love.

4. *The Fool's Shrine.* Roll a d20. A dice with that number (and only that number) lies in a bowl sitting before the Coyote. If a character takes that dice they can declare they use the dice before any d20 is rolled and that number is used instead. This effect can be used once and the dice turns to sand after it is used. In addition, the GM may also declare that any d20 rolled is that number as long as the character holds the dice. This use does not expend the dice.

Awful Weather. A chilling thunderstorm builds from the northern seas. The party must either seek shelter (wasting the day) or make a DC 14 Constitution saving throw. On a failure a hunter receives a level of exhaustion and catches a cold (their exhaustion level is considered at least 2 until they succeed a Constitution saving throw DC 14 after a long rest in a dry, warm environment, or are cured of the disease magically).

Blighted Pond. This refreshing looking pond appears quite pleasant, however as you approach you see that

NORTHERN NORRSATE

ROLL	OCCURRENCE
1-25	Uneventful
26-35	Unusually Pleasant
36-55	Small Game
56-60	Large Game
61-64	Hunting Party (Dromant)
65-66	Hunting Party (Zahr)
67-69	Ancient Homestead
70-75	Poor Weather
78-82	Awful Weather
84-85	Blighted Pond
86-90	Fryatass Pack
91-92	Ghouls
93	Roadside Grave
94-95	Ancient Shrine
96-97	Lonely Norman
98	Haunted Homestead
99	A dried black jellyfish
100	The sight of a White Stag

BRUTEN KARR

ROLL	OCCURRENCE
1-25	Uneventful
26-35	Eerie Silence (Bruten Karr)
36-50	Small Game
51-60	Haunting Presence (Bruten Karr)
61-63	Awful Weather
64-66	Tide Change
67-70	Fresh Corpse
71-78	Giant Frogs
79-80	Quicksand
81-83	Escaped Coven
84-88	Will-o-Wisp
89-90	Ismagga
91-94	Ghouls
95-99	Inky Black Jellyfish
100	The sight of a White Stag

SOUTHERN NORRSATE

ROLL	OCCURRENCE
1-25	Uneventful
26-35	Unusually Pleasant
36-50	Small Game
51-60	Large Game
61-63	Hunting Party
64-66	Abandoned Cart
67-70	Roadside Grave
71-78	Poor Weather
79-80	Awful Weather
81-83	Shield Boars*
84-88	Wild Dogs*
89-90	Dire Bees*
91	Ghouls*
92-94	Hook Horrors*
95-96	Faerie Circle Unattended
97	Faerie Circle Crowning
98	Faerie Circle Tricking
99	A dried black jellyfish
100	The sight of a White Stag

*Stats available in *North Seat Book One*

several large fungi living nearby in the shades of the trees. There are two shriekers, 1d4 purple fungi and 1d6 needle blights.

If the characters clear the pond of enemies and drink from the pool they receive the benefits of *lesser restoration*. This water has no special effects if bottled or otherwise carried along with them.

Dire Bees. The party encounters a wild Dire Bee. The party can either leave or follow the bee and enter an encounter with 1d4 dire bees. Successfully fighting off the swarms results in 2d10 lbs Dire bee honey, which each pound can either be eaten as a ration or distilled by an alchemist or herbalist into healing potions. Each pound of honey used in this process counts as 5gp of materials.

Dried Black Jellyfish. In the hunter's path lies what appears to be a dried, rubbery and black jellyfish. Touching any part of the jellyfish with bare skin or thin gloves releases a toxin into the hunter. They must make a DC 14 Constitution saving throw or relax in such a happy, blissful state that they wish to do nothing else but sit in the grass under the shade of the tree and smile for the next hour. During this hour the hunter is considered Poisoned and Incapacitated. Once the jellyfish has used its toxin once, it shrivels up further into nearly nothing.

Eerie Silence (Bruten Karr). Sometimes the worst sound someone could heard is nothing at all. In an unsettling place, minds are left to wander dark paths and make their own horrors. Each hunter must make a DC 10 Wisdom saving throw or gain a level of exhaustion and be troubled.

Escaped Coven. The party encounters 3 twisted witches. **Faerie Circle (Unattended).** In the middle of a pleasant field sits an old stump surrounded in a circle of drooping, poisonous mushrooms.

Faerie Circle (Crowning). As the party is traveling a small mote of light drifts across their path in a jingle of tiny bells. It stops for a moment and turns to the party, jingling bells and continues to do so until it sees the party either follow or leave. If anyone in the party knows "Belle," the light is asking the party to join them. If the party follows, in the middle of a pleasant field sits an old stump surrounded in a circle of sprightly mushrooms. The as the sun beings to dusk it gives the air the sight of enchantment as the light jingles in excitement over the stump. If a hunter decides to enter the mushroom circle and stand on top of the stump more fairies will join in, jingling in a circle around the hunter, gathering flowers into a small wreath and placing it on the hunter's head. The hunter is filled with joy and will have to willingly stop themselves from dancing atop the stump with the fairies swirling about them.

The hunter is now the king/queen of the fairies on Norrsate. They now know Belle if they didn't before, and their flower crown will never wilt. While wearing the crown the hunter has advantage on all Charisma checks and saves when dealing with fairies.

Any future rolls of 95-98 on this encounter list become "Unusually Pleasant."

Faerie Circle (Tricking). As the party is traveling a small mote of light drifts across their path in a jingle of tiny bells. It stops for a moment and turns to the party, jingling bells and continues to do so until it sees the party either follow or leave. If anyone in the party knows "Belle," the light is asking the party to join them. If the party follows, in the middle of a pleasant field sits an old stump surrounded in a circle of sprightly mushrooms. The as the sun begins to dusk it gives the air the sight of enchantment as the light jingles in excitement over the stump. If a hunter decides to enter the mushroom circle and stand on top of the stump more fairies will join in, jingling in a circle around the hunter who will begin to float into the air. Magic holds the hunter still unless they can succeed at a DC 16 Charisma saving throw. While in stasis the fairies begin to pick away at the character's backpack, armor and clothes, peeling them away in search of treasures and dropping everything else on the ground around them.

Hunters not involved in the Tricking can attempt a DC 14 Charisma saving throw to enter the mushroom circle and help the Tricked hunter. Otherwise the Tricked hunter's armor and clothing is considered broken and any item in

their backpack that weighs one pound or less is stolen. The fairies then scatter into all directions giggling in their jingles and the magic is broken.

Fresh Corpse. You find an fresh corpse. The party may search the body to find 1 momento, but if they do they risk finding whatever monster caused its death (roll twice on the encounter sheet; If a monster encounter is rolled the party encounters them).

Fryatass Pack. The party encounters 1d6 wolves and 1 Fryatass.

Giant Frogs. An encounter with 1d4 giant frogs. The party receives two rations per frog slain.

Ghouls. The party encounter a pack of ghouls feeding on a hunter's corpse. Encounter with a 1d4 ghouls and 1 ghastr. Succeeding in this encounter gives each hunter 2 Reputation Points.

Haunted Homestead. A single house stands under a small cluster of trees. Though in great disuse it looks like a fine place to get out of the wind and weather for the night. If the party decides to stay the night they will be visited by a ghost who points off into the distance. If the characters wish to investigate have them make party Perception check (DC 13). On a success they will find a long dead corpse with a hatchet buried into its back. Performing the Rite of Passing will allow the ghost to pass on and a momento will be received (the hatchet).

Haunting Presence (Bruten Karr). Ghosts, dreams or shadowy beings, something waits just outside your vision. The hunter in the back of the marching order watch must make a DC 12 Wisdom saving throw or they lose a hit dice that does not recover on their next long rest. If a hunter makes their save, they can attempt to deal with the presence. Have them make a DC 14 Charisma check (Deception, Intimidation and Persuasion may apply). If they succeed the presence disappears and any later watch doesn't need to make saving throws for this event.

Hook Horrors. The party hears the unforgettable clicks of a hook horror. They can avoid the encounter with a Team Stealth check (DC 13). Otherwise an encounter with 1d2 Hook Horrors.

Hunting Party. You meet with another group of hunters and trade information about the roads and forest. Roll a d100 and consult the encounter list. This represents the information the hunters give the party. Should the party wish to investigate, they can forgo rolling their next random encounter and use this number instead.

Hunting Party (Dromant). If the party is neutral or friendly with the dromant, you meet with another group of hunters and trade information about the roads and forest. Roll a d100 and consult the encounter list. This represents the information the hunters give the party. Should the party wish to investigate, they can forgo rolling their next random encounter and use this number instead.

If the party is hostile with the dromant you encounter 1d4 dromant hunters and 1 dromant seer.

Hunting Party (Zahr). If the party is neutral or friendly with the zahr, you meet with another group of hunters and trade information about the roads and forest. Roll a d100 and consult the encounter list. This represents the information the hunters give the party. Should the party wish to investigate, they can forgo rolling their next random encounter and use this number instead.

If the party is hostile with the zahr they encounter 1d4 zahr hunters, 1 zahr gardener and 1 zahr moonblade.

Inky Black Jellyfish. Floating through the air is a black jellyfish. Its form seems to absorb light. It lazily floats towards the party. Choose a hunter at random. The jellyfish makes an attack (+6 attack bonus). On a successful hit the hunter must make a DC 14 Constitution saving throw or feel immense happiness and the jellyfish's stingers begin to burrow into the hunter's skin, forcing re-rolls as long as the jellyfish remains. For the duration they are considered poisoned and incapacitated. The jellyfish can be removed with a DC 12 Strength check, dealing 2d6 damage to the inflicted hunter, or a DC 14 Medicine check without any damage. After the jellyfish is removed it begins to shrivel up, but the inflicted hunter remains in their blissful state for one hour.

Isamaga. Have the character leading the party make a DC 16 Perception check. On a success they can see a large creature lying in a nearby pond that you were about to cross through. They may avoid this creature and it will ignore them. Otherwise they pass through the pond and are attacked by an *Isamaga*, who receives a surprise round and attacks the person in the back of the marching order.

Large Game. Your hunting efforts result in bagging a deer, boar or other larger creature. The party gains 10d10 lbs of meat (or an equal amount of rations) and half as many pounds in leather and furs.

Lonely Norman. You come across a norman dwelling cut into the side of a hill. They are outside cutting logs and stop as they see you. The characters would know that such people often choose solitary life for one reason or another. If the players decide to approach the lonely norman will greet them and offer them some warm drink and a night out from the cold. Their home is more spacious than it looks from the outside. If they decide to accept the offer the characters will benefit from a proper full rest while staying. In return the lonely norman will ask for news and stories.

Poor Weather. Light rain and chilling winds tire out the party. They must either seek shelter (wasting the day) or make a DC 10 Constitution saving throw. On a failure a hunter receives a level of exhaustion.

Roadside Grave. The hunters come across a small grave marker, uncommon in Norman lands. It is uncertain what lies below. Whether be it bones or treasures it is to the Lady's bane to disturb such a place. Mark the approximate location of the grave on the map and replace

the rolled number with "Uneventful" on the Random Encounter list. Each grave is determined by their unique number. Digging through any grave results in the following curse, unless accompanied by the Speaker of Water who inducts final rites on the bodies.

While the character sleeps, they are tormented by nightmares, receiving no restful sleep. They do not receive the benefits of a Long Rest when a Long Rest is taken, and receive a level of Exhaustion. The only way to rid of this curse is to plead with the Lady in your dreams (once per long rest), requiring a Persuasion check (DC 14), or by being pardoned by a Speaker of Water.

67. A History check (DC 14) reveals this to be a marker of the Order of the Dragon, a western organization of knights dedicated to upholding the Lord's Laws. Inside this carefully dug grave lies the remains of a knight clad in tarnished armor holding a greatsword. With some repairs the armor could become a breastplate, and the greatsword just needs some cleaning.

68-69. A Religion check (DC 14) reveals this gravestone to have been placed by a gnome. This occurs when a body naturally dies in a forgotten place. Shallowly in the dirt, under the peat moss are a collection of bones holding tightly onto the hilt of a sword missing its blade. Though the party wouldn't know, this is the location of the woman in the myth of the *Molnspjut*, having escaped after the battle with the shattered sword of her lover, and will be relevant later.

70. Perhaps it was with time, but attempting to dig through this grave results in nothing but wasted time.

Quicksand. Have the character leading the party make a Survival check (DC 15). On a success they notice a patch of quicksand and avoid it. Otherwise determine a party member at random. They begin to sink in the quicksand! They must either succeed a DC 12 Strength saving throw immediately or be stuck down to their waist. On a success they pull themselves out. With a piece of rope or the haft of a polearm or similar method another character can Assist the trapped character. For each failure the DC increases by 3, and after three failures the creature begins to suffocate.

Sight of the White Stag. The hunters catch a glimpse of a White Stag. Symbols of the Lord himself, the party feels blessed for such an occurrence. If this is the first time the party has witnessed the White Stag, they gain his blessing: before rolling a d20, you can instead invoke this blessing. If you do, you treat the result of that roll as a 20 and are no longer considered blessed. If this is not the first time seeing it, the party may either choose to witness it again and gain the effects of the the blessing, or they may try and hunt it. Three consecutive successful DC 18 Survival checks will allow the party to hunt the beast. The effects of the blessing may not be used to hunt the White Stag. The party receives 100lbs of meat. Wearing the beast's pelt (whether as armor or cloak) grants the wearer the effects of the *Shield of Faith* as long as they wear it. Any weapon made of the beast's antlers is considered to

have the *Divine Favor* spell cast on them.

Failing or succeeding at hunting the White Stag prevents sighting it ever again. Re-roll any 100 on any further random encounter lists.

Small Game. Your hunting efforts result in catching a few rabbits, foxes, quails, berries or other sources of food. The party gains 2d6 lbs of food (or an equal amount of rations), and half as many pounds of pelts and/or feathers.

Shield Boars. The party encounters a Shield Boar and their posse. The party can either leave or enter an encounter with 1 shield boar and 1d4 boars.

Tide Change. The water level of the marsh changes. Roll a d4. On a 1 or 2 the tide has gone out and receive advantage on their next Survival check while traveling through the Bruten Karr. On a 3 or 4 the tide comes in making it more difficult. The party receives disadvantage on their next Survival check traveling through the Bruten Karr.

Uneventful. Nothing worthy of note.

Unusually Pleasant. Good weather, calm ambiance and steady travel result in relaxing the party. They may remove one level of exhaustion.

Wild Dogs. The party encounter a pack of feral dogs. Encounter with 2d4 Wild Dogs.

Will-o-wisp. A strange light floats through the marsh. Everyone must make a DC 12 Wisdom saving throw. Those that fail either fall into a 10x10 foot pit of quicksand (as the random encounter) or fall into a 5x20 foot section of marsh with wooden spikes at the bottom and taking 3d6 piercing damage. Combat may then initiate.

APPENDIX E

A REVIEW OF NEW MECHANICS

Skill Montages.

Skill Montages are meant to provoke a player's creativity and offers a good reason to role-play their character. The "variance" in the DCs is meant to be a guide to reward players coming up with good ideas, or for making ridiculous ones less likely to succeed. Both may include elements that you hadn't thought of or aren't obvious in the situation. Roll with it unless it would break something in the future.

The most important thing here is to follow the ideas of "Failing forward." Failure in a skill challenge does not impede the story, but adds to it.

Additional Rules. A phase is a scene with its own goals. A skill challenge may be composed of multiple phases. A character can not use a skill twice in any single phase of a skill challenge, it being reasoned that they have already used that skill to the best of their advantage. If a party member fails at a skill check, no other party member may use that skill for the rest of the phase. (The Hooked Horror skill challenge only has one phase, "Fleeing.")

Example. A player wishes to roll Survival to find their way easily through a deer trail. Success means that they do so, allowing them to move a bit quicker through the tight trail to avoid the Hooked Horror. Failure wouldn't mean he couldn't do so, but maybe they trip and tumble forwards, catching themselves to their feet in the nick of time just before the Hooked Horror arrives. Or maybe the trail has a bush of poison ivy in it, distracting the character. This is your chance to be creative too!

Battle Montages. Sometimes a Skill Montage is used in place of standard combat mechanics to deliver a more thematic experience that is more than just trying to kill your enemies. Typically they involve fighting through a wave of enemies while trying to keep from being overwhelmed. Quick thinking and clever ideas should always be rewarded. The use of martial or magical attacks simply need to be thought of in the correct skill to use them, such as a barbarian jumping into the fray and clearing the path with an Athletics check, or a wizard attempting to eliminate as many creatures as possible with a burst of fire using an Arcana check.

Skill Challenges.

Where Skill Montages ask a players and the GM to come up with a story together in a very loose system Skill Challenges test a character's abilities directly, providing immediate benefits in successes. At the beginning of a Skill Challenge each player is given a number of checks that they can make.

Independent Tests. These tests are not linked to any other checks required, and each success either provides with an immediate reward, or is attributed into a pool of required successes. Their format is <Name of the Skill> (DC Required to pass) [Number of times it can be completed]. So a character could pass an Athletics test twice if they rolled a 13 and 16 on an Athletics (DC 12) [2] test.

Sequential Tests. Much more serious are sequential test which require that each skill be used consecutively to pass. Their format is <Name of the Skill> (DC Required to pass) [Number of times it needs to be passed before you can move on]. They need not be passed by the same person, but they do need to all be completed before success of the test is awarded.

Creative Thinking. Just because the system is laid out doesn't mean you shouldn't reward critical thinking. If a player wishes to complete a challenge in a creative way, come up with DC and let the player spend one of their checks to roll the skill they think will help in the situation. If they succeed, either reduce the DC of all future checks of that Test, or give the next player to make a check Advantage.

Smaller or Larger Groups. If you are running the adventure with smaller or larger groups, feel free to remove or add steps to your liking.

Failing Forward. Never are the ideas of "failing forward" more important than in a skill montage. Failing forward is a role-playing philosophy that tries to maintain momentum by making every action a player commit do *something*. This may not mean that the party succeeds doing what they want every time, but instead that every attempt has some consequence. Case in point, lets say your fighter wants to use Athletics to climb a building and they fail. This could mean either they don't climb the building (bad for momentum), or *something* happens when they do such as falling through the weakened roof or there were hidden enemies waiting up above. Keep that action and story telling moving forward!

Combat with an Audience.

In a combat with a watching crowd, there are additional rules regarding the crowd's disposition towards you and your opponent. The party's Crowd Disposition is set by circumstance and noted in the book when applicable. This number affects all members of that party.

Ways to increase disposition. If a creature reduces an enemy creature to half its hit points or below zero hit points, increase the attacking creature's disposition by 1. If a creature attacks and rolls a critical attack, increase the attacking creature's disposition by 1. Each character can appeal to the crowd once, using an action and making a Performance check (DC 12) to increase their disposition by one, gaining an additional one for every 5 above the DC they roll. You gain a disposition any time you attack a creature who's last action was to make a Performance check.

Ways to lose disposition. If a creature heals another creature or casts a spell that does not deal damage, that creature's team loses 1 disposition. If a creature on your team surrenders they lose 1 disposition and are removed from the combat. Attacking a surrendered creature reduces your team's disposition by 2 and the attacker's reputation points by 1.

A party's Crowd Disposition (CD) grant it bonuses for the combat.

CD	Effect
0-1	No benefits.
2-4	+1 to attacks and damage.
5-7	+2 to attacks and damage.
9+	+3 to attacks and damage.

Losing Hit Die. Losing Hit Die is a common practice in more battle-oriented skill montages. In cases where players may have already lost or spent hit die, they may come across a skill montage with no hit die left. That does not mean they are safe. In fact it is the opposite. When a player has no hit die remaining and loses a hit die, they roll their largest hit die and take that much damage. If this damage would knock the player unconscious, they do so after the skill montage (as if adrenaline is the only thing keeping them up). For example; the party's level 3 wizard has had a rough time today. He only has 3 hit points left and has spent all his hit die. At the end of the next skill montage he loses one more hit die! Since he has none left, he rolls 1d6 and adds his Constitution modifier (+1) for a total of 4. He then takes 4 damage and falls unconscious at the end of the skill challenge.

Optional Travel Rules.

One way to make life on the road more dangerous is by removing the benefits of a Full Rest while camping. Instead, when the hunters take a Full Rest out in nature they may only recover 1 Hit Dice, and either refresh one daily ability (such as a spell slot) or recover from one level of exhaustion.

Alternatively, if the party rolls a combat encounter you may wish to simply state it happens, give some narrative feedback and move on.