

TYRANTS! SAGGAKAR

Markelis City in the Mists

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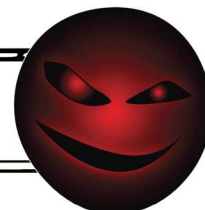
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MARKELIS

HISTORY

The earliest records of the Valley dated from the early days of the Counsilarchy. Kaliban explorers described it as covered with tall cedar trees and spring-fed creeks aplenty.

The city earned its name from Markel of House Faremhi who brought his slaves to the area and had them built a fortress he named after himself, Markelis.

The small fortress took advantage of the lumber, plentiful fur trapping and the presence of the Pink Mists signaling the opening of the Mists. It soon grew into a major hub for the slave trade. Slaves were triaged here before leaving in huge caravans for slave markets across the world. The best fighters plied their trade in the arena, drawing both funds, trainers and tradesmen to the growing town.

Markelis became known as the City by the Mists because of its proximity to the Wall of Mists. While its people boasted their lack of fear of the Mists, the rulers of House Faremhi spent lavish sums in secret, creating runestones to keep the Mists at bay.

SAGGAKAR

Legend says Saggakar himself was brought here when he first came through the Mists. He made a name for himself as an unstoppable juggernaut in the arena. Tales of him defeating griffins, owlbeats, and dozens of opponents with a simple rock or chopsticks may be exaggerated, but they add much local flavor.

A local hero, he took over the settlement, executing the despots of House Faremhi and taking the slaves with him north on his first wave of conquest.

No sooner had he left that House Faremhi re-established its control of the city, under the guise of maintaining control in the name of the Emperor.

Later, Princess Saggarah rewarded the rulers of House Faremhi for their continued support by sending vast sums to fortify their

holdings. The despots spent their money on massive projects that included their capital of Akafaremh and the fortress of Markelis. The City by the Mists grew around the slave trade as its lumber industry dwindled.

The destruction of Akafaremh during the Red Night led to instability and the subjugation of Faremh by imperial forces. In the aftermath, the despots knelt to the Red Empress and sent warriors for her armies. With the conqueror turning her attentions to the north and east, the despots of Farelis and Markelis fought a brief civil war. House Ougozar's forces were weaker than the more stable and better-established House Faremhi.

Farelis was conquered by new ArchDespot Drians of House Faremhi who made Markelis his capital. He imposed peace on the land by taking hostages and relocating them to his capital. Using the chaos following the death of the Red Empress, he increased his power by conquering neighboring nations creating Greater Faremh. Pretending submission to imperial authority, he defeated rebels for his master, while extending his own domain.

During the Three Kingdoms era, Markelis ruled a vast empire whose armies fought those of Ptoram and Nooraka to a standstill. During that time, the ArchDespots ruled as autocrats vying for the Imperial crown.

It was not until Empress Seral that Markelis became a provincial capital again. She used a flight of dragons and flying birds to carry her troops over the walls and into the city itself. The fighting in the streets was bloody and brutal. The Empress walked into the palace and executed the ArchDespot herself, ordering his body turned into a zombie and dressed as a jester. His young daughter, Polyopna, was placed on the throne and surrounded by a cadre of imperial generals loyal to the Empress.

Faremh was reduced to a fraction of its size.

EMPEROR KUZAL

Emperor Kuzal bought the Imperial crown by giving the ArchDespot rights to neighboring provinces, a right they asserted for almost a



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century. The money that flooded the treasury funded an expansion of the fortifications and the irrigation of the Valley.

For the next fifty years, scaffoldings covered the city and its environs.

THE WAVE OF MISTS

In 766IC, the Mists appeared without warning. Where they first appeared is the topic of hot debate. The Mists rolled in from the Wall of Mists to a city in panic. People dropped what they were doing and fled. Many vanished without a chance to flee.

ArchDespot Kazal of House Faremhi stayed, trusting in the wards placed in and around the palace. His faith seemed well-placed as the palace was not hit by the initial wave. He sacrificed thousands of slaves to power the runestones and keep the Mists away. His gamble paid off at first. But his access to slaves ran out quickly and the Mists flowed into the palace like a tsunami delayed by a dam. The ArchDespot and his entourage vanished in one swoop.

About half the population vanished into the Mists on the first day, and half of the rest vanished in the following days. House Faremhi's reliance on the runestones proved their uselessness and the inevitability of the Mists.

From the time the palace was swallowed, the city was abandoned. House Faremhi sent expeditions in the city, but few ever returned, its members swallowed by the Mists.

THE MISTS PART

In the last days of 785IC, the Mists receded in places, revealing areas of the city that had been lost since the fall of the palace. There is no clear reason for this sudden shift in their positions.

WHY THE MISTS CAME?

The answer is part of the mystery not covered on purpose. Common belief is that the Curse of the Faremhi struck the nation once again. Some scholars suspect either involvement

by divine powers or mundane forces using powers they did not understand. This document assumes all are true, along with many other theories.

ADVENTURING IN MARKELIS

While adventuring in Markelis, the following unique dangers apply. These dangers are unknown and their effects are to be investigated.

- The Mists stay fixed - or move so slowly as to be considered stationary - during the day. They move at night and ignore the presence of buildings, with few exceptions, such as the top of the Spire of Skulls or the Cathedral of the Warrior. Each night spent above ground in Markelis, a person has a 25% chance of disappearing in the Mists.
- There are no bodies to be found anywhere. Either they vanished in the Mists or the ghouls took them.
- Most valuable within easy reach were taken when everyone fled the city. However, hidden vaults and riches difficult to access remain.
- The chance of the Mists of Saggakar (see the Tyrants of Saggakar Player's Guide for [Pathfinder RPG](#) or [D&D 5e](#)) manifesting while within the confines of Markelis is multiplied by ten.
- Scavengers avoid the city because of its many dangers.

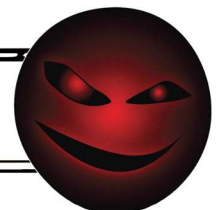
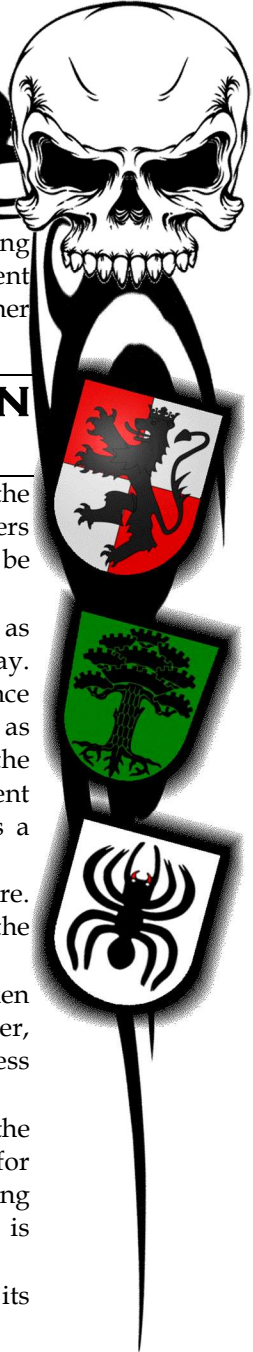
RECOMMENDED CREATURES

There are many creatures one can find in Markelis.

Mindless constructs, such as animated objects and golems are common. Intelligent constructs would have vanished in the Mists.

Oozes of many types thrive in the city, with gelatinous cubes infesting the sewers.

Undead are the second most common group. The ghouls and ghosts are numerous. They avoid the Mists by staying in their warrens.





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Ethereal worms can infest any place in Markelis. These creatures appear in the Bestiary section of this book. Ethereal Horrors have been sighted occasionally in the city. But their numbers are small and they are rare here. These creatures are fully details in [Gostor: Ethereal Horrors](#).

WHY COME TO MARKELIS?

The PCs come to explore a specific location. Because the city was abandoned, many treasures and valuables were simply abandoned, same with larger works of art: wall paintings and statues. Tomes and libraries still hold entire collections of lore.

Since the city is abandoned, whatever is recovered that does not clearly belong to someone may be claimed by another explorer. *"Clearly belongs"* is a hazy distinction, generally limited to *"as long as no one more powerful claims it from you."*

The Cursebinders, the clergy of Keron and the Underley Network seek to discover what happened with the Wave of Mists whether to avoid or control such future event. The

recurrence of such an event terrifies everyone in Saggakar. Scholars postulate the ruins hold the secret of Wave of Mists.

USING MARKELIS

Markelis is deeply tied to the world of the Tyrants of Saggakar. However, by its nature as a city half-buried in the Mists, this means the other half may exist anywhere you wish or need to use it. Its location could even move.

RHYM

In the [Rhym Campaign Setting](#), rumors of vanishing cities exist in the Farashi Desert and the Western Grasslands. Of course, people who enter the Mists disappear, gone forever as the people do not know of the Mists' threat.

THE WAVE OF MIST

An interesting on the events of Markelis would be to use the events of the Wave of Mists hit a city in another campaign world. Part of a populous city disappears in the Mists. The panic of the early days, rescuing slaves, and stranded friends make for great adventure material.

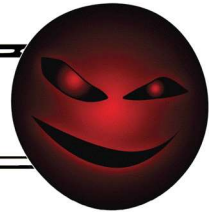
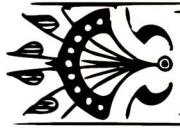
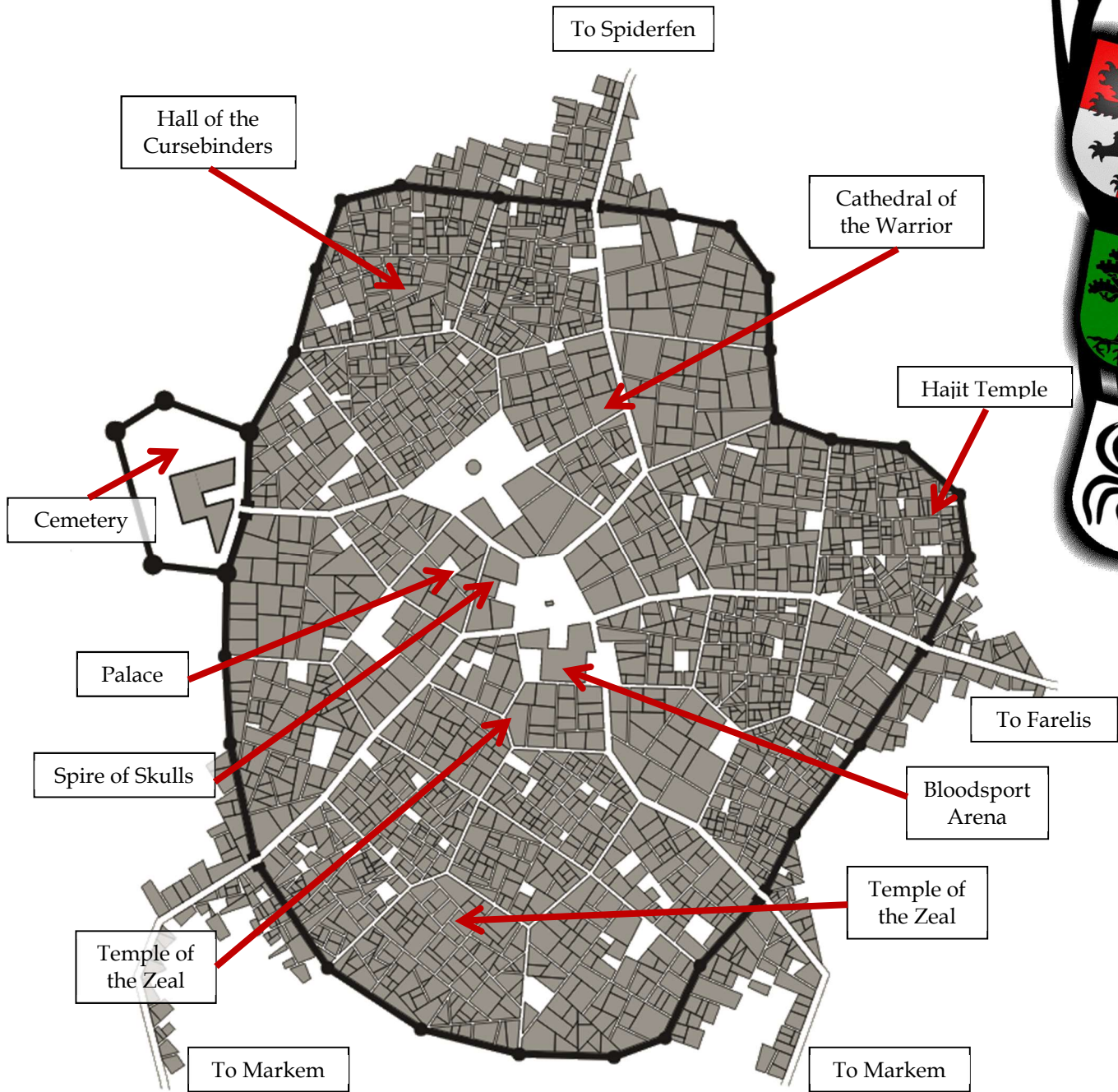


Markelis





MAP OF MARKELIS





TYRANTS! SAGGAKAR

LOCATIONS

The Mists occupy entire sections of Markelis. They do not follow the streets or the buildings. Rather, they crisscross these areas and moving through Markelis requires going through buildings, climbing through windows, down stairs, through doors or man-made holes in the walls. This makes progress difficult, slow and safe locations hard to map. To complicate things, the Mists move and shift at random (though rarely when watched).

The Mists create a winding and twisting maze where vision is limited to between forty and fifty feet. Only rarely can one travel directly from one location to another.

The winding passages created by the Mists range from a few inches to twenty feet wide.

THE VALLEY

The valley surrounding Markelis, simply called "The Valley", was once a fertile, well-irrigated place with extensive fortifications made up of barbicans covering bridges leading to the city. This complex network prevented an army from laying siege close to the walls and kept the city safe. The irrigation channels grew rice and raised trout to feed the inhabitants. Artificial islands had watchtowers and other defenses.

Now the waterways are stagnant and foul; the bridges rotten; and the barbicans doors open and abandoned. No living creature lives here. Gibbets, stocks, and rusted cages held zombies or criminals. Most escaped and now roam the valley.

From afar, the Mists appear as an enormous kraken that pulses and moves its tentacles within. The Mists do not spill out beyond the city walls. Looking at the city gives a sensation of unease and one holds his breath without knowing why. Even those immune to fear dislike looking at the city.

BLOODSPORT ARENA

The Bloodsport Arena was one of the first major construction buildings the despots of Markelis commanded. This massive building

saw thousands of men and women die in bloody battles. In its heyday, it could seat up to twenty thousand screaming fans. It is part above and part below ground, the highest stands rose over a hundred feet above the surrounding street, but are damaged and crumbled in places. The arena floor is forty feet below the street.

The ArchDespot's box dominates the fighting circle. The walls around the fighting have black and white spider motifs. Four entrances, one at each of the cardinal points, allowed the spectators in. Gladiators entered as spectators and used tight stairs down. Portcullises led to the cells where they lived.

Today, many restless spirits haunt the arena, because the overseer locked the slaves in while he escaped. Most spirits either seek to destroy all the living, though a few want help from outsiders. Every spirit is bound and cannot leave the slave pens.

COMMON AREAS

FOUNTAINS

Markelis is dotted with fountains and plazas. The fountains and basins are filled with clean water coming from underground springs. Most are cold, but a few are hot. The waters drain into the sewers. A few fountains are choked with moss or other plants.

Statues promoting the continuance of slavery and the primacy of the First Ones leer down at the passers below. Chained angels, defeated warriors, and benevolent First Ones are common theme. "*Obedience ensures rewards*" and "*Service is Eternal*" are commonly found on plaques.

Its location determines how elaborate the fountain will be. In poorer areas, simple statues have slogans etched on the walls. In richer areas, these fountains can have multiple statues with water sprinkling over the bronze.

OPEN AREAS

Markelis has few open areas. Open areas are tight and cramped surrounded by tall and imposing buildings. When the city was



Markelis



abandoned, wagons and chariots were left behind, with their beasts of burden still attached. The wood rotted and breaks when weight is added (such as when someone climbs over them).

Few public parks and gardens exist inside the walls, but in the nobles' estates had extensive gardens and green areas. The ordered arboretums have turned to wild bushy gardens or wilted and died from lack of care. The former has many plant creatures living within while the latter are muddy, vile mires.

STREETS

Like many cities in the ArchDespotate, there are two networks of roads: the slave and the noble roads.

The tight and cramped slave roads were designed for slaves to travel out of sight of the First Ones. They are surfaced with river rocks creating a bumpy surface that is hard to navigate. These streets are lined with two-story buildings that make them feel like narrow canyons. Shops occupied many of the ground floors with the second story used for apartments.

The noble roads are a little wider, straighter and better kept were reserved for the nobility. The avenues of the noble districts are wider but not much than the slave road network. The noble roads used flag stones making them comfortable to walk on. The streets were lined with a mixture of high quality shops and walls of estates.

Trash litters the roads as people dropped whatever they held as the Mists appeared over the city.

CATHEDRAL OF THE WARRIOR

This massive temple doubles as a fortified strongpoint in the city. Its towers are buttressed and the construction is sturdy. In the central nave, braziers that burnt strong incense now lay cold and dark. Alcoves along the walls display the armors and weapons, that are more decorative than functional, taken from enemies and rebels.

The floor is made of blood red stones. Anyone fighting on these stones inflicts grievous wounds to their enemy. (PF: all weapon damage dealt to non-First Ones creatures benefit from the Vital Strike feat); 5e: weapons deal an additional 1d8 point of damage)

The back wall is dominated by a statue of a First One with angel wings wearing a martial helmet and a sword ready to strike. Whenever a non-First One approaches, a *magic mouth* says: "*Freedom is a lie. Submission is a choice, bow now.*" If anyone does not bow or kneel to the statue, a pair of warrior daemon is summoned. The statistics for these creatures appear in the Bestiary section at the end of this book.

There are no Mists in the temple. The Mists come up to the outer walls, but not within. This is due to the presence of a *greater runestone* in the priests' private chambers, hidden under the altar of black marble.

CITY WALLS

The massive city walls of Markelis rise forty feet above the Valley with square towers and heavily fortified gates. The walls themselves are of white, grey, and black stones forming spider patterns between the towers. Ivy crept up and over the walls in places, to the point that it is easy to scale them.





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The city gates are open, almost daring anyone to enter. None of the defenses are set or active.

CEMETERY

The largest cemetery of Markelis rises to the west of the city, surrounded by a ten-foot stone wall between itself and the city proper. The mortar in the wall has glass shards, both on the inside and the outside, to make scaling difficult.

Wide stone paths allowed visitors through the cramped mausoleums and tombs of passed greats. Mausoleums are typically five by ten with one to six bodies within. They are packed tightly with statues of their creators looking down at the visitors. Walking through this area makes one feel claustrophobic and tiny. The entrances to the mausoleums are broken in or out, and whatever riches they contained has been plundered. No bones are to be found here.

A clan of gargoyles lived here, protecting visitors, preventing tomb robbing, and

defended the city from the undead. With the coming of the Mists, the gargoyles dispersed and left.

GHOUL WARREN

Below ground, a network of tunnels and galleries houses a large colony of ghouls. Sickly or aging servants the First Ones wished to reward would be offered to the ghouls to reward them with some form of immortality. Many ghouls fled with their masters, but many still dwell under the cemetery. They broke into every mausoleum, stole the treasures, and made off with the bodies of the dead.

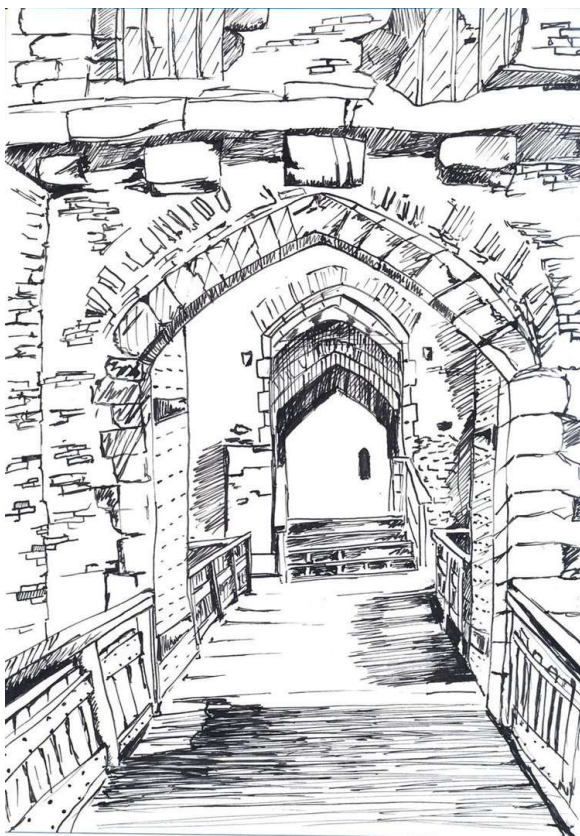
Three years ago, a foul and powerful anuka-ghast called King-Of-Mists rose to power. He commanded the other ghouls to dig new tunnels around the Mists and to expand his domain to every part of the city. Progress has been slow, but the ghouls are patient and work tirelessly. They can now reach most areas of the city without setting foot outside. The ghouls gather any valuables and bring it to King-Of-Mists. Under his brutal leadership, the ghouls amassed a sizeable treasure.

The mass presence of the ghouls is unknown to the outside world, but King-Of-Mists sees himself as a despot. He would be willing to ally himself and his undead horde to any major house in return for recognition of his sovereignty.

HALL OF A FALLEN TYRANTS

Located on a rise, this squat brick building has a dozen statues of First Ones nobles in imperious poses in alcoves all around it. Inside is a long stairway that leads into a room. Along the walls are a thousand tiny alcoves dug in the limestone walls. Within each alcove is the mummified head of a First One sitting on a platinum tray.

Anyone approaching within five feet of an alcove, receives a mental command to pick up a head. This is a necromantic effect like a *dominate person* spell. **PF:** DC 20 Will save; **5e:** DC 15 Wisdom saving throw. Anyone who succeeds may telepathically consult the Tyrants, by asking a question of them. This acts like a



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commune spell. To ask a follow-up question, one must make another saving throw.

Those who fail, pick up the head and for the next fifteen minutes, the Tyrants learn everything the person knows, there is no way to block this effect. After that time, the person is released, feeling like all their secrets have been forcibly taken from them but otherwise have no memory of what happened during that time.

HAJIT TEMPLE

Designed on the great temples of Seher, the temple joins together private homes, public worship halls, and secret underground rooms through a series of series passages, tunnels, and hidden doors, designed for halfling-sized people. From the outside, the temple is decorated with small statues of hajit and angels in regal dress and jewelry.

Animated creatures and golems built by the clergy of Mohanna roam many of the larger halls, attacking anyone or anything they find. These creatures were sanctified and naturally repel undead. (PF: Their attacks bypass the DR



of any undead and may strike at incorporeal undead normally. 5e: Their attacks deal radiant damage instead of physical damage.)

Ghouls moved in and occupy the many passages, making the temple, the second biggest ghoule warren in town. The ghouls locked the many golems in halls where they never go. The ghouls here hate and resist the growing empire of King-Of-Mists.

The *monocle of the golemmaker* was kept in a chapel under an unbreakable glass case in the shrine of Mohanna. Divinations point to the monocle still being in its glass case, hidden in the Mists.

HALL OF THE CURSEBINDERS

The Cursebinders are a group dedicated to studying and understanding the workings of the Mists. This group of spell casters sought to control, or at least repel, the Mists. They sponsored expeditions and collected artifacts and writings from beyond, a role the Treeshadow Institute in Farelis has taken since the Wave of Mists.

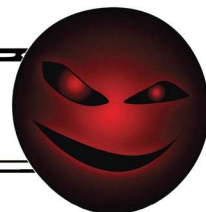
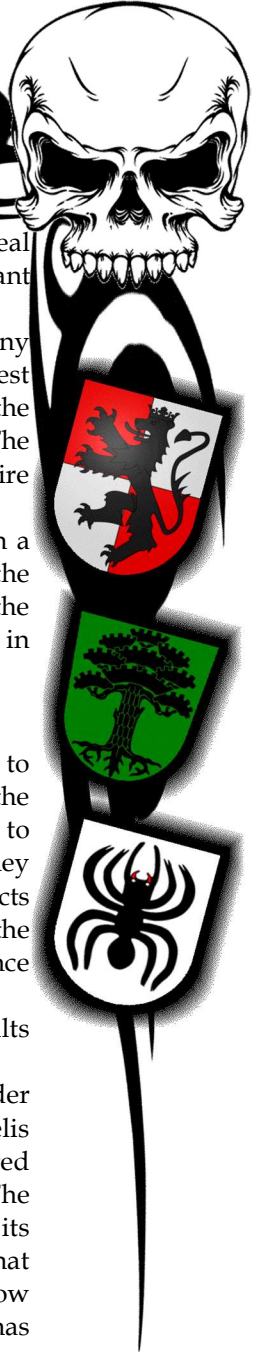
Stories of magical treasures in hidden vaults run rampant.

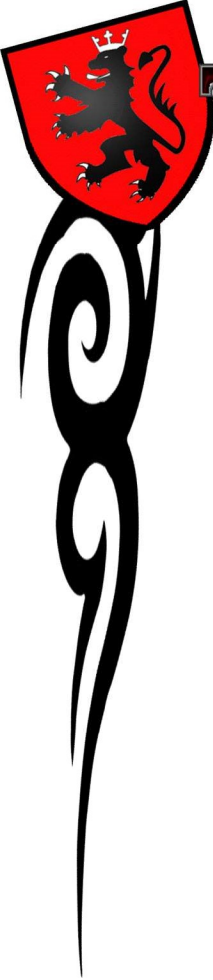
Tannen O'Shea last Master of the Order disappeared with every Cursebinder in Markelis when the Mists came. Earlier explorers reported seeing a specter resembling the old master. The spirit wanders the hall, holding its eyes in its hands. It bemoans in a variety of languages that it saw everything and that it wants to show others. Anyone taking him up on his offer has died horrible deaths.

Shadows and specters haunt the halls waiting for living explorers. They spend the day hidden inside and prowl around the hall and its surroundings during the night. Their presence is unaffected by the Mists.

PALACE

The grand palace of Markelis was a tall, marvelous sprawling, multi-wing palace. A microcosm of the ArchDespotate, the palace has two different zones: one for the First One rulers, and one for their slaves.





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The outer walls were decorated with hundreds of onyx statues of notable First Ones, smaller white limestone ones depicted favored slaves dressed as soldiers, scholars or priests, while rose or blue ones depicted enslaved angels and demons.

The areas reserved for the First Ones featured large open rooms with grand windows and prominent fireplaces. Elaborate wall paneling decorations, statues, and paintings adorned every walls and ceilings. The ceilings rose fifteen feet high. The furniture was of superior quality and craftsmanship. Its quantity ranging from sparse to cramped, depending on the preference of its inhabitants.

The slave quarters are tight and cramped, hidden from view often between walls. They are stuffy, damp, and poorly ventilated. The few large rooms therein are for common usage and locates in the lower levels or the attic. The kitchens in the basement were the biggest rooms where an army of servants fed the many masters day or night.

Today, the palace is overrun by the Mists

with few areas available to visit. Traveling between these areas is a long process of navigating between master and slave sections.

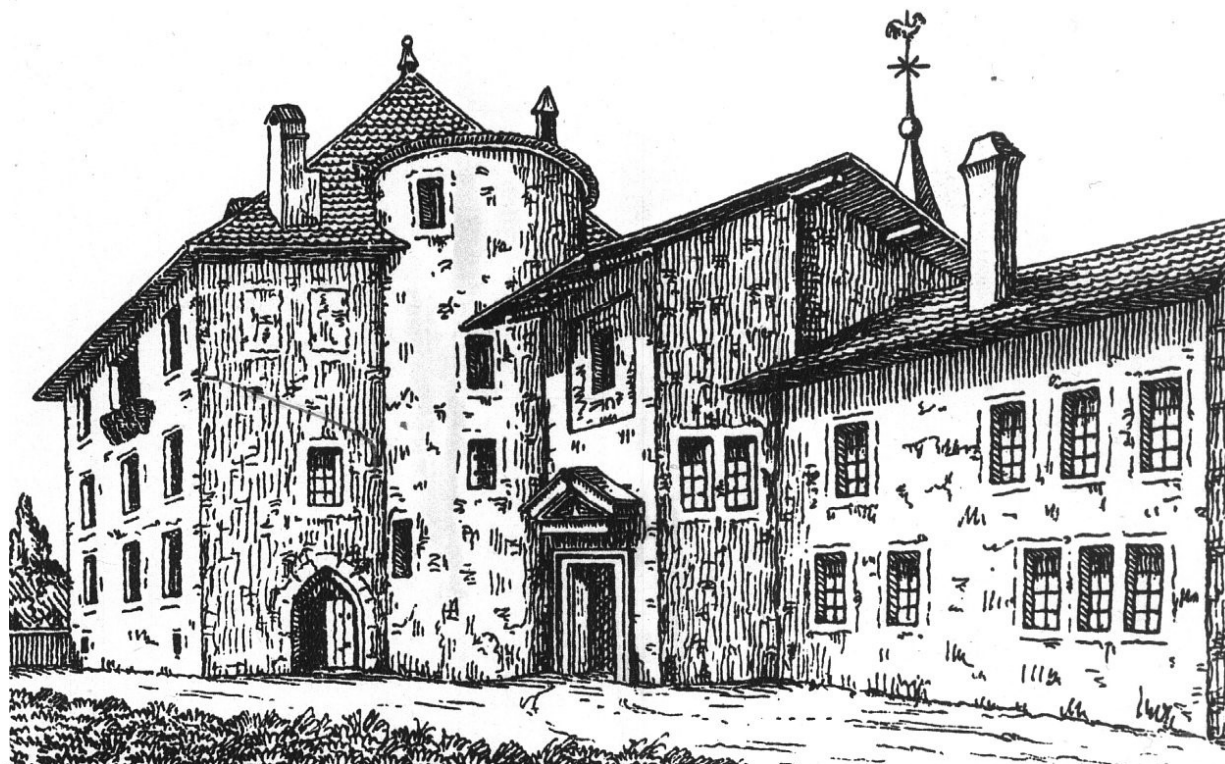
FOREIGNERS' WING

The Foreigners' Wing housed foreign dignitaries the ArchDespots did not consider overly important or worthy of their time. It is far from the central wings and required a visitor to pass through several guarded doors to reach the throne rooms. This circuitous route made the palace appear bigger than it is.

The rooms are elegant but sparse and small compared to other wings. Secret passages allowed for private communications through intermediaries between the main palace and the visitors. Many a treaty and secret affairs were made through these secret ways.

HALL OF PEACE

This grand hall was once where the slaves were brought into the service of the ArchDespots of House Faremhi and explained their new roles and place in the world. A great floor mosaic dominates this room: all around a



Markelis



trio of First Ones, hundreds of humanoids killing and devouring each other. The trio in the center is at peace among the chaos around them.

Glowing runes in Exodite read *"Praise your masters, for servitude brought you peace and purpose"*. Slaves brought in and had to praise their masters out loud each day. The first non-First One praised his masters out loud would be blessed by them (**PF**: +5 to next saving throw; **5e**: advantage on next saving throw). Those who do not praise their master are the target of a modified *confusion* spell (**PF**: DC 18 Will save; **5e**: DC 14 Wisdom saving throw) where the person hurts the closest non-First One not praising his master out loud. The runes must be read aloud to trigger. First Ones and those without a minion mark are unaffected by the runes.

GRAND CHAPEL OF THE LAW

Enormous statues of ancient ArchDespots crowned with majestic eagles whose wings entangle on the ceiling dominate this dark grey stone temple. Iron cages with zombies of defeated rebels and political enemies dangle at various heights, reach for anyone below. The floor mosaic depicts prostrated slaves, giving the impression once steps on their back. The pulpit of darkwood depicts a flight of eagles in flight. Behind the altar, a huge painting on stone shows Greater Farenh at it greatest extent.

Flanking both sides of the altar are stern masculine faces decorated with jewels glare at each other. Whenever someone who is not a devoted of the Law passes between them, a *magic mouth* says in Exodite: *"Throw yourself on your knees, and swear your soul to the Law for I have dominion of you. Kneel before me, or offer everything of yourself to me, then offer me your soul."* Anyone who does not kneel, is the target of a modified *confusion* spell (**PF**: DC 18 Will save; **5e**: DC 14 Wisdom saving throw) where the person hurts himself every round until they kneel or pass out.

In the center of the nave is a ten by ten feet black stone. Upon it, gold-colored runes read *"This stone covers those who took on the burden of*

rulership into the darkness beyond". Beyond the stone are the Great Catacombs. The thick stone weighs over a thousand pounds.

GREAT CATACOMBS

Deep under the palace are the great catacombs. The stairs lead down into a maze. Large, fully-furnished rooms house dead ArchDespots. The burial rites turned them into tar mummies. Only those loved by the populace, clergy, or their descendants are buried here. Tar mummies appear in the Bestiary section at the end of this book.

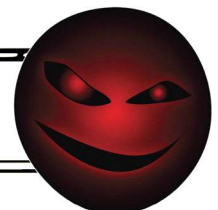
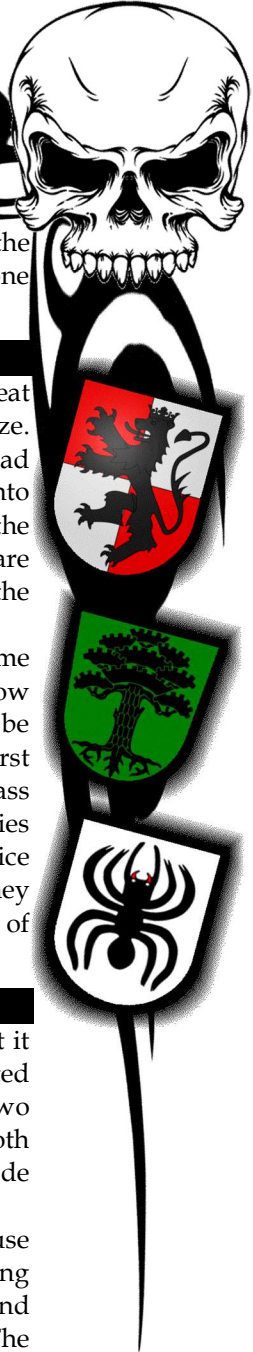
The tar mummies spend most of their time here alone thinking in the dark. If visitors show proper deference, the tar mummies may be consulted and asked a series of questions. First Ones used their shadowjump abilities to bypass the entrance and head below. The mummies require offerings in the form of gifts or service before they answer anything. In time, they accumulated a massive collection of tomes of lore and magic items.

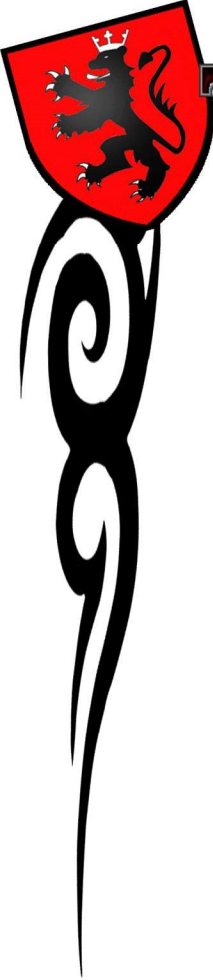
SPIRE OF SKULLS

The Spire of Skulls describes exactly what it is: a spire made with skulls taken from defeated enemies and cemented together rising over two hundred feet above the palace. Skulls leer both inside and out. Even the staircase inside is made of skulls with flattened top.

At the top of the spire is the lighthouse room. It protected the city by preventing unwanted teleportation within the city and warning the ArchDespot of any attempt. The ArchDespot could allow or refuse any teleportation. Refused attempts sent the traveler outside the valley (if the attempt came from outside the walls) or to the Grand Chapel of the Law (if the attempt came from within the walls), leading to the common belief that teleportation is unreliable anywhere within the valley.

The lighthouse mechanism has completely rusted and is now broken and useless. A bound erinyes pushes the heavy wheel, despite it being broken. Her eyes have silver nails in them and she is chained to the wheel by the check and





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wrists. Rodwenza was bound here long ago, her wings clipped and her eyes removed.

Despite the lighthouse being broken, its effects are still fully active. All teleportation is blocked within or into the valley.

SEWERS

A few feet below the streets are the sewers of Markelis. This system of tunnels spans most of the city, keeping streets clear of debris and trash. The tunnels smell dank.

Like most great cities, the sewers were home to rebels, conspirators and a variety of researchers who wanted to pursue their work away from watchful eyes.

The sewers of the city are clean and clear because they are home to an infestation of gelatinous cubes. The cubes roam the tunnels, eating anything they find. The ghouls avoid the sewers except to dispose of trash or escape pursuit from above. Because of them and the lack of trash generated by the city, the water is clear.

The Mists fill certain places of the sewers. Most places are free of them making them one of the safest and easiest ways to travel.

TEMPLE OF THE FIVE

Located a stone throw from the Bloodsport Arena near the center of town, this large and imposing temple was the most visited in Farelis. Made of dull grey stones hand hewed into shape thousands of volunteer worshippers, the temple had the largest congregation.

The public halls have high vaulted ceilings and are decorated with tall statues of the Five looking down at the visitors. The decorations once sported vibrant colors, but the frescoes and paintings are peeling and cracking.

Daily, its halls filled with faithful seeking to have their prayers answered by the gods. The priests were more agreeable and compassionate to the dangers and problems of slaves than their colleagues at the temple of the Dark Gods or the Hajit Temple.

The temple secretly housed different rebel groups and factions, many of which scattered or vanished with the coming of the Mists. Written

records of members and allies could serve as blackmail against members or their descendants.

BRAGGART HALL

The temple was defended by a small order of knights dedicated to Clayrian, colloquially called Braggart Knights. The hall where they gathered, drank, and engaged in friendly physical competition was decorated with hundreds of stuffed heads of men and beasts and captured weapons. Story goes that the knights stayed in a zeal-fueled game of chicken, daring each other to flee.

Because they left at last moment, their most powerful and valuable possessions are believed to still be in the Hall. *Clayrian's Cloak* and a reliquary filled with knuckle bones of the god are still in this hall.

GREAT LIBRARY

In the section dedicated to Keron the Sage, was the Great Library, the greatest and largest collection of books and tomes of knowledge in the ArchDespotate. For a small fee, anyone could consult its tomes. The Church of Keron used powerful wards to protect its tomes. The oldest documents date back to the early days of the Counsilarchy when Faremh was but a minor distant kingdom.

By law, First Ones could consult any tome in the Great Library. Many gave books to the Library in return for favors or payment for spellcasting services. Gifts to the Great Library were often a way to spite relatives by giving away rare tomes.

The story goes that an acolyte dropped a book of great power, the *Infinite Codex*, as he ran to escape the Mists. He was trampled by his peers in the stampede, and the Codex has been missing since.

SEMINARY

One of the wings served as a seminary where young priests learned of the gods, philosophy, calligraphy, and religious crafts, such as stained-glass artistry, book binding, and sculpture. The cavernous lecture halls are lost to



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the Mists with their row upon row of writing tables.

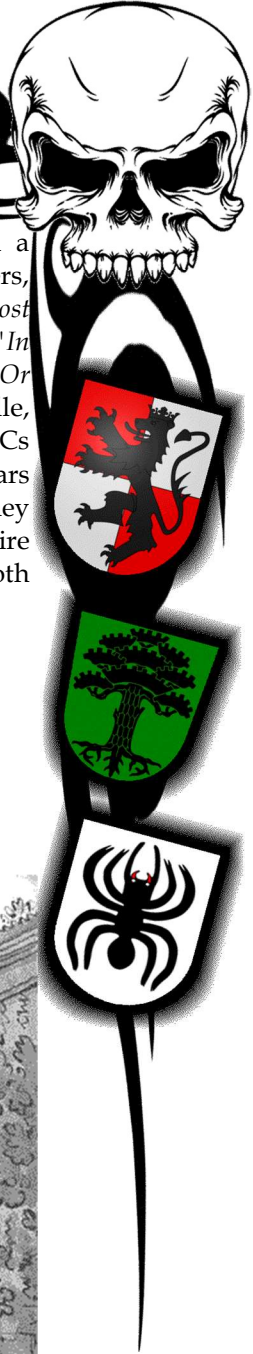
The First Ones Houses sent their younger scions to learn of the ways and thinking of those they would one day rule over.

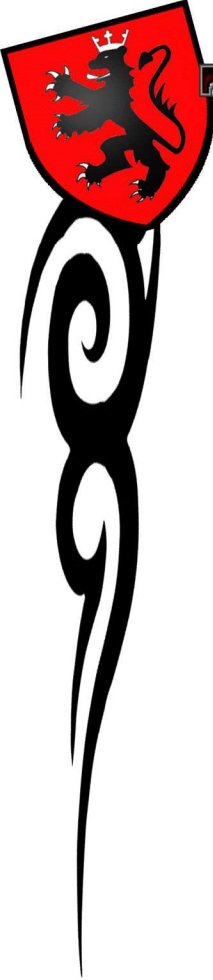
TEMPLE OF THE ZEAL

The ramblings of an insane mind cover the walls of this small brick-and-mortar temple buried in a commoner's ward. Every wall is covered with scratched words in Common or Exodite. Words like "Ambition", "Domination", "Obedience", "Service", and "Mastery" are repeated at random intervals using varying methods: paint, ink, blood, and other, less savory mediums. The floors and ceilings are clear of the ramblings.

In the center of the main worship hall two mosaics of female First Ones stare each other

with malice in their eyes as if they shared a secret together. Whenever a new person enters, both mosaics ask, "Where is our rule most needed?" The one on the ceiling adds "In Heaven?" while the one on the bottom says, "Or in the Hells?" There is no answer to this riddle, only silence does not activate the trap. If the PCs answer "Heavens", then a *wall of fire* appears dealing cold damage to those within. If they answer "Hells", then a *wall of fire* deals fire damage to those within. If they answer both then both walls appear.





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ARTEFACTS

The following items are unique magical items rumored to be somewhere in Markelis. While the Locations section details their last known whereabouts, they may be located anywhere.

ANCIENT HORNED HELMET

This ancient bronze helmet comes from beyond the Mists. It features two large metallic horns and extensive filigree designs of flowers.

PATHFINDER

Aura moderate transmutation; CL 6th
Slot head; Price -; Weight 1 lb.

DESCRIPTION

The *ancient horned helmet* grants the wearer a +1 insight bonus to AC and Reflex saving throws against effects dealing electrical damage. However, the helmet is cursed and once worn, anytime you roll a natural '1' on an initiative roll, you transform into a wolf, as if you cast *beast shape I* on yourself and remain in that shape for one hour. You also take a -2 penalty to all saving throws against lycanthropy.



5TH EDITION

Wondrous item, Rare (Requires Attunement)

The *ancient horned helmet* gives you resistance against lightning damage.

However, the helmet is cursed and once worn, anytime you roll a natural '1' on an initiative roll, you transform into a wolf and remain in that shape until you complete a short or long rest. You cannot speak or cast spell but retain your Charisma, Intelligence and Wisdom. You have disadvantage on all saving throws against lycanthropy.

CLAYRIAN'S CLOAK

This bear fur cloak is made to cover the shoulders. Story goes Clayrian took it from a devil-bear that could not be cut by any blade, so the Warrior Lord strangled the beast and made its skin into a cloak.

The cloak is partially intelligent and is said to represent the will of Clayrian himself. *Clayrian's cloak* seeks to return into the possession of the clergy of Clayrian, and whenever the non-clergy wearer meets a member of the clergy, the cloak tells its wearer when it should be handed over to another. If refused, the wearer suffers misfortunes.

Clayrian's Cloak counts as a holy symbol and divine focus of Clayrian.

PATHFINDER

Aura moderate abjuration; CL 10th
Slot shoulders; Price -; Weight 1 lb.

DESCRIPTION

Activating *Clayrian's cloak* grants Damage Resistance 5/bludgeoning for 5 minutes per day.

Devoted: When a worshipper of Clayrian wears *Clayrian's cloak*, he may activate it to gain Damage Resistance 10/bludgeoning. However, if he does not engage in meaningful competition (such as combat or a competition you can realistically lose), *Clayrian's cloak* will make it known he must give it up or suffer its misfortune.

Misfortune: The wearer takes a -4 sacred penalty to AC until the cloak is handed over or a full day has passed.

5TH EDITION

Wondrous item, Legendary (Requires Attunement)

When worn, this cloak grants resistance to piercing and slashing damage for 10 minutes. It cannot be used until you complete a long rest.



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Devoted: If you are a devoted of Clayrian, the cloak grants you resistance to piercing and slashing damage until you complete a long rest. However, if you do not engage in meaningful competition (such as combat or a competition you can realistically lose), *Clayrian's cloak* will make it known you must give it up or suffer its misfortune.

Misfortune: The wearer grants advantage to all attacks made against him until the cloak is handed over or he finishes a long rest.

INFINITE CODEX

This enormous tome is bound in a slimy leather-like substance. The cover depicts a silver humanoid with its arms open. The *Infinite Codex* is believed to have been created by a now-dead god of magic. The book contains answers to any and all subjects. The only two subjects it does not provide answer or insight about are its own origin and how to destroy it. However, for every question it answers, it steals the user's secrets.

The *Infinite Codex* is a cursed treasure the Churches of both Amaretat and Keron want destroyed but divinations have not found a way to do so.

PATHFINDER

Aura strong divination; **CL** 16th

Slot -; **Price** -; **Weight** 25 lbs.

DESCRIPTION

By spending fifteen minutes, you may consult this book and gain the benefit of a *legend lore* spell. After receiving information, you must make a DC 22 Will save or take two negative levels that cannot be prevented in any way and look up more information. After a failed save, you must be physically separated from the *Infinite Codex* to stop reading from it.



5TH EDITION

Wondrous Item, Legendary (Requires Attunement)

When attuned to the *Infinite Codex*, you may spend fifteen minutes scanning its pages and benefit from a *legends lore* spell. After obtaining information from the *Infinite Codex*, you must make a DC 15 Intelligence saving throw to avoid gain a level of exhaustion that cannot be prevented and ask another question. On a failed saving throw, you must look up another question of the *Infinite Codex*. After a failed saving throw, you must be forcibly removed from the book to stop using it.

MONOCLE OF THE GOLEMMAKER

This simple monocle is made of dark green glass with a frame made of a dark emerald metal with a cracked leather strap to tie it. The story goes that Mohanna the Golemmaker had difficulty working on a minuscule construct. Stuck and unable to do continue her work, she took a star and compressed it in her hands, fusing its light into a piece of glass. Needing her two hands, she made a monocle. Then one day, as she visited some of her great wards, she forgot it. Thus, the *monocle of the Golemmaker* vanished from Dur'Indira, the celestial home of the Halfling Gods.

The *monocle of the Golemmaker* counts as a holy symbol and divine focus of Mohanna.

PATHFINDER

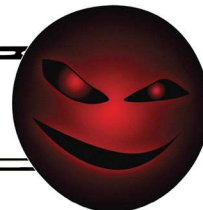
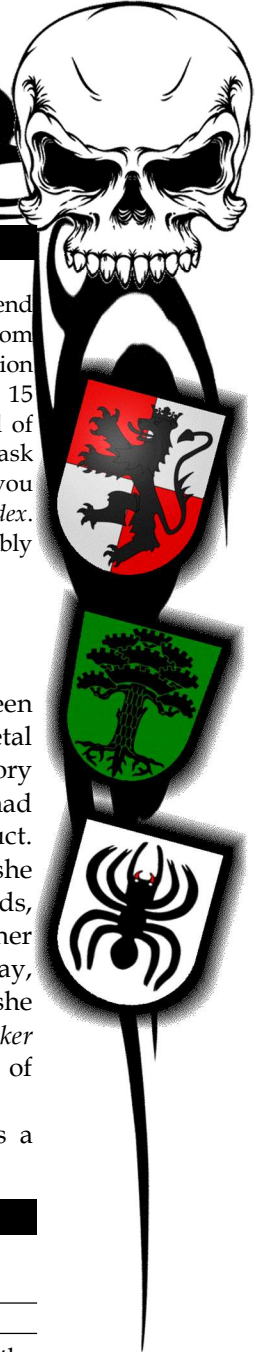
Aura strong divination; **CL** 8th

Slow eyes; **Price** -; **Weight** -

DESCRIPTION

When worn in the eyes slot, the wearer may use the following abilities. At-will cast *detect magic* and *read magic*. 1/week cast *animate object* on an object of up to large size. The creature remains under your control until you animate a new one. You may only have a single animated creature under your control through the monocle, if you animate another object, the previous one returns to its original shape.

Devoted: Constructs only attack you if there is no other valid target within range. Any such attack takes a -4 sacred penalty to the roll. The effect of the creation is affected by a *permanency* effect, and you may animate an object of up to Huge size.





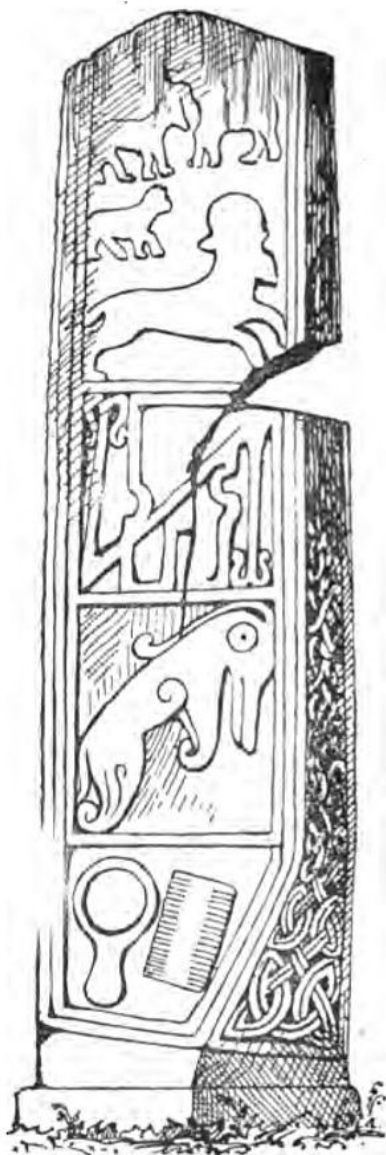
TYRANTS! SAGGAKAR

5TH EDITION

Wondrous Item, Legendary (requires attunement)

At-will, you may read any *arcane mark*, *minion mark* and any similar magic. Once per short rest, you may cast *detect magic*. Once per week, you may cast *animate object* on a single object of up to large size. The creature remains under your control until you animate a new one. You may only have a single animated creature under your control through the monocle, if you animate another object, the previous one returns to its original shape.

Devoted: Constructs only attack you if there is no



other valid target within range. Any attack is made with disadvantage unless it succeeds at a DC 15 Wisdom saving throw. The creation is permanent and you may animate a creature of up to Huge size.

RUNESTONE

Runestones were one of the many attempts by the First Ones to keep the Mists at bay. They function as expected, but they require a constant supply of living slaves. Since the effect was highly localized, they were deemed too expensive for continuous use, and abandoned.

PATHFINDER

Aura strong abjuration; **CL** 19th

Slow shoulders; **Price** -; **Weight** 1 lb.

DESCRIPTION

When activated, a runestone repels the Mists by 100 feet for an hour, placing the area under the effects of a *dimensional lock*. The effect loses its efficiency at a rate of 15 feet every hour.

Activating the *runestone* bestows one negative level (DC 15) per hour. Anyone touching the stone and suffering that damage now sleeps an additional two hours per night during which they cannot be roused. The user becomes immune to dream magic. Anyone protected from taking negative levels (such as a *death ward* spell) cannot activate the *runestone*.

5TH EDITION

Wondrous Item, Very Rare

When activated, a runestone repels the Mists by 100 feet for an hour, preventing all dimensional travel and all summoning. The Mists return at a rate of 15 feet every hour.

Activating the *runestone* takes 5 hit points from the user's total once every fifteen minutes of contact. Anyone touching the stone and suffering that damage now sleeps an additional two hours per night during which they cannot be roused. The user becomes immune to dream magic. Undead and anyone resistant or immune to necrotic damage or protected from death (such as *death ward* spell) cannot activate the *runestone*.

RUNESTONE, GREATER

Greater runestones function like *runestone*, but their areas of effect reach up to 500 feet.



Markelis



BESTIARY

PATHFINDER RPG

ETHEREAL WORMS

These grey worms an inch long with toothed maws fly in the air close to the Mists.

ETHEREAL WORMS SWARM CR 4

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)

hp 38 (7d8+7)

Fort +6, **Ref** +4, **Will** +2

Immune mind-affecting effects, swarm traits, weapon damage

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +14

ECOLOGY

Environment Any near the Mists

Organization solitary, pair, or infestation (3-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) *Psychic venom*: Bite – injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d3 Cha; *cure* 1 save.

Ethereal worms float on unfelt air currents. These worms thrive in areas close to the Mists. These mindless creatures feast on anything that comes nearby.

The exact nature of their relation with the Mists is unclear. They are immune to them or whether they feed off them.

KING-OF-MISTS

This vile, rotting hunched anuka has long sharp teeth, its pallid flesh stretched over its frame.

KING-OF-MISTS

CR 8

Anuka ghastr fighter 8

CE Medium undead

Init +4; **Senses** low-light vision; Perception +2

Aura stench (10ft.; DC 15; sickened for 1d6+4 minutes)

DEFENSE

AC 24, touch 12, flat-footed 22 (+8 armor, +2 Dex, +4 natural)

hp 92 (8d10+40)

Fort +5, **Ref** +6, **Will** +4

Defensive abilities channel resistance +2

OFFENSE

Speed 30 ft., burrow 15ft., climb 15ft.

Melee bite +15 (1d6+7 plus 1d6 acid plus disease plus paralysis) and 2 claws +15 (1d6+9 plus 1d6 acid plus paralysis) and horns +10 (1d6+3 plus 1d6 acid)

Special Attacks weapon training (natural +1)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +8; **CMB** +14; **CMD** 28

Feats Additional mutation (climbing spurs), Lunge, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (bite), Weapon Focus (claw), Weapon Specialization (claw)

Skills Survival +11

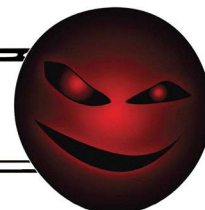
Languages Anukan, Common, Common

SQ armor training 2 mutations (digging claws, horns)

Other Gear +2 breastplate, corrosive amulet of mighty fists, headband of alluring charisma +2

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite – injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul.





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RODWENZA

The horned woman has cold iron nails in her eye sockets.

Bloody stubs grow out of her back.

RODWENZA CR 9

Advanced erinyes

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** blind; **Perception** +18

DEFENSE

AC 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural)

hp 112 (9d10+63)

Fort +13, **Ref** +14, **Will** +9

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee two claws +16 (1d4+7)

Spell-Like Abilities (CL 12th; concentration +19)

At will—*fear* (single target) (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 19), *unholy blight* (DC 21)

1/day—*summon* (level 3, 2 bearded devils, 50%)

1/week—Mists mastery

STATISTICS

Str 24, **Dex** 27, **Con** 25, **Int** 18, **Wis** 22, **Cha** 25

Base Atk +9; **CMB** +16; **CMD** 35

Feats Combat Reflexes, Dodge, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot-On-The-Run

Skills Acrobatics +20, Bluff +19, Diplomacy +16, Escape Artist +20, Fly +24, Intimidate +19, Knowledge (planes) +10, Knowledge (religion) +10, Perception +18, Sense Motive +18, Stealth +20

Languages Celestial, Common, Draconic, Exodite, Hajit, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Blinded (Ex) Rodwenza was blinded by First Ones long ago and her vision can only be brought back by a *miracle*, *regenerate*, or *wish* spell.

Mists Mastery (Su) Once per week, Rodwenza can command the Mists to move away from her or surround her. Whatever she does, she is immune to any cloud, fog, mist or Mists effect. Yes, she is immune to the Mists.

TAR MUMMY

This creature resembles a First One covered in black tar. Rivulets flow down in long sticky tendrils.

TAR MUMMY CR 6

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)

hp 76 (8d8+40)

Fort +6, **Ref** +4, **Will** +12

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to acid

OFFENSE

Speed 20 ft.

Melee slam +16 (1d8+12 plus mummy rot)

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 19

Base Atk +6; **CMB** +15; **CMD** 27

Feats Iron Will, Power Attack, Toughness, Weapon Focus (slam)

Skills Acrobatics +10, **Perception** +15, **Sense Motive** +12, **Stealth** +13

Languages Common, Exodite

SPECIAL ABILITIES

Despair (Su) DC18, per mummy.

Ichor (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Wis; *cure* —.The eyes, mouth, nose and ears of a victim constant flow with a thick tar-like substance. Otherwise, the ichor functions as mummy rot.

Early records detail how these creatures can be created. This form of undead is one that is part servitude, part immortality. These rites are imparted on those who are either well-loved or who have knowledge deemed too valuable to lose.

Tar mummies lose the ambition typically found in First Ones, instead continuing their own works. Tar mummies are the first targets of rebels because of their vast stores of knowledge.



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WARRIOR DAEMON

This tiny helmeted First One with angelic wings flies changes its arms into a variety of weapons.

WARRIOR DAEMON CR 2

NE Small outsider (daemon, evil, extraplanar, First One)

Init +4; **Senses** darkvision 60 ft., *detect magic*; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +5, **Will** +4

DR 5/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 40 ft. (perfect)

Melee multiweapon +6/+6 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Special Attacks multiweapon

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*invisibility* (self only)

3/day—*divine favor*

1/day—*unholy blight*

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +1; **CMD** 12

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +7, Fly +18, Knowledge (planes) +5, Perception +7, Stealth +14

Languages Abyssal, Common, Exodite, Infernal; telepathy 100 ft.

ECOLOGY

Environment Lower planes

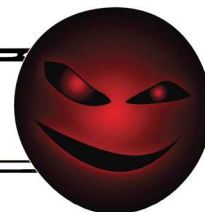
Organization solitary, pair, or flight (3-6)

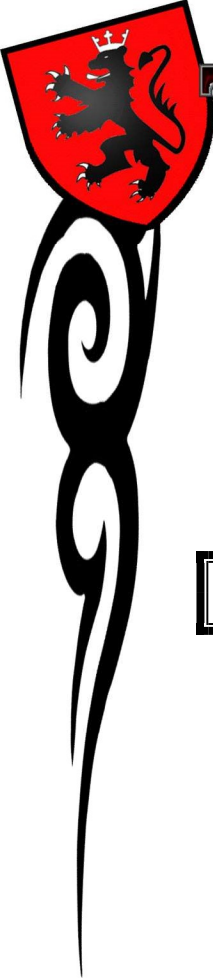
Treasure standard

SPECIAL ABILITIES

Multiweapon (Ex) A warrior daemon may inflict bludgeoning, piercing, or slashing, or any combination at-will as a free action. This does not change the amount of damage.

These creatures exist only to spread warfare and mayhem. They are often bound to temples where they battle infidels. They are akin to cherub with an evil twist.





TYRANTS! SAGGAKAR

5TH EDITION

ETHEREAL WORMS

These grey worms an inch long with toothed maws fly in the air close to the Mists.

ETHEREAL WORM SWARM

Medium swarm of tiny monstrosity, unaligned

Armor Class 14

Hit Points 44 (8d8+8)

Speed 5ft.; fly 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	13 (+1)	1 (-5)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, psychic, slashing

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

Senses passive Perception 11

Languages -

Challenge 2 (450 xp)

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

Infestation. If an ethereal worm swarm attacks a target sharing its space and fails to hit, the swarm may make another attack against a different target within its space as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature within the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 12 Charisma saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much on a successful one.

Ethereal worms float on unfelt air currents. These worms thrive in areas close to the Mists. These mindless creatures feast on anything that comes nearby.

The exact nature of their relation with the Mists is unclear. They are immune to them or whether they feed off them.

KING-OF-MISTS

Medium undead, chaotic evil

Armor Class 13

Hit Points 135 (18d8+54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	9 (-1)	10 (+0)	7 (-2)

Saving Throws Strength +9

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Anukan, Common

Challenge 5 (1,800 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. King-Of-Mists can make three attacks: bite, claws, and horns.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage or half as much on a successful one.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage. The target must make a DC 14 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

King-of-Mists can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at



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the end of another creature's turn. King-of-Mists regains his legendary actions at the start of its turn.

Consume (Costs 2 actions). Kill an adjacent ghoul and gain half its hit points as temporary hit points.

Gore. Make a horns attack.

Lord of the Ghouls. Switch position with any ghoul or ghastr within 30 feet.

Summon. Summon one ghoul. This action can only be done a total of four times.

RODWENZA

*The horned woman has cold iron nails in her eye sockets.
Bloody stubs grow out of her back.*

RODWENZA THE ERINYES

Medium fiend (devil), lawful evil

Armor Class 17

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities blinded, poisoned

Senses blind, passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Blind. Rodwenza was blinded by First Ones long ago and her vision can only be brought back by a *miracle*, *regenerate*, or *wish* spell.

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

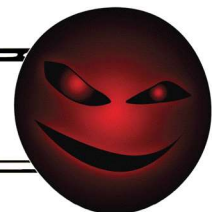
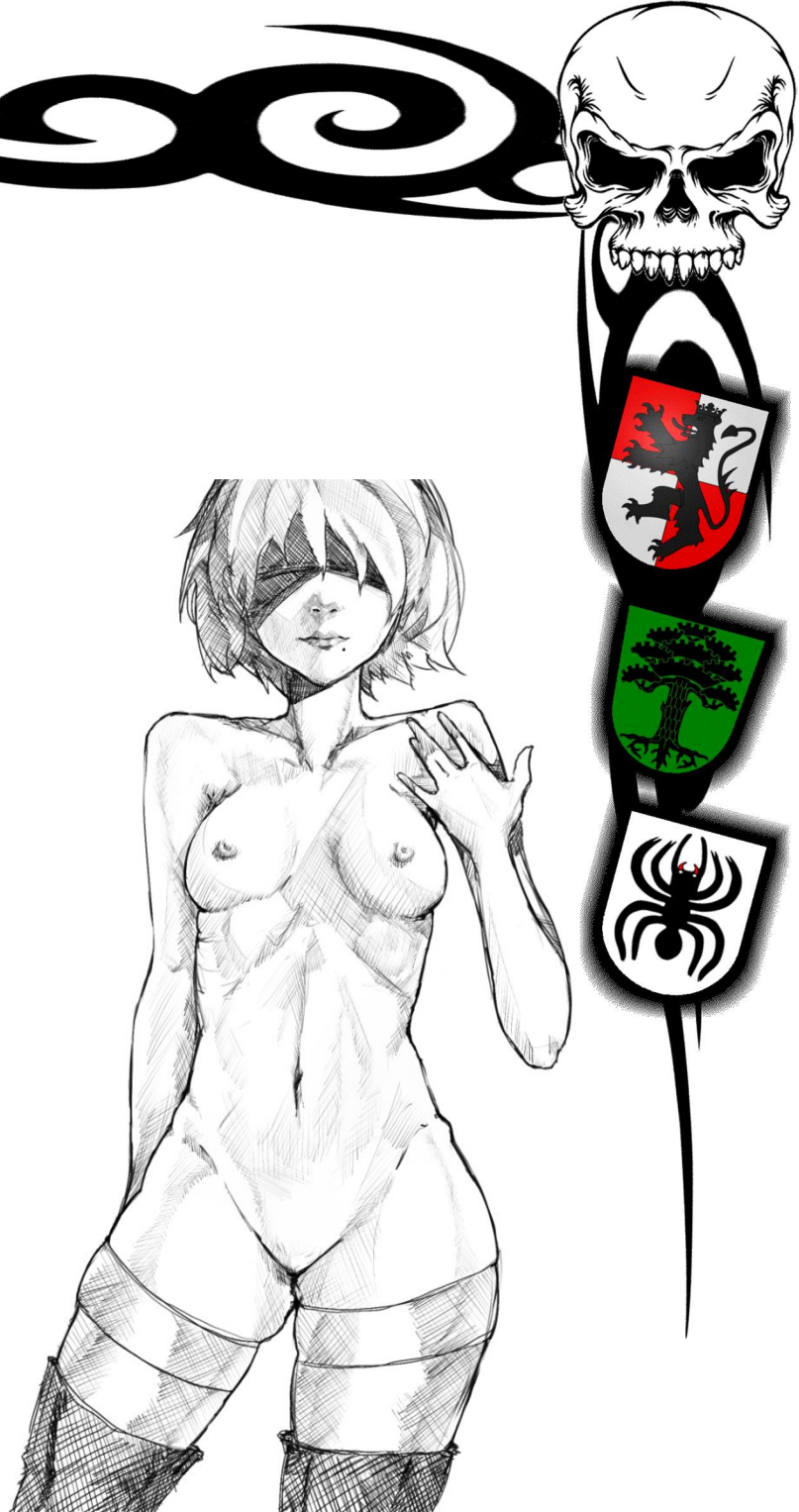
Magic Resistance. The erinyes has advantage on saving throws against spells and other magical effects.

Mists Mastery. Once per week, Rodwenza can command the Mists to move away from her or surround her. Whatever she does, she is immune to any cloud, fog, mist or Mists effect. Yes, she is immune to the Mists.

ACTIONS

Multiattack. The erinyes makes three claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 4) slashing damage, plus 13 (3d8) poison damage.





TYRANTS! SAGGAKAR

TAR MUMMY

This creature resembles a First One covered in black tar. Rivulets flow down in long sticky tendrils.

TAR MUMMY

Medium undead (daemon, First One), neutral evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8+18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	9 (-2)	10 (+1)	15 (+2)

Saving Throws Wis +3

Skills Intimidation +5, Stealth +2

Damage Vulnerabilities acid

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

ACTIONS

Multiattack. The tar mummy can use its tarry tentacles and makes one attack with its slimy fist.

Slimy Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with tar mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to a foul puddle of tar. The curse lasts until removed by the remove curse spell or other magic.

Tarry tentacles. The tar mummy targets one creature it can see within 60 feet of it. The target must make a DC 11 Strength saving throw or be immobilized by a slimy tentacle. Every subsequent round the target remains immobilized, it takes 14 (4d6) necrotic damage. A target can make a new saving throw at the end of his turn.

These creatures exist only to spread warfare and mayhem. They are often bound to temples where they battle infidels. They are akin to cherub with an evil twist.

WARRIOR DAEMON

This tiny helmeted First One with angelic wings flies changes its arms into a variety of weapons.

WARRIOR DAEMON

Small fiend (daemon, First One), neutral evil

Armor Class 14

Hit Points 13 (3d6+3)

Speed 30ft. fly 40ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	12 (+1)	7 (-2)	12 (+1)	10 (+0)

Skills Acrobatics +6, Stealth +6

Damage Resistances cold, fire, lightning, bludgeoning, piercing, psychic, slashing from nonmagical attacks

Damage Immunities acid, disease, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 11

Languages Abyssal, Common, Exodite, Infernal

Challenge 2 (450 xp)

Magic Resistance. The warrior daemon has advantage on saving throws against spells and other magical effects not cast by fiends or First Ones with more hit dice than itself.

ACTIONS

Multiattack. The warrior daemon makes two multiweapon attacks.

Multiweapon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning, piercing, or slashing damage. A warrior daemon may inflict bludgeoning, piercing, or slashing, or any combination at-will. This does not change the amount of damage.

Invisibility. The warrior daemon turns *invisible* until it attacks or its concentration ends. Any equipment the warrior daemon wears or carries becomes *invisible* with it.

These creatures exist only to spread warfare and mayhem. They are often bound to temples where they battle infidels. They are akin to cherub with an evil twist.



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