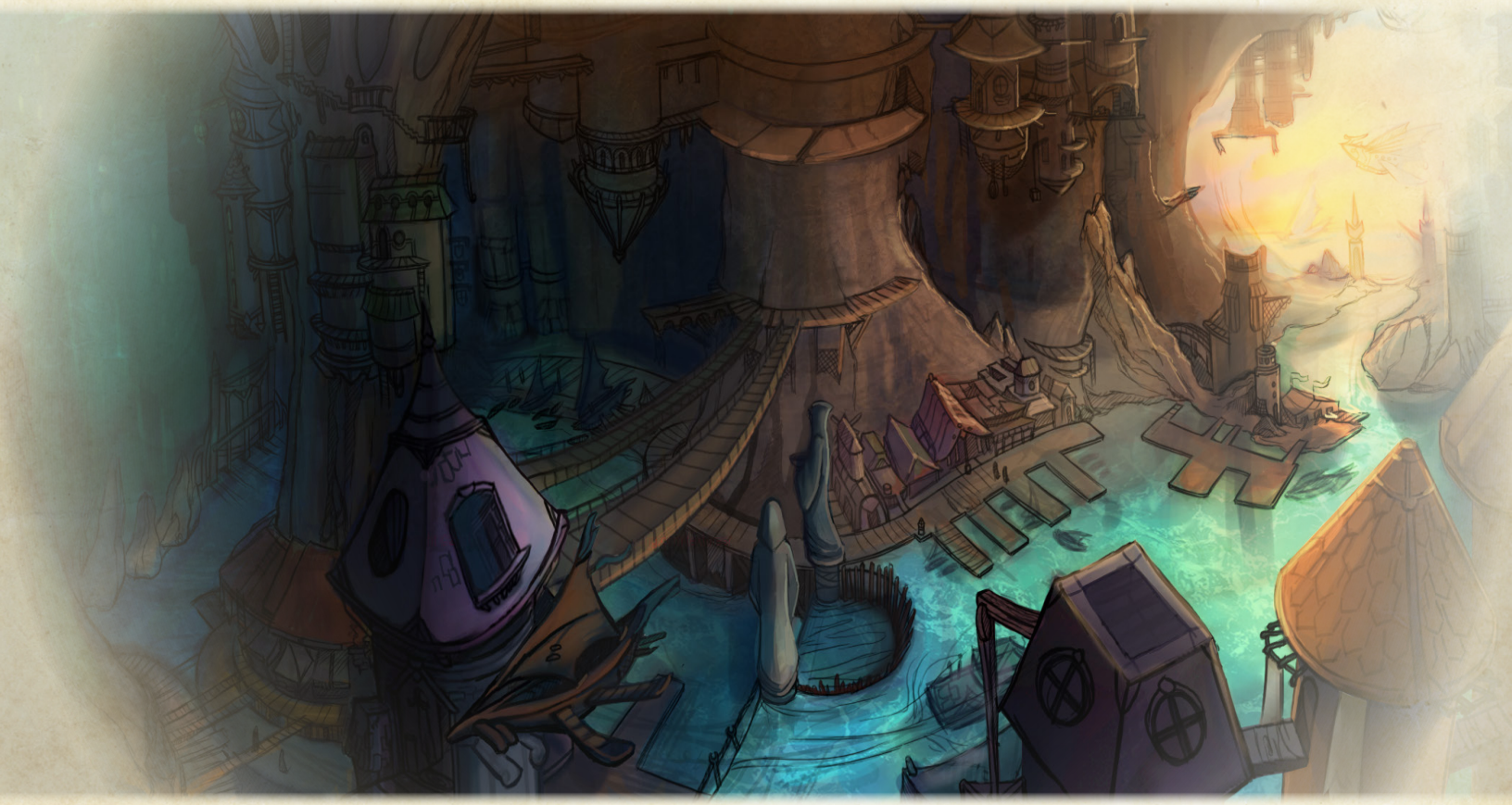

MITHRILPUNK
Legacy's Wake
A Full Length 5th Edition Adventure Path for 3-5 Characters

# Legacy's Wake

*A Skyfall Adventure Path*



MITHRILPUNK

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# Forward

When we set out to make the first version of this product, it was going to be a series of four 32 page books. We had an ambitious plan to bring some exciting storytelling mechanics to the last edition of our favorite game. The team was smaller then and it seemed like such a far off dream. We, like most gamers, thought it would be a relatively easy process to get our idea out of our heads and into your hands. Easy is not the word for the process.

After 5 years, numerous revisions, a new edition, a new teammate, job changes, relocations, children, and dozens of other life events we are happy to say this product is finally out of our heads and into your hands. We have enjoyed every minute of the struggle to get this published, from late night excited conferences to clicking refresh on our crowd funding page, to seeing our ideas put on paper by artists far more talented than we deserve. The list of people without whom this product wouldn't be here is long and we swear we will thank each of you individually down the road. For now we'd just like to thank our family for supporting our nerdy childhood pastimes, our friends for helping us discover that childhood pastimes can last a lifetime, our wives for the lost hours, and our backers for letting us pay it forward to the design greats who showed us our first dungeons.

Thank you dear reader for your time, we know there are many gaming choices out there and it means the world to us you are holding this book. Enjoy your adventures and be sure to let us know what you think.

Remember everything in Skyfall has a price, and once you're in the city, she'll never really let you go.

- The MithrilPunk Team

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# Legacy's Wake: A Skyfall Adventure

It's 2 in the afternoon and at least half the city is still in bed. You stand in the middle of a sagging rope bridge so long that the platforms it ties off to are well over your head. Below you the rigging flapping in the wind matches rhythm perfectly with crews singing 7 harmony sea chanties, and above you the familiar sound of commerce offers a pleasing counterpoint. You wipe the sleep from your eyes, run your thumb along the edge of your blade and hope to the gods that you make enough money today that you won't be forced to choose between your only weapon and a bed for the night. Not that you'll be doing much sleeping...

Welcome to Skyfall.

Designed for three to five player characters, *Legacy's Wake* is an adventure set in Skyfall, an immense port city where anything is for sale and everyone is bought. It is a place where money and power exist in great quantities, but few of its citizens have much of either. Here intrigue and deception are commonplace; the only honest man is the one who admits he is lying to you.

In this city of hundreds of thousands of individuals, anonymity is the rule, but for a hefty price any citizens' whereabouts can be established, his movements traced. To remain invisible, and thus inculpable, the powerful employ agents or manipulate unsuspecting lackeys to accomplish their goals. If they play the game right, no one will ever know of their involvement.

On a good day a working stiff can hope to go unnoticed. More often than not in taking a job he finds himself to be someone's dupe, held responsible by powerful people for plans he hardly knew existed. Earning a living in Skyfall means navigating carefully between opposing guilds, trying to please one without earning the ire of another.

It's a hell of a balancing act, but fortunately the inhabitants of Skyfall were born for the catwalks.

## Adventure Summary

In some ways, *Legacy's Wake* is the story of a band of miscreants trying to make their way in the city who get caught up, as so many do, in the machinations of powerful people. In other ways, it is the story of the latest and perhaps most important heroes to ever cross the catwalks. It is also the story of the destruction and rebirth of the city, or of the rebirth and defeat of mythic creatures who may as well be gods. In all, this is the story of a very important moment in the history of Skyfall.

In Season 1, the players find themselves in the employ of the Twelve, the thieves' guild and one of the six major factions in Skyfall. They are pennymen working for Karstan Gotugun, tasked with discovering the location of a smuggler's den used exclusively by a dangerous and powerful senator named Welgan Malbridorn. The job quickly goes sideways (the particulars include an amnesia spell, a wrecked airship, and a very competent mercenary group) and while the players manage to uncover the secret cave, they also kill the senator.

Season 2 opens with the players breaking out of the Cracks, an unconventional prison in the caves above the city. By chance, or more appropriately Karstan's political maneuvering, they are hired by the Senate to be their personal arm of Inquiry, a special investigating force that operates independently of the Watch. They soon discover a plot to take control of the city (by summoning some unknown demon or demigod) and give chase in their airship. Along the way they discover the truth behind an ancient and ongoing legend, and their own role in the latest chapter.

At the beginning of Season 3, Karstan announces his plans to leave the leadership of the Twelve for the senate, and names the players as his successors. However, a new threat has emerged in the form of a heretical drow prince who is threatening to invade the city. As they are both the Inquiry and the royal dogs of the Twelve, the players are tasked with assassinating the prince, but they quickly find themselves deep behind enemy lines, and the "threat" of invasion has escalated past "imminent" to "in progress". During their final confrontation many miles out to sea, they discover they have been betrayed, and that Karstan has been behind all these threats against the city.

As Season 4 opens, the players are lost at sea and must find their way back to Skyfall to defend it from their former employer. They will lead an army of rebels and insurgents against Karstan to stop the raising of two ancient beings who care little for the city built around them.

## In the Shadows; Karstan's Plot

Throughout the events of *Legacy's Wake*, Karstan Gotugan is manipulating everyone around him, including the players. Here is a brief description of his true agenda and how he hides it from the rest of Skyfall.

### Prior to Legacy's Wake

After the Night of Fires Karstan became disillusioned with power and wealth as Skyfall defined it. He soon learned of the low god, a being dedicated to chaos, subterfuge and strength, and began to study the history of this quasi-deity. By the time the events in *Legacy's Wake* begin, Karstan has decided to enact an ancient ritual, a chain of sacrifices that will ultimately end with him usurping the power of two gods. It requires pitting a series of champions against each other, all the while whipping the city into a panic.

### Sidequest: Bovine Chicanery

When the party was dispatched to secure the cattle

Karstan had no interest in this quest. That all changed when he learns an ancient copper bowl was discovered in the swamps around Oxna-on-the-Flats. This bowl is inscribed in a dead skol dialect with the story of the high god's rise to power and his near-defeat of the low god during the last reign of the Skol Queens. Besides being an integral part to certain ritual sacrifices, it also contains information on how to defeat both the high and the low god, making it very enticing to the man who would usurp both. He takes advantage of one of the Twelve's ongoing smuggling operations to have the item stolen and brought to him. At the same time, he has been attempting to start a dispute between the Twelve and Senator Welgan Malbridorn, the representative of Topside and one of the sacrifices he intends to make.

Each sacrifice imparts strength to the victor, and Karstan himself will absorb all that strength when he kills the final victim.

### Season 1: Business As Usual

After the events of Bovine Chicanery, Karstan puts his plan into action. He hires the crew who brought him the copper bowl to start the war with Welgan, intending them to be the first in the chain of sacrifices. However, this crew proves itself to be more than they appear, and they manage to defeat Welgan.

At the same time, Karstan feeds information and power surreptitiously to an unhinged cult leader named Henrik Latal. Latal, the director of Baelfyre Asylum, has been a devotee of the low god for years, but while he is power hungry and violent he does not have Karstan's vision. When Karstan allows some of his knowledge to be learned by Latal, the evil psychiatrist begins conducting horrifying experiments on the inmates in his care.

He is also funneling information to Ardul Vraye, a drow prince who also believes himself to be the true avatar of the Swarm King. Karstan knows that the swarm god is simply an aspect of the low god. Unlike Latal, Vraye is aware of Karstan's influence, believing him to be his inside man for the invasion and capture of Skyfall.

The party's success causes Karstan to scramble; his original plan was to make Welgan look like a hero so that he would go after Henrick, but instead he must find a way to elevate some criminals into heroes.

### Season 2: Lies and Consequences

While the crew are in prison, Karstan takes time to restructure his plan. He continues bolstering Latal without his knowledge, making the cult more dangerous with every ritual. By the time the crew escapes, he manages to cast the death of Welgan at the party's hands in a positive light, offering them up to the senate as their own personal team of problem solvers. This sets them on a collision course with Latal's cult.

His true purpose with Latal (besides being the next link in the chain) is to use him to draw out the high god's avatar, Authion Nerandis, and lull the city into a false sense of security.

### Sidequests: The Temple of the Squall Giants

During the second side quest, Karstan continues to provide support to Vraye, who has enacted a coup and overthrown the Drow Matriarchy in favor of worship for a new god, the Swarm King (who is actually an aspect of the low god).

### Season 3: Behind Enemy Lines

Karstan has had a big hand in setting up the events of Season 3, but once they are in motion he has little to do but watch and wait. He advocate's the party's assassination of Prince Vraye strongly. For Karstan, either side emerging victorious is a win. Once the party returns to Skyfall, Karstan uses the power of the low god to reincarnate the Prince as a massive swarm dragon. Once the party's battle with Prince Vraye is in full swing, Karstan attacks the senate, murdering most of the leadership of Skyfall and putting the city on lockdown.

### Sidequest: Fate of the Skol

Originally, Karstan planned to defeat the party as soon as they returned from the battle with Vraye, absorbing their strength and waking the low god. When the party is saved by the high god, he again pivots his plan. He begins choking the life out of the city, keeping each district in the dark and ruling through fear and prejudice. He is merely gathering power for the final sacrifice, that of the entire city, to wake the low god and cause his ascension.

### Season 4: Assault on Skyfall

While the party is away, Karstan grows considerably in power from the death and strife he has caused to the city. The low god's greatest servants make the bay of Skyfall their home, while smaller servants terrorize the city. His plan is to awaken the low god and fuse with it, the avatar usurping the strength of the god. He is holed up in the main senate chamber, waiting for the party's inevitable attempt to stop his plan.

## Dramatis Personae

### Major

#### Karstan Gotugan

Karstan was born as a nobody in the Dregs. His story is all too common for that district. His mother died in childbirth and his father a few years later. His real parents were the ropes and alleys of the city and the gangs he drifted between in his youth. Karstan would likely have died young except for his penchant for paying close attention to the uses of those around him.

One of his first paying gigs was running lookout for The Kobold gangs who run through the Dregs and up the Turn. Eyewitnesses to their crimes could never be

*Karstan Gotugan*



sure which Kobolds were involved nor indeed how many. The gang had perfected the art of disguise and the individual members took great pains to appear identical to one another at all times. For nearly a decade the watch was unable to control the gangs because they never could prove a specific individual committed a specific crime. If not for the strangely virulent kobold pox that decimated the kobold population the gangs would probably still run the dregs.

Karstan learned the lessons of disguise and multiple identities well. The young and talented thief was recruited by no fewer than three thieves guilds by his 18th year, each thinking he was a different person than the others.

He soon became a pennyman of the Depths Dealers (a large and powerful guild who ran contraband through the Dregs and the Lightless Depths), as well as of the Second Story Scramblers (a smaller group of acrobatic break-in artists), and the No-Thumbs Gang (a ruthless pack of assassins and thugs). With each he had a different name, a different job and a different life (his original name he left behind when his father died).

During his time as a Depths Dealer, he began to uncover stories about the low god, the lover of strength and deceit. He admired how the god remained in shadows until it was time to act, how it pitted its enemies against one another, strengthening the victor on the blood of fallen opponents so that when it finally struck out and devoured the winner, it was devouring the strength of all who had fought. He learned of the secret history of Skyfall, of its doom heralded by the reoccurring battle, and of how this war might bring him his own power.

On the Night of Fires, the Depths Dealers were one of the first guilds to realize the threat facing the city; Karstan, already a hand of the Dealers and a seasoned veteran in his mid-twenties, served as a liaison and diplomat to other guilds bringing many of them to the fold with his silver tongue and razor wit. Later he did the same to the local militias, encouraging them to leave their neighborhoods and join the fray. When one particular captain steadfastly refused to order his men to defend the Dregs, Karstan got him to reconsider by reciting four dates, the birthdays of his three daughters and one illegitimate son.

Though Karstan came through the Night of Fires well, one of his personas was now a platinum of the united thieves' guild he realized that even the city could be broken. He decided that day that mere rulership of a guild, of a city, was not enough. He determined to become a god. His quest led him directly into the waiting tentacles of the low god. The basics of his plan were as simple, plunge the city into chaos, let it tear itself apart, channel the power of the low god to devour everything left standing. Orchestrating this masterstroke would be the hard part and consumed years of the Half Orc's life.

His plan has been in motion for years, and the momentum behind it is nearly unstoppable. He is a master calculator, manipulator, and reacts and adapts with preternatural quickness. He has no qualms about killing or ruining any that stand in his way, but his is a subtle strategy. First, he smiles genuinely, acts compassionately, supports generously and plots methodically for the right moment.

Initially, Karstan introduces himself to the party as a Hand of the Twelve, though in truth this persona is the most influential of the Royal Dogs who control the guild, and he has two others at the master's table as well. As the story progresses he is never concerned by the party's success; their strength will after all be his in the end. Their triumphs become his triumphs, propelling him from a Royal of the Twelve to a liaison for and eventually member of the Senate. Each of these stepping stones is both necessary for his plan and inevitable despite who wins any given round.

And of course, he has picked the players at the table as his first challenge for the menacing Senator Welgan Malbridorn.

## Welgan Malbridorn

Senators are a powerful cadre of elites selected from the wealthiest and most prosperous citizens of Skyfall, and for over a century there has been a Malbridorn sitting in the chamber. Welgan's family history reads like a who's who of shipping magnates, barons and landlords. Though they have represented many districts, the Malbridorns are usually associated with Topside (despite living in the Palisade District and never tilling the earth in their lives).

Welgan is no exception; he is a perfect example of his forefathers; intelligent and shrewd, charismatic and commanding, opportunistic and elite, he is an excellent administrator for the clifftop agrarian pursuits that feed Skyfall on a daily basis. Since winning his seat ten years ago he has increased yields and procured and maintained new livestock while ensuring the fields behind the walls never get used up. In a crisis, he is quick to respond with effective action and strong leadership.

He is also a dishonest, violent racist bigot with an entire mercenary legion at his beck and call.

Welgan, a proclaimed pure-blood human, cannot stand those of the "dark" races. Orcs, trolls, Kobolds, traches, goblins, and grothik (to name a few) are, in his eyes, innately evil and disruptive to the foundation of Skyfall. Were he given his way, they would be dumped and drowned, making more rooms for human, elf, gnome, dwarf and halfling. And he's not completely sure about the dwarves, either.

Aside from his family's enormous assets, Welgan is also in the business of smuggling (a fact that the Twelve would not appreciate too much, where they to find out). He is in possession of a smugglers' cave, another point of ingress into Belowdecks that the Fire Watch cannot necessarily monitor. In this cavern he can store all manner of goods and sell them to whoever he wants,

no matter which side of the Depths they come from. It turns out that while Welgan hates the color of both drow and duergar skin, he absolutely loves the color of gold.

For 45 years, the Malbridorn family has been the sole employer of the Moon Dragons, a fierce mercenary guild and one of the few to remain independent after the Autumn Council. Though they are listed as nothing more than bodyguards and private security, the Moon Dragons are large enough to match numbers with an entire Fire Watch Battalion, and skilled enough to take down three or more.

### Captain Wilder

Wilder is captain of *New Legacy*, a sleek and powerful airship rechristened after the Legacy crashed into a warehouse. Captain Wilder is a female half-elf with fiery red hair and sharp yellow eyes. She is quick to laugh, and even quicker to fight, as evidenced by the fine scar along her left cheek. Wilder commands incredible loyalty from her crew, and returns that loyalty tenfold. To the captain, harming a member of her crew is an offense punishable by death. The only thing worse, in Wilder's eyes, would be one of her crew betraying her in some way. On a night of particularly exuberant drinking, her crew will tell stories of her wrathful vengeance toward traitors with a dash of fear and a gallon of pride.

Captain Wilder is hired by Karstan to provide her ship's services to the party. Though it begins as a business arrangement, after their foray to the Throne of Creation, Wilder warms to the party and begins to treat them as though they were a part of her crew (with all of the benefits and drawbacks you'd normally associate with a pirate…ahem, privateer captain adopting you).

### Henrik Latal

Baelfyre Asylum's chief medical officer is a man of many interests. He enjoys probing the depths of the mind, specifically to see how it goes wrong. He also has a great love of ceremony and feels the need to proselytize his peculiar religious beliefs to his staff and family. He is also fond of torture, and delving into the boundaries and possibilities of madness, and believes himself to be the next avatar of the low god.

He has always been an unstable individual, but upon receiving a few treatises on the low god, the power of fetid abomination and certain skills useful in the controlling of others' thoughts from a mysterious benefactor (Karstan, of course) he has become completely unhinged. The asylum has become his playground, the patients his toys to be molded into new and glorious exaltations unto the low god. The majority of his staff have swarmed to him like a cult, embracing the low god and its promises of power. Those that did not were fed to a young leviathan kept in an underground pool below the asylum.

### Prince Vraye Aryen

Though the drow are a matriarchal society, Crown Prince Vraye has proven that anything can change if only you embrace it. For instance, the power he has sought through the swarm king has made him larger, heavier, and stockier than his brethren, and his smile has become too wide, filled with too many teeth.

Another dupe of Karstan, Vraye actually considers himself to be allied with the multi-faced half-orc. They have shared with each other much of what they both know about the low god and its powers, and no one besides Karstan could be said to be more committed to the teachings and the eventual awakening of the low god than Vraye himself.

Vraye worships the swarm king, a visage of the low god that is represented by insects, spiders, vermin and pestilence. Though he believes this to be the true face of the god that will awake, Karstan knows that it is only a mask worn by his low god. Together, they have plotted to arrange Vraye's rise to power (by persecuting and replacing the matriarchs) as well as his eventual invasion of Skyfall. Vraye intends to summon the swarm god to destroy the crystal palisade, ushering in his reign as the host of the swarm for all eternity. Karstan, of course, has other plans.

## Minor

### Authion Nerandis

The Fire Watch is comprised of two distinct units, the militia arm which protects the city from threats and keeps the peace, and the fire brigade that keeps the entire city from going up like a bonfire and a chandelier all at once. Authion has been a shield of the Fire Watch serving on the fire brigades for the last sixteen years, but he has been fighting fires his entire life. Considered by many to be the last honest man in Skyfall, this elf puts his life on the line daily to save all who are in danger of burning.

He has been approached time and again to run for the senate, but is entirely too honest and forthright to win an election. Likewise, he is never likely to rise above shield despite his intelligence, bravery and service. For one, he is entirely too open about his opinions of the current leadership and the state of the Fire Watch; there is just too much corruption for him to take a leadership position seriously, and too many are willing to accept a gratuity for service to ever provide him an open seat.

Though a shield, he currently is the lead captain of the Stuck Pigs, an infiltration and extraction company that specializes in pulling survivors out while other fight the fire.

### Zuth

There isn't a much rowdier place than the Crow's Nest at two bells; the locals are notorious brawlers who love a good beating, the giving or the getting, so much so that many forego a handshake for a friendly right hook. On occasion, the good natured fisticuffs give way to something more mean spirited, fueled by

excess of spirits and lack of composure.

But no matter how ugly things get, it all stops the second Zuth walks in the room.

The Crow's Nest bouncer is a former soldier of fortune, a troll-blooded, anchor-chained bastion of power and composure. Those near him are distinctly aware of a heavy presence, almost like the barometer has risen a few points, and the air is about to crackle with lightning. There is nothing magical about him; the feeling is only suggested by his overlarge frame, taught, coiled muscles, the chain he wears in lieu of armor, and the ship's anchor at the end of it that he wields like a toy bat.

Though he is an imposing figure, his demeanor is anything but angry. He is done with the soldier's life and can be quite friendly if only approached as a person. He actually got the position at the Nest voluntarily. He and his wife live across the walk from the local establishment and the fights would often wake her up in the middle of the night. Zuth began sitting at the door of the Nest and his presence alone was enough to keep the place quiet for a week. When a ruckus that might disturb his wife finally did break out in the bar, he ended it in just a few seconds. The next day, he'd been placed on the payroll and given a coin of the Bankers.

There is one rule at the Crow's Nest, that there be no weapons or spells of harm. All other violence is allowed, but should steel flash or pyrotechnics fly, those that wield them will face dire consequences. Incidentally, scratched into the surface of the 160 pound anchor at Zuth's side are the words Dire Consequences. If you do not understand the joke, Zuth will happily explain it to you.

### Kia Kren

Kia is perhaps one of the most influential figures in Skyfall history. Originally a Brigand Princess, she and her crew fought alongside other pirates to cleanse Skyfall cavern of the leviathans and tetratauns who once lived there. After the outpost became a city she recognized how close to the edge the city actually was, and she worked for years to establish treaties with, among others, the Wardens of Life to ensure their services.

Late in life Kia began to uncover the same secret histories that would later lead Karstan on his life's work. However, rather than be seduced by the power of godhood, Kia set off on one last journey to uncover more of the truth to help protect her beloved city. Whether she succeeded is debated in taverns to this day, but the Wardens themselves know that her journey ended when she fell at Velbore Pass high in the Godspeak Mountains.

### Celista Friel, commander of the Moon Dragons

The Moon Dragons are a famous mercenary guild that ostensibly belong to the Watch but are in actuality a privately paid army for Senator Welgan Malbridorn. While most of their numbers rely on overwhelming strength, their leader is a tall lithe elf woman barely out of her teens who uses blinding speed to destroy her enemies, often before they even know they are in a fight. Under Celista's tutelage, the mercenary band that had so long been known as a powerhouse has taken the martial arts to a whole new level.

Celista grew up in a small farming community deep in the marshes far from the walls of Topside. Though they had been safe for generations, one night when she was barely ten years old her family was murdered by a drow raiding party looking for slaves and sacrifices. Friel survived by hiding in the gore of a pile of bodies. Two days later when the Moon Dragons (employed by a very young Welgan Malbridorn) arrived, she nearly killed the first mercenary to find her. They adopted her on the spot and she has been a part of the Moon Dragons ever since.

Celista is fiercely loyal to her benefactor and committed to shaping the Moon Dragons into the deadliest fighting force around. She shares Welgan's views on the dark races, actually believing that Welgan resorts to half measures when trying to solve the "burden of the civil" (as they call orcs, trolls, goblins and the like). For her, there are no races besides fair elves, humans, halflings, gnomes and sometimes dwarves. She even looks upon the cheery grothik with barely disguised disdain. She has no problems conducting business with the drow and duergar as long as her side gains advantage; she sees such deeds as using the greed of the dark races to fuel their own destruction.

Or so she would have you think. The truth is darker, and speaks volumes about Karstan's reach and patience. Friel was in truth an orphan Karstan found in the Dregs shortly after the night of fires. He knew little of her past (and she wasn't talking), and he did not know much about nor did he have reason to go up against the Malbridorn family. Instead, he was suspicious of the only mercenary guild to survive the Autumn Council without being absorbed into one of the six guilds, and brainwashed the young elf into being his "man on the inside". Years later his foresight paid off as Celista rose to power in the army of the very senator he would later be at odds with.

### Wombat

Power comes in all sizes (as the great flit barbarian who once called himself Kurot Ankle-Slayer can attest), and few packages are as concentrated as Wombat the halfling. His tongue is so silvered that he can check on the back of his teeth by looking in the mirror (so he claims). In truth, this wheeler and dealer has talked himself into and out of more trouble than any three other scoundrels in the city. He is the master of the deal, often remaining close personal friends with those he has fleeced because they never realize they've been taken.

He also has a severe problem with authority, which has landed him in trouble. While Wombat is, at heart, a

thief and a confidence halfling, he has never officially gained his coin with the Twelve. As such, when he is first encountered, he has been placed in the one part of Skyfall he can't hope to survive, the Cracks. Essentially, the Twelve (having been annoyed by this independent operator one too many times) ensured that the Fire Watch would have enough evidence to put Wombat away in one of the most dangerous prisons in all of Skyfall.

Inside the Cracks, a place where only the strong survive by feeding off the hearty, the smooth and mischievous have little chance. However, Wombat is no imbecile; he knows information can be currency as well, and he's definitely looking to buy his way out of prison.

# Using This Book

One of our few complaints about the tabletop genre is its relatively straightforward narrative style. Players are aware of their own very personal story, that is, the story that is happening in the same room they are in. They experience that story in a very linear manner, starting at the beginning and moving on directly to the end, but sometimes very exciting things happen to people who aren't the main character. Imagine watching a season of 24 where Jack Bauer sleeps for five episodes straight, and then spends episode six showering, shaving, and making breakfast before the CTU calls him with his mission details.

It is our opinion that good tabletop can be as inspiring or evocative as any book, show or movie. *Legacy's Wake* is meant to be an exciting and cinematic adventure that paces itself like a season of your favorite action adventure television show. As such, when crafting a player experience we are more concerned with emotional beats, tone, and feeling than most adventures.

In order to tell a more exciting story, we employ a few unique mechanics in *Legacy's Wake* that may be a bit unfamiliar. Below are our suggestions for making the best use of them.

## Adventure Structure

Think about the structure of a television series, especially an adventure series surrounding a group or team of people (think anything by Joss Whedon, though there are plenty of other examples). Each episode is its own story, but each season has 2 or more arcs and the season as a whole has it's own overarching story.

*Legacy's Wake* is broken into four seasons that roughly mimic the beats of that structure. Season 1 introduces the players to the world, Season 2 gives them a hint of its danger, Season 3 turns up the heat in a major way and Season 4 is the final confrontation and reckoning. Think of Seasons as complete story unto themselves; while they certainly lead into each other, they are collections of adventures surrounding one general theme or threat.

Each of these Seasons consists of 5 - 6 episodes. An episode will be fairly contained, consisting of about 6 encounters that take place in the same general area or serve the same general plot point. They will also generally have their own emotional tone (more on this in the Capturing the Feel section below). While some episodes have a discreet order to their encounters, others are very open and can be tackled in any order. Think of episodes as working exactly like their television counterparts, or like chapters in a book.

Seasons are meant to cover 3 character levels, but do not necessarily cover the entire level range. For this reason we have included several side quests with suggestions about where to use them in *Legacy's Wake*. They are not integral to the story, but they are provided to make up the level gap and fill in more of the world and background. GMs should feel free to substitute their own stories, or to grant extra levels at specific milestones instead.

## Cut Scenes

Cut Scenes are short encounters usually with unique or simplified mechanics where the players take control of characters other than their own to experience a part of the story they would otherwise have to hear about in box text. For instance, instead of having an NPC inform the players that their contact's airship was destroyed by pirates, we might have them play the crew of the airship being surprised by the attack and trying desperately just to survive.

Think of them like the cold opening in a television show; they aren't necessarily about the main characters, but they are always about the story.

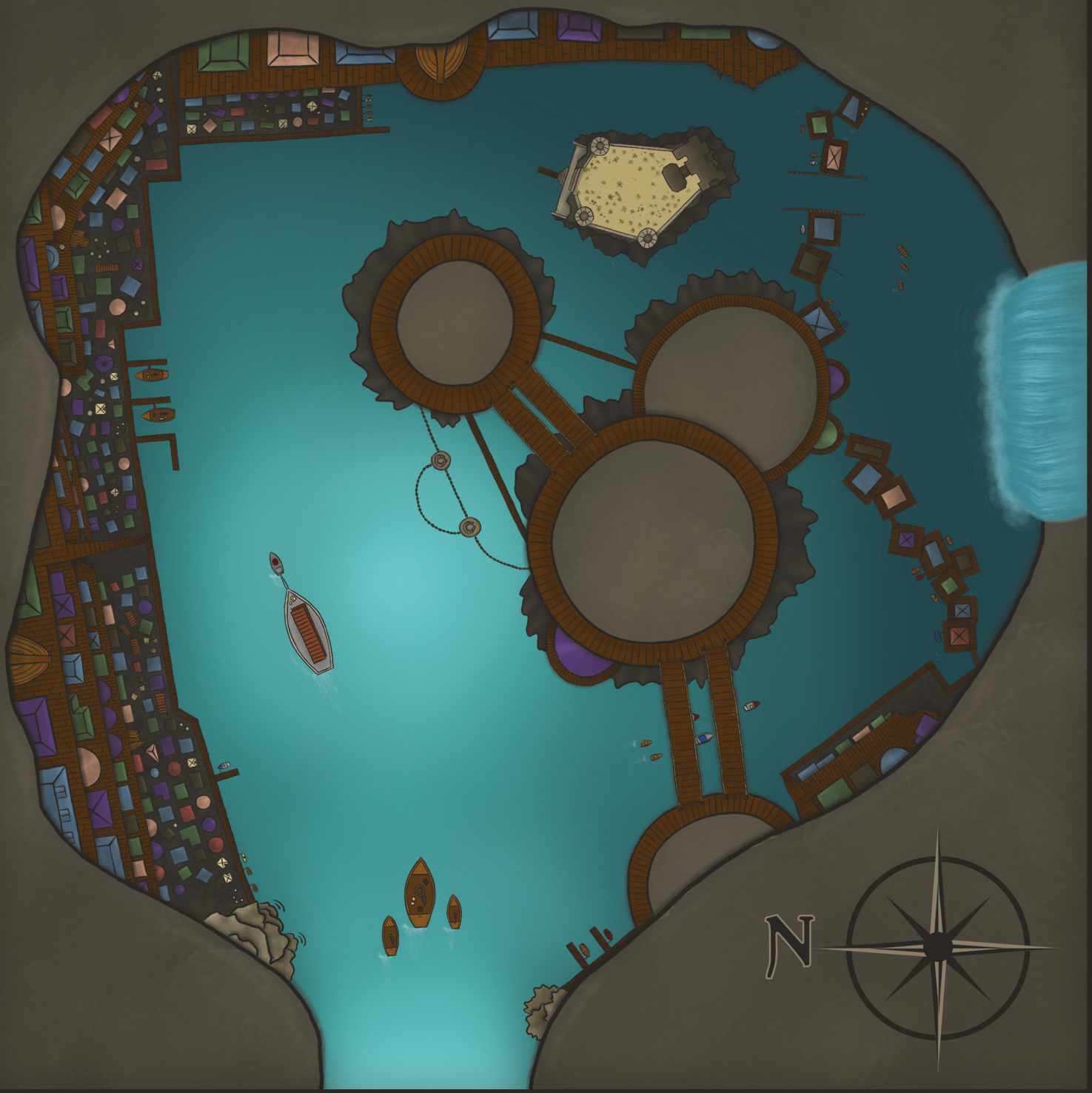
Cut Scenes are meant to inject spice into the game, set the emotional tone or the stakes for episodes, or to deliver information in a unique and interesting way. They will never give away information the players would not quickly find out, so don't worry too much about metagaming. They are also a moment for players to let their hair down and play without worrying about living and dying, but even so their outcome will often have impact on the story. These scenes are not meant to weaken player agency, but rather to involve players in aspects of the story their character are not part of; they will be most effective when your players are emotionally invested but still having fun.

## Flashbacks

The best stories are often not told linearly. Television shows and movies often employ flashbacks to deliver information while maintaining a specific tone and energy or to heighten tension and mystery. *Legacy's Wake* does both to create a more interesting and exciting player experience. Much like cut scenes, they can be another interesting way to involve the players in what would otherwise be a block of box text.

# City of Skyfall

## Top-Down View



# City of Skyfall

## Bottom-Up View



## Capturing the Feel

An adventure is a story told collectively by the writers, the game master, and the players. Like all good stories it should have action, intrigue, drama, and suspense, but all too often even the best roleplaying adventures begin to feel like short bouts of exposition followed by fights to the death. To put it another way, being on rails means being told you are too scared to brave the armada storm raging outside; being immersed means being convinced to stay indoors just by the way your GM describes the sounds of the storm.

Often in episodes or encounters we want to evoke a specific reaction from the player; while we think it is a sin to tell players how their characters feel or what they do, we also believe a great GM can use effective storytelling to manipulate their players into feeling or acting the way they want. Most encounters have a heading labeled Capturing the Feel, which lets the GM know exactly what we are trying to do with the scene. It will often reference similar scenes from other works and will have alternate suggestions for accomplishing the set goal. GMs know their tables better than we ever could, so essentially if you know your players won't react the way we are hoping, adjust the scene however you think best to try and Capture the Feel we are after.

## Unique Mechanics

To provide a varied and more interesting experience, *Legacy's Wake* employees a number of mechanics unique to this adventure. Some, like the vehicle attunement rules, apply to the world as a whole while others are employed only in specific encounters (especially cut scenes). In some cases these are small changes to rule sets, in others they are lair actions or battle phases, and a few are completely different and really change up the definition of a D&D encounter. Usually they fall into the first category, being simplifications of more complex systems that have been streamlined to provide a faster encounter that doesn't get bogged down by learning new rules or struggling with unfamiliar calculations.

When an encounter employs these new mechanics, we outline them in a heading labeled Unique Mechanics. As with Capturing the Feel, this heading will discuss our reasons for new mechanics as well as explaining them in detail.

## Appendices

At the back of this book you will find a number of appendices that will be essential to running a game in Skyfall. These include a complete rules set for air and naval ship combat, a bestiary of anything unique to the Besieged Cliffs or this adventure, a number of player handouts to help tell your adventure, a slew of new magic items, additional maps, a terminology guide, and three side quests that will expand the adventure and fill in a few gaps along the way.

# Setting and Campaign Guide

The following is a resource to familiarize yourself with the world around Skyfall broken into six parts. The first is a quick primer titled Seven Things to Know about Skyfall consisting of things even a new visitor to the city would know. Afterward are sections on General Information, Skyfall History, Culture, Locales of *Legacy's Wake*.

### Capturing the Feel

GMs should consider how much or little of this information they share with the players based on how familiar their characters are with the city. Someone who has just arrived might only know the information contained in the Primer, while those who have grown up in the catwalks will certainly know more. There are some secret truths revealed here that contradict common knowledge; they would ruin the adventure if a player knows them and should be guarded from eager eyes. Consider their character's background and their personal playstyle before deciding how much additional information a player should be given access to.

## Seven Things to Know About Skyfall

Everything is huge.

*"When I first climbed into the crow's nest I looked down at the little people crawling around like ants on the dock below me and thought I was on the top of the world. 'Course then we get to Skyfall and the whole damned city is lookin' down on me in the crow's nest."*

-Vandi Erasmis
*Lookout, Gilded Dawn*

The Besieged Cliffs rise three hundred feet out of violent seas, and set into them is a cavern over a league wide at its mouth and nearly half as deep, reaching deep below the water and towering two hundred feet above it. The buildings of Skyfall crawl up the walls and out over the roof of the cavern hanging a hundred feet or more over the ships that sail into its port, Most residents go years at a time without setting foot on solid land. Gargantuan insect-like creatures roam the wide open plateaus of Topside, and in the distance mountains rise so high that the sun is barely visible before noon.

Skyfall is a port city in style and substance.

*"At any given time I got about two thirds of my crew working on city projects, repairing docks and bridges and the like. I got another quarter or more working on private residences, mostly upscale sorts of construction. It's a bare few I actually have building ships anymore. There's plenty ships to be built, but there's even more city that needs building."*

-Garad Mulurin
Owner, Mulurin Shipyards
Shield of the Crafters Guild

Skyfall started out as a safe harbor for merchants, and the architecture reflects its maritime origins; the same principles used to construct seagoing ships are applied to buildings, and sailors can readily identify rigging elements in the city's many bridges and catwalks. The diversions offered by the city are those traditionally sought by sailors; liquor, gambling, and even companionship can be found at all hours of the day or night. Perhaps the only way life in Skyfall differs from life on board a merchant vessel is in its schedule; Skyfall stays up all night and sleeps late into the morning.

Life on the Besieged Cliffs is dangerous.

*"We lost Gerd and Lati yesterday. They heard something sounded like a child crying down one of the tunnels, went to go find it. Next thing we heard was them two screaming like children. That, and the laughter..."*

-Darian Brightwater
First Captain, Southern Caverns
Hand of the Watch

The world around Skyfall is vicious; violent storms, jagged rocks, and deadly creatures of immense size make living a difficult prospect. That said, the city is hardly safer; citizens are literally a step away from death while walking through the catwalks of Skyfall, and metaphorically when trying to cope with rival gangs or the political plots of competing guilds. As if that weren't enough, there are caves connecting Skyfall Cavern directly to the Lightless Depths, and at any time creatures may wander into the city from any of them. Worse still, the waters of Skyfall Harbor drop away to a seemingly bottomless abyss at the center of the cavern, and only the gods know what may swim up from darkness and into the city.

Skyfall has a history that few know of, and ancient mysteries abound.

*"Dunno how it got here, just know I gotta clean it every morning 'fore the sun rises. Takes me all morning even when you don't go rubbing your greasy hands all over it, so do old Se'o a favor and don't touch the damned crystal!"*

-Se'odlen Halstlen
Pennyman of the Senate

Everywhere in Skyfall there is evidence of a history immersed in great magical energies. Artifacts of ancient power are scattered throughout the cavern; one of the most visible examples of this hangs inside the immense many-tiered building known as the Palisade. A single shaft of crystal pierces the cavern, reaching within seventy-five feet of the ocean surface, running through the rock, and rising hundreds of feet into the air on the plateau above. The origins of this crystal are unknown, but everyone has a favorite story; whatever the case, the crystal provides illumination for the city during the day, channeling light from Topside to Belowdecks, and acts as a lighthouse at night, guiding ships into safe harbor.

Trade fuels the city.

*"Most of my daggers are made by a drow a couple of bridges over. He's a scary bastard, and were we on Topside I'd cross the street if I saw him coming my way. But he makes finer blades than anyone in the district, so I buy from him."*

-Wrett Valden
Street vendor
Hand of the Crafters Guild

Commerce rules in Skyfall; all other motivations fall second. Here dwarves can be seen toiling alongside orcs, drow will do business with elves, and even trolls can find a job unloading a human owned merchant vessel if they can keep their vicious natures in check. In other cities two races may be bitter enemies, but in the catwalks of Belowdecks they play nice to make a profit.

Of course, racism is a very real thing, but most people try to keep it quiet. Distrust and hatred exist, plots hatch in the dark of night, but in the half-light of day most people smile and shake hands. Even if one cannot stand Kobolds, eventually one will need the services of a Kobold, so it is best to keep one's personal issues to oneself. Racial, political and religious tension still exists, but the desire for coin usually keeps violence in check.

Guilds are the government.

*"I hereby swear my loyalty to the Bankers, to uphold their values of fair terms, fair returns, and never a cross deal, and to never besmirch their name in Skyfall."*

-Pledge taken by all new
members of the Banking Guild
Sworn before a Shield or Royal

*"The Bankers swear to support and protect you, and hereby name you a brother of the guild first, and after a true citizen of Skyfall, with all the rights due to both."*

-Pledge taken by the Banking Guild
Sworn by a Shield or Royal
before all new members

Before there was a Senate in Skyfall there were guilds vying for power. Groups of like-minded merchants banded together to agree upon rules of business, and over the years these became the most powerful political machines in the city. Even today the Senate only holds sway over those aspects of city life that do not readily turn a profit.

Once pledged to a guild, a member must obey the demands of the guild to the letter, but servitude comes with reward. Citizenship in Skyfall is based on guild membership; those poor souls who are not members of any guild are only provisional citizens with no right to vote or right to protection from the Watch. Members of a guild can expect much more in the way of support; most guilds are prepared to provide housing, food, monetary support, and many other types of favors to their members.

Resources are priced high (for the common man).

*"This is Evencut, the sword of my ancestors, wrought from the finest steel and infused with fey power to strike at my foe's heart before it rips flesh asunder. It once beheaded a tyrant king and slew the Warlock of Gidrian Marsh. It's yours if you give me and my friends room and board for the week."*

-Garus Brakidan
Mercenary Adventurer

Skyfall is expensive for outsiders; a cot in the common room of a tavern may cost as much as a private suite in other cities, breakfast as much as a live pig. Those who balk at the prices should be reminded that sleeping on the catwalks can get you arrested or killed and dumped over the side. The city is made to part people from their purse, and over the years it has learned its trade well. Hard earned fortunes disappear as people just try to survive.

The locals make ends meet by guild discounts and perks and by knowing where to find a cheap meal or bed, but this knowledge comes over time. Until travelers learn the city (or some small part) they may end up selling cherished items or taking on disreputable jobs just for food. It has been said that people spend more their first month in Skyfall than in the rest of the year, but honestly, most go broke and get kicked out of the city proper before that month is up.

At the edges of the cavern are slums, abandoned buildings, and caves that can be used as shelter, but of course these places have their own unique dangers…

## Locales

The cavern housing Skyfall can be found in an area known as the Besieged Cliffs, a forty mile stretch of coastline towering 500 feet above the water line. The city covers the cavern from top to bottom, with buildings hanging like stalactites from the ceiling. The city's oceanic history is clearly evident in the number of sailing vessels lining the walls of the caverns to be used as housing. Where a normal city would use brick and mortar, Skyfall uses wood, rope, and canvas.

Near the middle of the cavern hangs the Palisade, an immense many tiered building which houses one of Skyfall's biggest mysteries. A single column of crystal pierces the cavern, reaching within seventy-five feet of the ocean surface, running through the rock, and rising hundreds of feet into the air on the plateau above. The true origins of this crystal are unknown, but in place of truth legends flourish. Whatever the case, the crystal channels the light of day to Belowdecks; some sailors call it the Deck Light. At night, a great fire at the top of the crystal calls ships to safe port; those that look for it call it the Trade Star.

Merchant ships sail into Skyfall and are unloaded at docks around the caverns edge or else directly above into warehouses hanging from the ceiling. Cargo makes its way through the city, usually ending up in the Exchange, a trading floor carved into the wall at the back of the cavern. From here a tunnel called the Maw leads to Topside, a series of walls, farms and fortifications encircling the fields and graze lands that feed the city below. Here an endless stream of caravans carries goods to and from inland destinations. The Plummet River exits the jungles to the east and narrows as it approaches the walls of Topside. By the time it flows under them it is swift and deep, providing power to a massive Mill before disappearing underground. After a short subterranean run Plummet Falls spills into the southeast end of Skyfall. The residents employ so many water traps harvesting water that the river never reaches the seas below unless it flows through a drain first.

Skyfall has grown into a large and important location for one reason; it is the safest place for miles in any direction. The high cliffs, jagged rocks, and unforgiving seas make this the largest of a very few safe ports along the coast. For half the year the continent is threatened by horrific armada storms, violent acts of nature said to cause more destruction than a fleet of enemy ships. They are known for their high winds, torrential rains, frequent lightning strikes and their ability to spawn powerful cyclonic windstorms. Few structures can withstand the force of an Armada, as the thickly built fortifications of Topside can attest, but the buildings in Belowdecks are sheltered from the worst of the gales. As if that weren't enough, the lands here are filled with gigantic insect-like creatures that tower over a grown man, and the seas are filled with the monsters that most sailors only hear stories of; the cavern offer some protection from both.

### Capturing the Feel

In Skyfall, scale is important. This is an immense city of hundreds of thousands, all hanging from the ceiling of a massive cavern. Gigantic storms, larger and more powerful than hurricanes in our world, crash into the land at regular intervals destroying all but the most permanent signs of civilization. On the plateau lush jungles crawl up the base of a mountain range so large its peaks are lost in the clouds. Giant bugs and crustacean-like behemoths walk the landscape heedless of men.

Our intention is to make the players feel small and insignificant. They may be heroes with destinies, but they exist in a world that will eagerly devour them if they are not careful. Whether crossing the plateaus of Topside or running through the catwalks of Belowdecks, the players should be constantly reminded that their environment is big and deadly, and that the safest place they can find is hanging precariously from the roof of a gigantic cavern hundreds of feet above a boiling, monster filled ocean. Even if they are oblivious to every danger, they should still be humbled by the realization that they are only one person in a crowd of thousands…

From the sky the city of Skyfall encompasses 3 to 4 square miles of land, but it is much bigger than it appears. There are three distinct regions of Skyfall, each with its own unique feel, each almost a city unto itself. Topside is the name of all the farm and ranch lands on the plateau, guarded by the Fire Watch on the ramparts of the massive Storm Wall. Belowdecks is the cavern region which includes a large protected sea surrounded by docks and buildings that crawl up the 200 foot wall of the cave and out over the entirety of its ceiling. The Depths are the name for the region of the caves behind the main cavern; the side controlled by the Wardens of Life are known as the Lit Depths, and the caverns beyond are called the Lightless Depths.

## Topside

All the lands above the cliff can be collectively called Topside, though the term generally applies to everything between the cliff's edge and the Storm Wall. There are several routes from Topside to Belowdecks, the main being through the Maw and down the Gullet. The Plummet River enters west of the Mill and worms its way through the rocks to Belowdecks, but no one has ever been known to survive that route. There are also a few staircases and lifts that crawl down the cliff face, though they are primarily used by the Fire Watch and for moving goods from top to warehouse.

## The Storm Wall

The single biggest feature in Topside is the massive Storm Wall that starts right at the cliff's edge and surrounds the city above on the north, south and east sides. The wall is 80 feet tall and nearly 240 feet wide at the base; the side facing out to the marshes and jungles is a sheer vertical climb, but the side facing inward to Topside is a gentle 3 to 1 slope. In this way the Storm Wall can keep rampaging beasts the size of dragons out while still being able to withstand the sheer force of armada storms when they blow through.

Farmers and Fire Watch use this slope to their advantage when they can. Some areas are covered in terraced soil to increase farmlands, while others act as rain collectors, and more than a few sections have been carved into stadia for plays and parties. However, by city order every five hundred feet a path must be left clear for the Fire Watch to send troops up the wall.

The only other notable features on the wall are the large stone gates that never open. At their base they have two "smaller" gates built into them; these small gates can easily let three caravans pass through at once.

## The Fields

The vast majority of Topside is open farmland and shared pasture dotted with homes and barns. Farming is not quite a communal effort; families are still responsible for their own land and profits, but the entire affair is managed by an elected minister of agriculture to ensure the land isn't overworked.

There are a few open plots outside the wall, and



livestock are often taken out as well to graze, but when these exterior features are worked there is always a battalion on the wall and several airships overhead keeping an eye out for trouble.

## The Market

Between the gates and the Maw lies the Open Market, a bright, chaotic mess of commerce. Stalls of vegetables stand next to open air pens filled with livestock for sale. The sounds of the crowd are usually deafening, the smell sometimes overpowering. Daily, the cobble streets are covered with a cacophonous deluge of people and livestock; spoiled vegetables, refuse and animal droppings litter the streets. Nearly any foodstuff can be found here, along with anything needed to grow or prepare it. Nearest the wall are herd bunkers, low stone building dug into the ground that protect livestock from the armada storms.

Of course, after a storm everything is different. The tents and stalls are gone and the open air pens are torn apart. The middle of the cobbled street is scrubbed clean and detritus is piled at the base of any fixed structures. Few wooden structures remain untouched (which is why there are few wooden structures on Topside), but toward the main gates of the Storm wall the long low herd bunkers are visible and still standing.

After such a disaster the Open Market is replaced with two large white Hospitaler tents, the kind that are big enough for entire congregations. Banners with red and white diagonal stripes hang by their doors. One will be filled with wounded being treated by a variety of healers, with two necromancers attempting to assist in any way, especially with the removal of bodies. The second tent is filled with the previous shift, all resting and recharging.

Next to the Hospitaler tents the senator and minister of agriculture will set up a grievance court. Here residents of Topside can come to request aid or learn of where their help is needed most. After a strong armada storm everyone's eye looks toward rebuilding, and everyone helps each other because everyone knows that next time, it could be them who loses a house, an entire crop, or a loved one.

## The Maw

Behind the market rises what looks like a massive sea creature beached on land, its jaws set wide open to swallow the throngs of people who march down its throat. This is the Maw, a giant sculpture that welcomes all to the city. It leads to the Gullet, a natural cave that has been widened and contoured to provide safe passage to the city below.

The Maw and the Gullet are more than artistic flare; they serve to protect the main road into Skyfall from the ravages of weather, shielding rainfall and channeling runoff into ditches that lead down the way to water traps. The sea creature seems to curl its tail back around to its head in a counter clockwise spiral, and this in fact protects the gullet from the worst winds of the armadas, who likewise spin the same way.

## The Mill

Skyfall is a city of technology and magic, and nowhere else is this more prominently displayed than at the Mill over the Plummet River. Where most mills are built next to the rivers that power their wheels, Skyfall's Mill is a massive structure that is built up and over the entire raging course. It drops six wheels into the river, each so close to the next that a man would be dashed to pieces should he try to swim through. Inside, the mechanical power of the river is harnessed and combined with other arcane sources to provide everyone from mages to grist millers to shipwrights whatever is needed. While the majority of power is harnessed to perform work, many mages come to run experiments or harness energies that might otherwise be difficult to find or control.

It is one of the most heavily guarded buildings in Skyfall, housing as it does the highest levels of technologies known to the city. As massive as it is, the entire works can easily be sabotaged, and a round-the-clock guard is posted there at all times when it is running.

The Mill is one of the few wooden structures on Topside, making it vulnerable to the fury of the storms. An ongoing construction project attempts to reinforce and protect the timbers with stone and iron, but little headway is ever made on the project before the Mill is massively damaged again. The needs of the city are such that, when the Mill is knocked down, time cannot be taken to build a proper stormproof structure, and so the Mill is replaced once again with wood.

## The Lighthouse

Still, the most impressive structure on Topside is the Lighthouse. Throughout the Besieges cliffs there are large growths of white crystal that erupt from the ground, and the crystal that makes the Lighthouse is the largest to be found. It rises 400 feet above the cliffs, pierces through the cavern and descends to hang from the ceiling another 100 feet below. On Topside, it operates as the lighthouse for the port, calling ships home from afar.

During the day, the crystal absorbs sunlight and filters down to Belowdecks. At night, fires are built in the buildings that ring the base of the crystal; their mirrored inner walls reflect the light, which the Lighthouse absorbs and radiates out to ships at sea. It can be spotted by ocean going vessels two day before they arrive, and some airship captains claim they never lose its glow on the horizon no matter how far afield they stray.

At the top of the crystal, accessible only by airship, is a widow's walk constantly manned by the Fire Watch. Here they scan the horizons for threats to the city, whether they be men, beasts or weather.

## The Lands Beyond

Outside the walls and past the open fields of Topside lies largely untamed lands where small pockets of

people scrape out a hard and dangerous life. To the south, the highlands give way to a great boggy marsh. From here come some of the worst of the insects that plague the Cliffs, including mindfire wasps as big as sheep. Deep in the marsh are plots of fecund virility, massive unhealthy eruptions of unnatural growth and fetid decay that hurt the eyes to look upon. They are said to be remnants of when a great being or an old god walking the earth, and from them spawn many different corrupted creatures.

To the east and north the plains give way to jungle so thick that overland travel is impossible. Attempts have been made to carve out roads for trade with interior villages, but they are quickly overgrown, some in less than a night. Airship travel is by far easier, and the captains who run the local trade routes brag about sailing the Green Sea to the East.

Far off in the distance rise the Godspeak Mountains. The peaks of this gargantuan range are so distant that day breaks on them in the dead of night, and night falls on them just after lunch. The Wardens of Life hail from these regions originally, but they tell strange tales about those who still call it home before reminding you that they left for a reason.

## Belowdecks

Through the Maw and down the Gullet takes you into the main cavern of Skyfall. This giant open space is shaped like an upside down tear drop, is filled up about a third of the way by the ocean, and has a large mouth that opens to the west. It is covered almost completely by buildings, every bit of the cave floor, walls and ceiling hidden behind wood and stone.

## The Exchange and Promenade

The Exchange is a huge trading house located aft of Skyfall. It is half wooden and half bedrock, and is the largest (and only official) route to and from Topside. Each day it is filled with caravan loads and shipments of all types and sizes.

Entrances on either side of the Exchange are not guarded, but to leave (either into the city proper or up the Gullet to Topside) one must show proof of business. For this reason, some call the Exchange the crab pot; it is easy to enter and hard to escape. Generally, a guild coin is all that is needed for a person to prove business, but circumstances can dictate otherwise.

In the aftermath of an armada storm, the Exchange also doubles as a refugee camp where people of all races, many looking the worse for wear, wait impatiently for a turn to plead their case at one of the exits. These refugees generally bring more problems than money, and at the same time Topside becomes an easy target for would-be salvers or looters. As a result, the Watch are much more strict about who they let pass after a storm. The city isn't exactly on lock down, but passage is far from guaranteed.

Though the Exchange is filled with goods, only wholesalers or their representatives are allowed to make purchases. Even if a merchant were somehow convinced to make an unsanctioned trade they would still want to sell in bulk. Theft is certainly possible, but generally not a good idea; between the Watch, the hired help, and the legitimately sanctioned thieves there are many eyes watching.

On the other side of the Exchange's wooden wall is the Promenade, one of the largest flat spaces in Skyfall, often filled with festival entertainers and cart vendors. This open deck is usually the first time many gaze upon the city; they stand at the rail, the party behind them, the sea below, sunset in front of them and the wonders of the city all around them.

## The Palisade

At the heart of the Palisade district hangs the building it is named for, the tallest (measured from the top down, of course) structure in the city, the Palisade. Built around the crystal spire that hangs from the ceiling, the Palisade resembled a tiered chandelier or upside down wedding cake. It is widest at the ceiling where it houses the main Senate meeting chamber. Inside, this room appears as a large colosseum with the crystal in the center. Below are different meeting rooms and offices for both standing senators and officials of the different guilds. At night, when the fires above set the Lighthouse to glow, the windows and balconies of the Palisade are shuttered to dim the light and let those in need of rest find it.

As said before, the crystal itself is an object of much debate and study, but generally its mysteries are explored by mages, druids and the like in the portion on Topside, while the Palisade is left to house the government and inspire the people.

## The Districts

Skyfall is sectioned into districts built around different trades, wealth and social status. The most affluent in the city desire to live in the Palisade district, named after the Senate building that encompasses the bottom end of the crystal shaft that makes the Lighthouse above. Here senators and wealthy business owners build luxurious estates, beautiful hanging gardens, and grand storefronts filled with the most amazing luxuries.

At the other end of the spectrum is the Dregs, the slums at sea level near the back of the cave. These sections were among the poorest even before they received the brunt of the damages from the Night of Fires. Now, burned out buildings house squatting pennymen, dangerous thugs and others so down on their luck that they have to look up to see rock bottom.

Districts generally have limited entries and exits, and while most of these remain unguarded there are many situations where the Watch or different guilds might issue a lockdown. Guards will be placed at bridge connections, and anyone who wished to pass

must show proof of business. Still, there are those who know their way around such obstacles. Orphaned or homeless youths especially have learned to survive navigating beneath the struts and structures others walk on top of; they are called swallows for the birds who make their homes beneath rock outcroppings.

## The Turn

Where the city spreads up the walls and into the ceiling is called the Turn, named after the section of a ship that curves up from the bilge into the sides. For the most part, below the turn is largely industry and the poor, above is generally commercial and well to do residential districts (though exceptions always exist). The Turn represents where these two worlds collide.

The guild house of the Twelve is said to be somewhere in the district. There is no argument for a better place to employ a thief, assassin, or to buy forged coins or documents. A thriving black market also exists, though it tends to rove around. Despite all the crooked dealing done here, the Turn is somehow regarded as the safest part of the city, and is generally the location of most hotels and inns that cater to visitors.

## The Docks

Almost every available foot of the water's edge in Skyfall has been converted to docks. While it is far more convenient to unload cargo from an airship directly into a hanging warehouse, the vast majority of trade is still done by seagoing vessels, and another good portion of that without the aid of attuned power.

The Docks on the northern edge tend to favor bulk and unfinished goods (being ever so slightly closer to the Exchange and some specific industries) while the south edge generally deals with fine goods and passengers. The individual piers and quays spread out like a drunken wrach's web, connecting to each other and dividing the sea into mockeries of the district above. At the water's edge are a number of Mariners' guild houses, salvage yards, and bars catering to sailors that offer food, drink, lodging and companionship.

## Baelfyre

The largest island in the cavern is home to Baelfyre Asylum, an odd mixture of hospital, mental ward, and prison. It is generally off limits to the public, though its menacing look does more to convince people to stay away than any official decree.

Before the Wardens of Life made their deal with the Brigand Princes to use their necromantic magics to protect Skyfall, another student of death and decay was employed in a similar role. This mage made home on the island, building an impressive fortress-like mansion that, it was claimed, would help focus his dark arts to aid in the protection of Skyfall. The mage was eventually revealed to be plotting against the city and was eventually defeated, and the mansion stood abandoned for ages until it was turned into a sanitarium.

At the peak of its main hall burns a sickly green flame which persists long after the original occupant's death. For centuries the Senate had offered a prize to anyone who could extinguish the vile flame, but the prize has now been revoked due in no small part to the number of those who have tried, failed and later attempted suicide.

## The Beaches

Outside of the actual cavern and at the base of the cliffs are two beaches manned by the Mariners. Here they have built long low stone bunkers that can withstand the storms to temporarily house members of the fishing fleet which provides Skyfall with so much of its food. Vessels can leave at all hours of the day and night, saving valuable time navigating the reefs, shoals and docks in Belowdecks; to a fisherman, time is most certainly money, and these beaches exist to maximize both.

## The Depths

For all its size, the main cavern of Skyfall cannot compare by volume to the honeycomb of caverns that lie behind it. These depths continue on seemingly forever into the earth, and are inhabited by drow, duergar, and all the usual things one would expect to thrive where no light reaches. The only thing standing between these hordes and the city proper are the Wardens of Life and their massive undead army.

## The Gullet, the Falls and other Upper Depths

Though technically higher than the city itself, the Gullet is generally considered part of the Depths (the only part in fact actively patrolled by the Fire Watch). It is a feat of engineering to rival even the Palisade, designed to provide safe passage through two hundred feet of rock for pedestrians, wagons and the like. The path gently curves through switchbacks, occasionally rises to help catch runaway wagons, and is flanked on either side by ditches the collect runoff and channel it into the water system below.

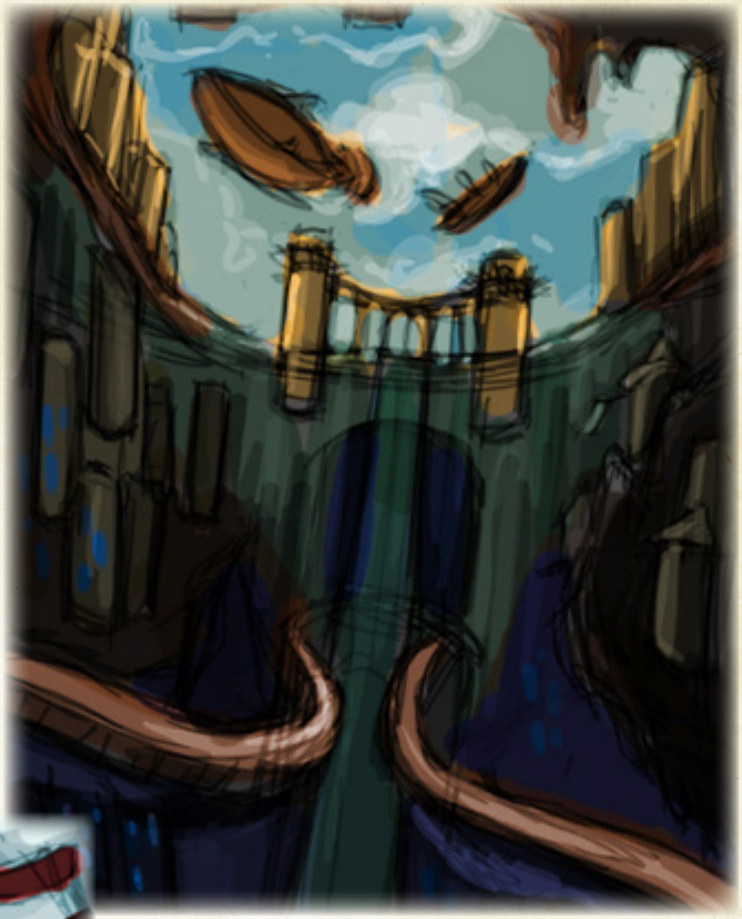
In contrast, the Plummet Falls are an unmapped series of cracks that allow the river to pass from Topside and spill out belowdecks. No one has ever been confirmed to have survived traversing the Falls from top to bottom. Few have tried, and even fewer dead bodies have come out the other side.

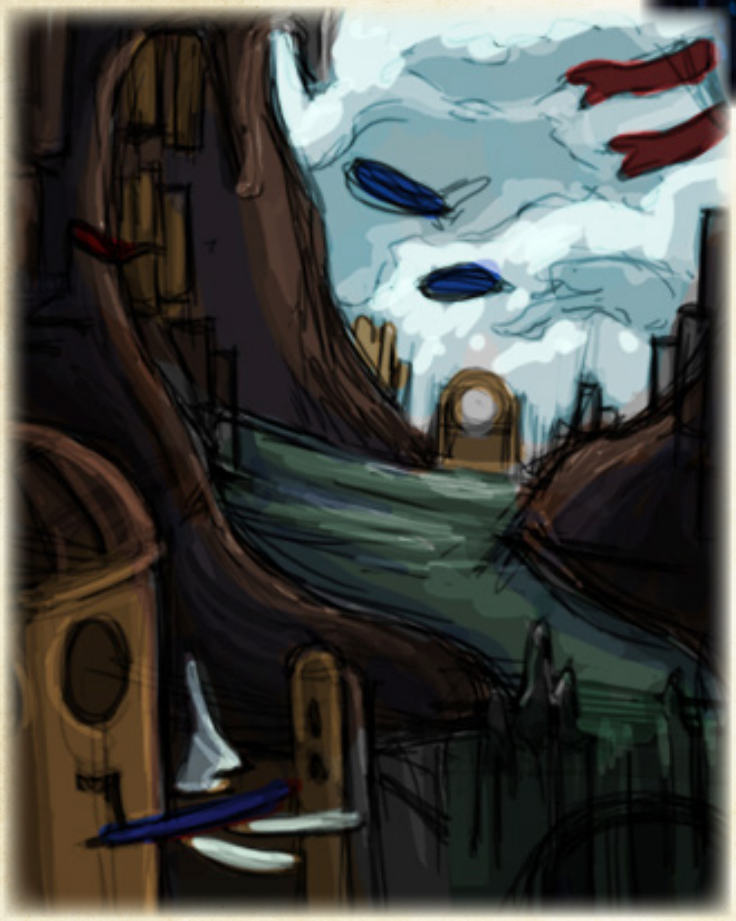
There are rumored to be other routes through the bedrock of Topside into Belowdecks, but none of them are known officially by the city.

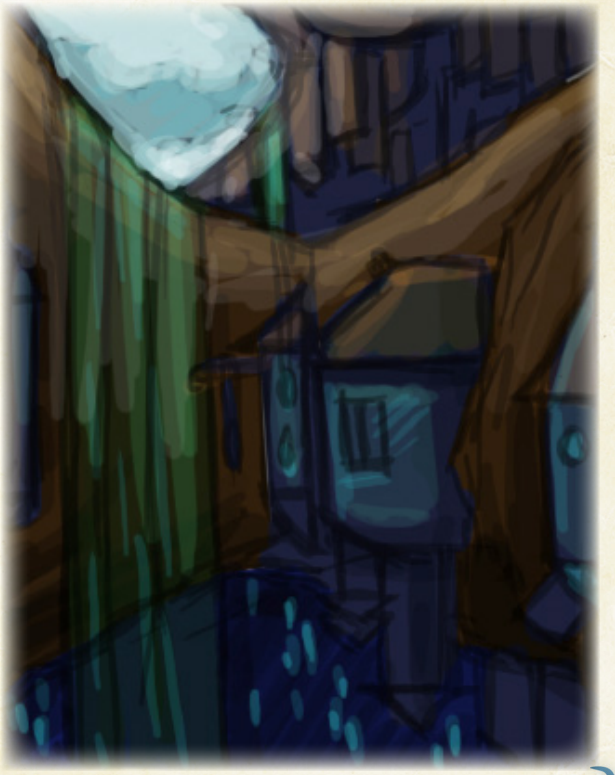
## The Cracks

Skyfall's answer to the question "Where should we house convicted criminals?" is to dump them in the Cracks. These caverns were formed by the caving in of a large chamber (still significantly smaller than the main cavern of Skyfall) and are essentially comprised of the jagged and uneven cracks between massive boulders. Prisoners are sent in to clear the Cracks of the vermin and feral wrachs that live there while simultaneously









widening the caves and creating usable space that may one day form an annex to the city. There is thought to be only one main passage back to Skyfall proper or the known halls of the Depths; while many other exits exist they all seem to lead to places even worse than the Cracks themselves.

### The Warden's Border

The strip of the Depths closest to Skyfall cavern are the home of the Necromancers Guild. Called Fenrot by the Wardens of Life, The Warden's Border by the Fire Watch, and the Lit Depths by the rest of Skyfall, this system of caves is patrolled by the undead legions of the Necromancers to keep back the denizens of the Lightless Depths. The Wardens operate from several forts known as Holds which are placed at strategic choke points. Nearest the city is Bodyhold, also called the Raising Grounds, where the dead of Skyfall are brought and raised to serve the city's defense. Deepest in the cavern is Firsthold, a large fortification at the mouth of a massive cave on the edge of drow territory. Should any army of note desire entry to Skyfall, they will have to battle their way through these and all the other Holds protected by the Wardens.

While each Hold is unique, they all share certain similarities. Chief amongst these are the Deadwalls, the outer edges of the Holds built using damaged but still lethal undead. These walls serve as grim defenses as well as active lookouts for any danger threatening the Holds.

### The Depths Beyond (The Lightless Depths)

Beyond the borders of Fenrot the caverns spread out for unmeasured distances and hold unknown threats. Nearby are several great drow nations and more than a few duergar clans, but diplomacy with these groups is at the best of times impossible. The only peace that can be found lies in ignoring their existence while tending to your defenses.

## Other Threats to Safety and Profit

### Tetratauns

The largest and most terrifying creatures that roam Topside seem to have evolved mainly from insects and crustaceans. Terrors like giant centipedes and mindfire wasps are frequently encountered and while they certainly spell trouble of the lethal variety, none can compare the terror of a single rampaging tetrataun.

Tetratauns are five legged beasts resembling starfish in their overall shape and crabs in their constituent pieces. They have no discernable eyes, ears or noses, and one giant mouth underneath the hub of their body where the legs meet. Younglings as small as thirty feet have been seen though they are more commonly much larger; creatures as tall as 100 feet are seen often from the Storm Wall, and stories of even larger ones are so common as to be believed fact.

They are comfortable both in and out of water and are often seen roaming the land in small herds. The shell of the younger tetrataun appears chitinous, not unlike a crab, and it hardens into something rock-like as they age to the point that ancient beasts are often mistaken as mountains by passers-by.

### Wild Spawn

It is said that when the twin gods of creation walked the world, in the footsteps of the high god grew the crystal deposits that dot the landscape, and from the footsteps of the low god erupted nodes of violent overgrowth and fecundity. Whatever the case, there are places on the Besieged Cliffs that ooze wild power and spawn new plants and creatures and things in between. Most of these wild spawn die within a few hours, but the ones that survive can devastate the landscape around them, while others thrive and give rise to entirely new races. The wrachs and flits are rumored to be productions of wild spawn, while grothik were created by mages utilizing what they had learned from these fonts of virility.

### Armada Storms

On the Besieged Cliffs, everything is bigger than it has any right to be. While leviathans as big as sailing ships and tetratauns the size of towers are commonplace sights, nothing compares in sheer size and power to even a small armada storm. An armada storm is a swirling mass of clouds, wind, rain and thunder that devastates all in its path. The winds are so strong that airships are torn apart and sailing ships are capsized in seconds; rain blows sideways so hard that it peels paint and reaches deep into the cavern of Skyfall. Buildings on Topside that aren't built like the Storm Wall are destroyed in minutes, entire crops are ripped from the ground and animals that normally respect gravity suddenly find themselves soaring through the sky. Worse yet, the torrential winds spawn small tornados that cut their own chaotic path of destruction.

The lightning can be as lethal, often striking seven times or more in a row and melting the ground into glass, and the rainfall can be so severe that even Topside, with more than a third of its border at the edge of a 500 foot cliff, will flood. Those unlucky enough to be swept away are less likely to drown as to be killed by the fall to the ocean below. During the worst rains, it looks as though Belowdecks sits behind a waterfall.

### Pirates

Though the brigand princes founded Skyfall originally, they eventually left as their pirate base became a respectable city. Nowadays, there are several brigand friendly ports around the Besieged Cliffs, some on islands, other on the mainland in coves or up rivers, and a few even created from floating atolls of junk and debris.

Modern day pirates thrive by preying on the merchant ships of the very city made possible by their predecessors. As Skyfall's wealth and prosperity increase, so does theirs. Though technology has changed vastly over the years and armed convoys are much more common than

ever before, these highwaymen of sea and sky can still make a prosperous and comfortable living.

Pirates are generally independent of the guilds, though secret alliances may form sometimes. The Twelve sees such cooperation as a violation of their charter and are actually the most active of all guilds when it comes to pirate hunting.

# History of Skyfall

## The Time of Legends

*The High God desired to please his brother by showing him order, and the Low God sought to prove to his brother the power of self-reliance, and as both set mind to task, so came the Skol.*

-The First Song
Sung by Skol Keepers

There are many creation myths surrounding the cavern of Skyfall and the Besieged Cliffs, but most stories have certain common elements. There were, in time before time, two siblings near godlike in their power over creation. For a while they walked the lands west of the Godspeak Mountains, and in their footprints all that now exists sprang forth. When they reached the sea, they fought (over what almost no story agrees), slaying each other on the hard cliffs near the shore. Their battle gave rise to the armada storms, and their graves became the cavern that would one day house the largest city in the land.

This story is widely regarded as a simple tale; while the legends around most gods can be substantiated by the power those gods grant to their followers, there is no recorded evidence of favors being granted by the beings mentioned in this myth. Still, there are plenty of unexplained phenomena on the Besieged Cliffs…

## The Foundation of the City

Though their exact age remains unknown, the earliest recorded histories of Skyfall indicate that it was one of the most dangerous places on the Besieged Cliffs. Before humanoids made it their home, its walls were claimed by monstrous tetratauns, and its waters were the breeding ground for leviathan swarms. It was shunned by inhabitants of the small coastal villages and inland hamlets around the cliffs, a fact that ironically led to it being conquered.

Several thousand years ago, as it is now, the Cliffs were home to many pirate crews in need of a safe harbor. This was long before the taming of the crystal, so these pirates only sailed the sea in the same manner as sailors of other nations, by harnessing wind and dragging rudder.

Several captains, recognizing the strategic value of the sea cave, formed an alliance. Over a period of several decades they cleared the covered sea of the most violent creatures, first establishing a beachhead and then a small port where they could outfit, repair and relax. They named the port Skyfall after the glorious sunset that lit the cave every evening.

To their surprise, news of the taming of Skyfall Cavern soon spread and settlers came by the cartload to seek the relative safety of the new port city. They offered their services to the first of the Brigand Princes and the port grew into something resembling a city.

But with the people came the demands of civilization, the desire for a city guard to protect the vulnerable farms on Topside, a system of laws to settle disputes and a body to govern their enforcement. Each day brought new requests to the attention of the Brigand Princes. When the Princes did not answer every demand, guilds began to offer these services, establishing the first real government in what had been a port without rules. The guild masters established a council, known as the Senate, and slowly over the years Skyfall became the first city to capture a pirate stronghold (as opposed to a city captured by pirates).

The system was far from perfect, but for a long time it worked. Citizens were required to be members of a guild and to carry with them at all times a coin proving their membership. Membership in a guild was reserved for those with true skills and talents as a way to keep the city industrious and profitable. When faced with a decision, the Senate made all of its rulings with deference to productivity and profit for all in Skyfall.

However, there were hundreds upon hundreds of different guilds, far more than there were individual industries, and the constant political in-fighting between all these factions eventually led to disaster.

## The Trade Wars

Until about twenty years ago, Skyfall was a city ruled by hundreds of guilds, all cooperating and vying for profit, overseen by a relatively fair Senate that would settle any odd disputes that cropped up. However, this bliss could not last forever. Veldure goes into much more detail about the particulars of the Trade Wars, however their root cause and the cascading effects can be summarized fairly quickly.

Essentially, a dispute began over who exactly should have access to the dead of Skyfall. By a centuries old contract all dead became the property of the Wardens of Life, a necromancer's guild that used its hordes of undead to hold back the dangers of the Lightless Depths. A soap maker's guild bribed a senator to allow them a portion of the dead for making lye, and this small imbalance was all that was needed to throw the city in disarray. The Wardens took issue, withdrawing their protection of the city in protest. Other guilds began to take sides or to bribe officials for similarly favorable rulings. Still more denounced the Senate, refusing to acknowledge any of their laws or rulings.

Guilds began hoarding goods to inflate prices. Production of many goods suffered, and so did the shops. With nothing to buy or sell, the maritime trade began to dwindle. Violence began to spill

out onto the catwalks, and though many bodies were falling, most of them were not making their way to the walls of Fenrot to guard the city. Then, sixteen years ago, the Lightless Depths awoke.

## The Night of Fires

Whether the necromancers' forces were weakened by a lack of bodies or because they intentionally abandoned their posts in defiance of the Senate, one autumn evening their defenses were breached by what seemed a major and coordinated attack from the caverns below. Drow and duergar war parties, myconids, lurkers, and abominations without name poured through the caverns into the city. The guilds were caught unawares, and though most well-off neighborhoods had their own private militias, there were huge parts of the city that had relied completely on the Wardens of Life for protection.

These poorer neighborhoods were clustered around the Dregs, the area of the cavern first accessible to the Lightless Depths, and they were soon overrun and aflame. Monsters owned the streets, citizens began looting, fires spread unchecked. Most guilds tried to hole up and defend their little portion of the city, and while this kept most of the attackers at bay, the fires threatened Skyfall as a whole.

That night seemed to be the end of Skyfall, but in the darkest hour an impromptu alliance of thieves guilds began to take their city back. Some sought to retake the streets, others guarded warehouses to prevent looting, and still more spread the word and found ways to force neighborhood brigades who were holding back to enter the fray. Word came from Fenrot that the Wardens of Life were holding out against several armies on multiple fronts, and many of the fallen were sent to the Holds with no guild protesting.

By dawn the city was retaken, the border of Fenrot reinforced, and the majority of the fires were under control. Skyfall had escaped doom by the narrowest of margins.

## The Autumn Council

After the Night of Fires, the city saw its most peaceful and cooperative moments in ages. The Platinum Royals, the leaders of the individual guilds, temporarily foreswore their guild allegiances (and thus their salaries) and formed the Autumn Council, pledging the proceeds of all their activities to the rebuilding of Skyfall. To prevent such infighting from ever threatening the city again, the Autumn Council consolidated the hundreds into one of six new guilds: The Necromancers, the Fire Watch, the Bankers, the Crafters, the Mariners, and the Twelve, the thieves guilds who came to their city's aid in its time of need.

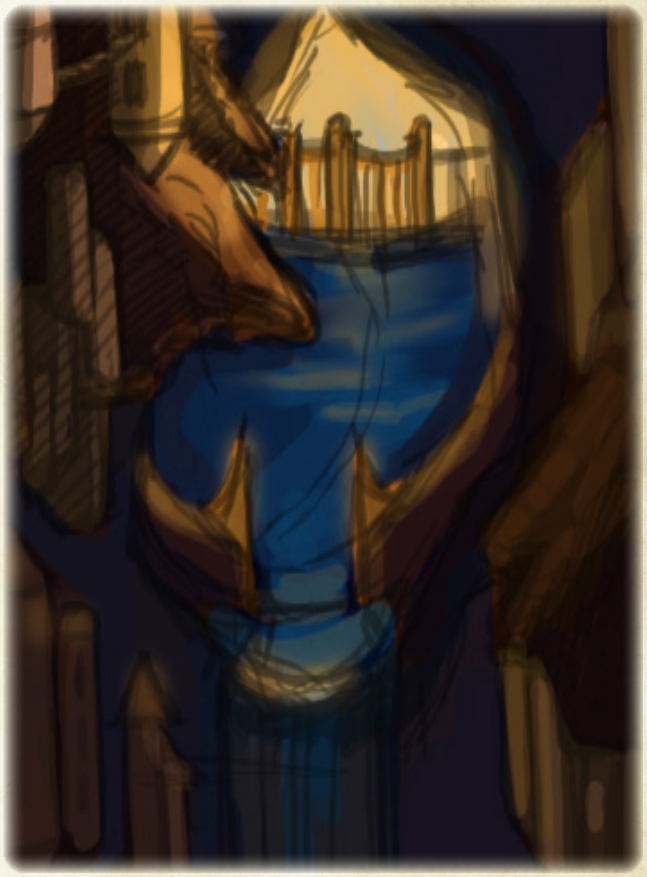
A season after it was established, the Autumn Council was disbanded and governing power returned to the Senate. This was largely a symbolic gesture, as most of the new senators were Royals who had secured their position while on the Council, but elections were reinstated and profits returned to the guilds, allowing the city to put the painful memory of the Trade Wars well behind.

## Culture of Skyfall

As said before, Skyfall is a seaport through and through. Its primary concern, its very morality, is based on profit. And though many sword makers and armorers will tell you otherwise, conflict is not very profitable. The city operates (in good times) like a well-oiled machine. Even if the cogs have reason to dislike one another, they still mesh in time to drive commerce in safety.

As long as one is productive and cooperative, they will find home and purpose in Skyfall. One of the few causes for banishment from the city is to lack a trade, to not somehow benefit the river of gold flowing from the mouth of the cave.

Tolerance is preached pretty clearly, but holds more sway when money is involved. Races coexist and do business like nowhere else, but racial tensions still exist. The rule of thumb is that you can hate who you want, as long as it doesn't cost anyone.



Because of the city's emphasis on enterprise, there is little religion in Skyfall. The temples that do exist operate more like shopfronts, offering blessings and services for a price but rarely holding any ceremonies. There are no large, impressive structures dedicated to any gods (of commerce or otherwise), and should one be built, it would soon be purchased by someone with a large amount of money and repurposed into something

far more likely to make use of the space and turn a profit… like a brewery or an inn.

## The Structure of Power

Skyfall has an elected and established government in the Senate, but the organization operates mainly as a common ground for the real power mongers of the city to meet and settle disputes.

### The Senate

The Senate of Skyfall meets in the Palisade, a large structure that encases the lower half of the crystal spire that pierces the ceiling of the cavern and rises into the air above. Senators are elected officials that represent either a district or a guild (and sometimes both, giving them two votes), and their time is mainly spent arbitrating disagreements between guilds. However, they are also responsible for the city's wellbeing, which has been interpreted in the past to cover everything from zoning and ordinances to maintaining an intelligence network and negotiating treaties with the few settlements that don't wish to deal with a specific guild.

In the past, before the consolidation of the Watch, the Senate had the power to elect an Inquiry, a sort of deputized arm of the Senate that would investigate specific situations, advise the Senate and take action. There hasn't been an Inquiry since the Night of Fires, its duties being folded into the responsibilities of the Fire Watch, but there are those who think that particular guild may have a little too much power to be comfortable with.

### The Guilds

All enterprises serve commerce and security. The Mariners bring goods in and out, the Bankers buy and sell, the Crafters build and use, The Fire Watch guards and protects from above and within, the Necromancers guard and protect from below and without. The Twelve… well, it's complicated.

Before delving too far into the specific guilds, it is important to note that many people have ranks, and therefore allegiances, with more than one guild, and in a few cases many guilds. For instance, a shipwright might be a member of both the Mariners and the Crafters, while an independent merchant who offer mercenary contracts in Fenrot Firsthold may be a member of the Craters, Bankers, Watch and the Necromancers.

### The Wardens of Life (The Necromancers)

Death for a citizen of Skyfall is no release from obligation. The Necromancers have rights to the bodies of anyone who dies in the city. They reanimate the bodies to serve in a vast undead army, the frontline defense for any threat and the first to attack when Skyfall presses for war. They primarily guard against intrusions from the Lightless Depths, a system of caverns populated by drow, duergar, and things even more offensive.

The Wardens are one of the oldest factions in Skyfall, the latest men and women to serve an order dedicated to peace that came to the city in the time of the Brigand Princes. Before the foundation of the city, many villages and pirates alike would seek the Wardens' protection in exchange for their dead, and once Skyfall was established they made a more permanent deal with the Princes to provide their unique services.

They are the only guild to have survived the rebuilding after the Night of Fires without being split or incorporated into another guild. Despite their unsavory appearance, the Wardens are (for the most part) honest folk dedicated to their craft and to the protection of sentient life. They have great respect for the dead they reanimate, viewing each fresh corpse as a failure of their oath and an opportunity to protect others.

### The Fire Watch

After the Night of Fires, the various militias were consolidated into the Fire Watch, essentially a city guard tasked both with keeping the peace and fighting the fires that pose such a threat to this city of wood and rope. They are generally trustworthy, especially when isolated from the rest of the group, but as with any militia the further up the chain of command you climb, the more likely they are to serve interests other than the general peace.

Most of their numbers serve as city guard, known collectively as the Watch. Though it is the official name of the guild, only those who specialize in fighting fires and saving lives are called the Fire Watch. The public opinion is that one may trust a member of the Fire Watch, but must rely on bribes or powerful allies to gain justice from the Watch. There are exceptions to both sides, but this stereotype generally holds true.

### The Bankers

This guild is comprised of money lenders, economic securities specialists, scribes and shop keeps. While Skyfall society places a premium on production and skill, it recognizes that the wheels of commerce churn more smoothly when oiled by the proper kind of middleman. The Bankers specialize in providing both excellent management skills as much as investment resources to burgeoning businesses, and members of this guild tend to be from the mental elite of the city.

With such a monopoly on resources (gold or otherwise) the Bankers are often regarded as a threat to the power balance in Skyfall. To combat this, they have adopted a unique system to manage their guild ranks. Unlike other guilds who award rank based on merit, service, or popularity amongst the members, rank with the Bankers is based almost solely on the number of clients one has in comparison to one's rivals. Should any particular ranking member secure a powerbase outstripping his rivals and threatening to overtake other guilds, that member either ascends in rank, or his rivals descend in rank. This means that it is possible for there to be only one Royal of the

Bankers Guild with power to influence a large part of the economy, but then the Bankers would only have one Senate representative, offering a sort of balance of power.

### The Crafters

Those who create goods in any form are members of the Crafters. This includes carpenters, farmers, butchers, architects and builders, and even the few clerics who offer blessings and healings for a cost. This is one of the least political guilds, generally regarded by the leadership of the other guilds as being comprised of the skilled but not necessarily educated (the truth of that assumption can be much debated). They tend to align themselves very closely with the Bankers (those that both supply them and buy their goods) but have a much larger number of Royals than other guilds. As such, the Bankers tend to be at the whim of the Crafters on all but a few occasions.

### The Mariners

There are few in Skyfall who don't lay eyes on the open ocean each and every day. It is at heart a port city, and if any one trait could tie every citizen together, it would be a reliance on the waves and water to bring them their daily due. However, there are those who rely on salt and foam more than most, and these find themselves pledging to the Mariners Guild.

Mariners comprise the craftsmen who build ships, the strong backs who load them, and the stubborn bastards and bitches who sail them to ports o' call. This guild also claims the owners and operators of such lines of commerce (whether they travel over land, sea or air), the pilots who specialize in navigating the reefs and buildings of the city, and the salvers who reclaim what has been taken by the waves.

The Mariners are a tight-knit group, and while it is not unknown for a Mariner to hold coins with other guilds, even the Royals of these other guilds expect them to align with the Mariners first, their other guilds second, and Skyfall a distant third.

### The Twelve

It may at first seem ridiculous that in a city so dedicated to profit and cooperation that there could be a place for a thieves' guild, but that thought is shortsighted in the extreme. While the Twelve always takes from others, it always gives to others in return, and therein lies its purpose. The Twelve is the ultimate balance, the one guild that keeps all others in check by sheer competition.

When one guild becomes too powerful or influential, they immediately become a target for the Twelve. The losses incurred must be sold by the Twelve to another guild, helping to bring the two into proper balance. And, as seen with the Night of Fires, no one has a bigger interest in retaining the balance of power than the thieves who thrive on the wealth of the city as a whole.

Most thieves regard themselves as purveyors of self-interest, but the upper echelon, the leadership of the Twelve, knows that self-interest is best served in the long run if all things are kept moderately equal (or at least a little less equal than yourself). To a Royal of the Twelve, greed is not simply the most self-serving motivation, it is paradoxically an egalitarian pursuit that should benefit everyone.

### Power Struggles

Since the Trade Wars and the Night of Fires, the politics of Skyfall have become simpler to understand, but still as dangerous to navigate. There exist, in general, a set of alliances between the six guilds and the Senate, though at any time they can be thrown out of skew by the particulars of a situation.

As stated, the Bankers and the Crafters tend to be closely aligned, however who is at the reigns tends to differ depending on the case. In general, they both profit by a certain conservative economic nature; they differ only when the Bankers (who tend to try all sorts of new things to maximize profits) attempt to profit off of something that ultimately leads to a loss for the Crafters (who generally ascribe to a more conservative view of economics).

In times of war or great threat, the Fire Watch and the Wardens are usually of the same mind. Though the Wardens favor the more ideological views native to the Fire Watch over the "might makes right" mindset of the Watch as a whole, both guilds at least pay lip service to the peace.

The Mariners generally seek a common and legal peace amongst all factions, though in reality this means their allegiance is fluid. At the sounding of the bell the Mariners rely on all factions to make their wages, so they are sometimes seen as a wildcard who can change allegiance based on the situation.

The Twelve, as said before, are also malleable in their allegiance; like the Mariners they rely on a balance of power for maximum profit, but they are obviously not above a little chaos to achieve that end.

## Technology of Skyfall

In keeping with the social emphasis on productivity and cooperation, the citizens of Skyfall tend to employ any means to get ahead possible. The city is an unholy concoction of mechanical, metaphysical, and arcane power, using the most effective source in congress with any others based on the circumstances of the situation.

A prime example (reiterated in the Locations section above) is the Mill. This massive building spans all of the 150 feet of the Plummet River before it joins the Falls that take it Belowdecks. The building is a marvel of engineering and arcane incantations, employing six different waterwheels to augment various enchanted machinima and captures elementals to provide various types of energy and power to the city.

## The Power of the Crystals

The massive crystal that juts through the ceiling of Skyfall into the Topside Plateau, forming the single largest and most visible lighthouse ever conceived, has been an object of much study and wonder since before the founding of the city. It is the largest crystal protuberance to be encountered in all of the Besieged Cliffs, and all other lesser structures seem to emanate from its locale. Though as a whole Skyfall society has not come close to understanding its power, origins, or purpose, through trial and error scholars have managed to discover some uses for the power radiated by the nearly 400 foot tall shaft of indeterminate crystal that seems to point directly into the heart of the city.

## Maritime and Aeritime

First and foremost, the crystal responds to order. An organized, well focused mind can bend the power of the crystal into a number of different uses (as the crystal wardens well know). This order can be molded into a sort of purpose, an augmentation of physics and reality. By exploiting such breakthroughs, mages have been able to create ships that sail without the aid of wind and even float on the air themselves.

Skyfall's rise in power as a hub of commerce for the Besieged Cliffs has come about in no small part because of the speed, reliability and safety of its sea and air fleets. Its very culture has been irrevocably changed by the introduction of air power, but aeritime shipping and fighting have not completely replaced maritime just yet. Sea ships are still far sturdier, cheaper, and can carry substantially more goods than their flying counterparts; as more than one sailor has noted, if you lose a sail you go somewhat slower, but if you lose a lift, bladder or wing you tend to go down very fast.

Some captains who have traveled far from Skyfall have reported that the further they stray from the city, the slower their vehicles travel. They say it is almost as if the ship does not want to stray further from home. It has been said that some even lose their enchantments completely if they go too far, but the phenomenon has not been explained or confirmed, nor an outer boundary established.

## Attunement

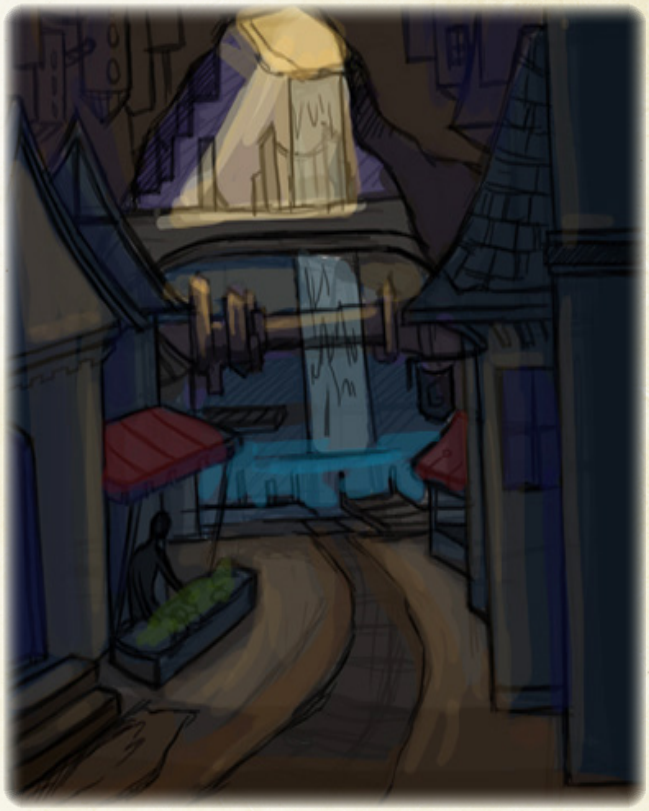
A crystal vessel can be attuned to its crew in such a way that it become a living extension of them. An attuned crew member can act through the vessel, adding speed, maneuverability, and even extra attacks and actions that mimic the crew member's own skills. Larger vessels can be attuned to several people at once, significantly changing their attributes and abilities based on who is attuned. More on this can be found in the appendices.

# Citizenship

Being an inhabitant of Skyfall is a sort of contract, rife with both rights and obligations, and it is not bestowed on just anyone. In a practice that was begun by the brigand princes in the earliest days of the city, immigrants must apply at the Registry to even be allowed inside the city. Those with valuable skills (or the right amount of coin) are granted temporary status and may then apply to one of the six guilds for sponsorship and permanent citizenship. If someone cannot demonstrate how they plan to benefit the profit of the city, they can be turned away (though there are usually standing work orders from guilds who require cheap, unskilled labor, and this can often lead to receiving one's coin).

Once an immigrant receives sponsorship and pledge themselves to a guild, they are given a coin representing their rank in the guild and are considered a true citizen. Once the pledge is taken, it is extremely difficult to revoke without cause, offering a citizen a fair bit of protection.

Incidentally, even those visiting the city must go through this ordeal. If they have significant wealth and resources but do not wish to pledge to a guild, they are given a coin of trade, signifying their right to enter the city and conduct business, but providing no other benefits.



## Rights

There are two categories of rights given to citizens; there are rights bestowed by the government to everyone and rights bestowed by guilds specifically to their members.

From the government a citizen receives a number of votes (based on their standing in society) to be cast in Senatorial elections and referendums. They receive the right to freely enter and leave the city, to own



land in the city, and to conduct business how they see fit as long as it pleases their guild. They also receive protection by the Fire Watch and the Wardens of Life. Technically speaking, every citizen is a de facto member of the Senate (though not a full senator), giving them the right to request audience or make argument in any case. In practice citizens usually find faster and more beneficial justice through their guilds.

From their guild, a citizen receives far more; the complete list of benefits differs from guild to guild and from rank to rank. Generally, any member can find at least rudimentary food and lodging from their guild house as long as they are in good standing. They have access to guild contracts for work and knowledge from guild elders and trainers to grow in mastery of their profession. Beyond that, they gain the power and influence of their guild in local politics; while a senator is supposed to represent all of their constituents, they tend to represent the most affluent and powerful a little more; having a guild leader on your side can go a long way to assuring you get the ruling you need. Likewise, when dealing with other guilds (especially the Watch) a person's guild can shield them from harsher outcomes in the name of inter-guild peace.

## Obligations

Benefits always come at a cost, and, like the benefits, that cost changes per guild and rank. At the least, guild members are required to help maintain the good reputation of the guild. They are required to follow the by-laws and dictates of the guild, to cooperate with other members, and obey the leadership hierarchy.

There are other possible obiligations as well, such as the strict demand of timeliness to post that all Fire Watch must adhere to, or the mandate that no member of the Bankers must ever be (caught) stealing from their clients or else face banishment. As one raises in rank their power increases, but so too may their obligation. Shields of the Twelve answer to none but the twelve royals who lead the guild, but each year they are required to personally commit one job for the council that they may not ever speak of, much less outsource to a lower ranking member. Royals of the Mariners are paid the lion's share of profit from a successful cargo run, but should the cargo be spoiled or the ship be lost, they are required to pay wages, compensate surviving family, and replace equipment from their own savings.

## Coinage

Once a person is pledged to a guild, they are assigned a coin signifying their membership and rank. As they accomplish their work and benefit their guild, they can rise in rank and power to eventually lead instead of follow. It is possible to hold several coins from different guilds, and can be in fact a sign of affluence or influence; at the very least it indicates that the holder of said coins is very good at balancing priorities, or else is a bald-faced lair and damn good at it.

## Copper Pennymen

Those starting out in a guild are given their copper penny, signifying their base status. They must answer to any and all requests from above while displaying comradery with those of equal level. A pennyman is sometimes considered a probationary member until he has proven himself. Cabin boys serving their first captain would be pennymen of the Mariners, a scribe fresh from the college would make a pennyman of the Bankers, and an apprentice blacksmith learning his trade from a master would hold a penny with the Crafters.

## Silver Hands

Next up the ranks is the Hand, represented by a silver coin roughly the size of a halfling's palm. Hands do the busy work, so one saying goes, while another says that idle hands are a royal's playthings. These are well-established rank-and-file guilders, and many are content to reach this level, reap the benefits and live a long and somewhat peaceful life. Generally a hand is given charge over several pennymen and a singular

or ongoing task, reporting nightly up the chain about their progress.

The foreman on one of the Topside ranches would have his hand with the Crafters, a lieutenant on the Storm Wall would hold a hand with the Fire Watch, and the smartest thug in the hit-and-run gang would hold a hand with the Twelve.

### Gold Shields

Above the hand is the shield, someone with impeccable industrial knowledge, knowhow, and business acumen. Shields are promoted from the most promising hands; they have shown their ability to do the job well and have the skills to make profitable command decisions. While they are not the penultimate guild authority, it is their job to realize the plans and wishes of the royals while still bearing the responsibility of failure. For all its power and perks, this may be the most difficult rank to hold and do well at; the inept but connected quickly fail up while the less fortunate disappear back down into obscurity. Still, this is the only route to the top, and while the job may be difficult, the pay is excellent.

Ship captains generally hold shields with the Mariners, Hold Commanders must have their shield with the Necromancers unless they are field commissioned, and anyone holding a shield with the Bankers may find themselves managing a finance house or owning a large mercantile business.

### Platinum Royals

Often called royal dogs by insolent members, the royals are the de facto leaders and decision makers of each guild. Their every word is a nominal order made manifest truth by the shields, hands and pennymen under them.

No rule dictates how many exist in a given guild, and each has its own system. The Twelve have only had twelve royals seated since the Night of Fires, the Crafters elect various members from the pinnacle practitioners of each craft, and the Fire Watch appoint one for every battalion of troops. The Mariners sell commissions, the price fluctuating on how many royals are currently seated, the Necromancers only award royals to those who have reached or surpassed a high level of mastery in their arts, and the Bankers choose royals according to a complex system of tribute based on the number of clients that a shield has.

Though the process is different in each case, the royals represent at least the craftiest and most politically savvy members of the guild, and sometimes even the most talented and worthy leaders as well.

## New Races

The city and surrounding lands are home to a number of indigenous sentient races rarely found elsewhere. For more detailed information about Skyfall's unique races please see the *Heroes of Skyfall* player's guide.

### Grothik

The rat men of Skyfall are the descendants of a magical attempt to create a cheap sentient workforce. Some called it slavery and eventually the grothik were granted citizenship by the city. Considered by some to be the opposite of a goblin, they are cheery, friendly creatures that live in large family units sharing communal warrens. Whether they are hardy Mole Rat-kin or swift Weasel-kin, they have proven themselves able members of Skyfall life.

### Trache

Traches (commonly called skinbreathers) are alien from other races not just in form but in behavior as well. These descendants of insects and spiders are actually three separate creatures; they are lumped together by the majority of Skyfall society out of fear and misunderstanding.

Wrachs are relatives of spiders reshaped into vaguely humanoid form. They have rear carapaces that they usually try to hide under their clothes, two extra pair of arms sprouting from their torso, and strange thin lips that stretch tightly over their fangs. Given their natural proclivities, wrachs make patient hunters and collectors of information. All sentient wrachs are female; the tiny males look like actual spiders and are generally regarded as property.

Flits are capricious little creatures descended from moths, as evidenced by their feathery antennae and full length wings. Though they cannot truly fly, they are renowned for their ability to jump and glide relatively long distances. These innately magical and charismatic creatures are obsessed with spreading mirth and joy, but their lightheartedness can make them seem distant and fleeting.

While flits and wrachs maintain a facade of humanity, skol look like large ants that stand on their hind two sets of legs. However, in defiance of their alien appearance they fit into humanoid society far more easily than the other traches. This ability to accept and adapt is perhaps because of their doom; a millennium ago the skol queens all disappeared, and the race only survives by hatching eggs that have been lying dormant for centuries.

### Troll-Blooded

With so many races coexisting in close proximity in Skyfall, it should come as no surprise that there are many half-breeds around. While half-elves and half-orcs have more or less prominent features depending on their parents, troll-blooded are born to anyone with a little troll in their family tree. Their siblings may share the same outward race as their parents, but they are the black sheep, sticking out heads taller and fangs longer than their grown parents. While this can cause some family strife, most are accepted in Skyfall, not the least because their strength and hardiness often come in handy when trying to survive the Besieged Cliffs.

# Business As Usual

## *Legacy's Wake, Season 1*



*Thryll Bloodstone*

When the party wakes up in the middle of a heist with no memory of how they got there, they must escape to learn the truth. Will they survive when that truth embroils them in a far reaching plot to bring down a senator?

# Season Introduction

Each adventure in this series is divided into episodes to help with pacing. Think of them like a modified 3 act structure, or like a season of your favorite television show. The first two episodes will usually set the stakes of the adventure (like the first act of a movie), the next two will build on these stakes culminating in a bit of a twist (like the second act) and the final two (like the last act of the movie) will feature the climax.

The players begin as low level members of the Twelve, the thieves' guild in Skyfall. They have been employed by Karstan Gotugan, a ranking royal in the guild, to discover the location of a smuggler's cavern being operated by Welgan Malbridorn, an unpopular senator. The straightforward job goes south quickly, however, and the PCs must jump through more than a few hoops in order to uncover the location of the cavern for their guild leader.

Along the way, they travel through both Belowdecks and Topside, and ultimately into the caves and tunnels of the Lightless Depths. Before their "simple" job is completed, they will meet several Skyfallians, make a few enemies, and ultimately end up in jail.

In Skyfall, it rarely pays to be the low man in the pile.

# Episode 1 – Fire? Frying Pan? Either way, we're burned

**Episode Summary:** The action starts with the PCs in mid heist. They are unable to remember the last two weeks, and awaken in a study that contains a desk and a book. They all have notes pinned to them indicating they need to steal the book and jump out a window.

Once out the window, the PCs need to make their way to their rendezvous while either dodging, outsmarting, or defeating the mercenary house guards of the rightful owner of their new haul.

They'll watch as the *Legacy*, an airship, slams into the warehouse where they tried to rendezvous, then escape a group of mercenaries via airship or crashing building.

## Encounter 1.1 – Waking Up

### Capturing the Feel

This scene is intended to be jarring for the players. The idea is to give them just enough information to complete their mission. They should really want to know what is going on, which they will find out along with their characters in the next episode. Don't stop to explain, it's clear they are in danger and need to finish their mission.

**Read or Paraphrase:**

You suddenly realize you are in a strange place, a comfortable study of some kind. The wind howls outside and rain pelts horizontally against a large glass window. In front of you is a chest, it lies unlocked, inside is a book bound in red leather.

The group comes to... not really waking up, just becoming aware again. They are standing in a large study filled with books housed in glass cases. The wind howls and sideways rain pelts the outer side of a large glass window in front of them. Between them and the window an open chest sits on an ornate desk. Inside the chest is a large untitled book bound in red leather.

Several bodies lie on the floor.

The PCs have a moment to catch their bearings, but shouldn't linger. Use the description above and the following to answer their questions, the primary goal here is to get the PCs to take the book and go out the window. Be vague when describing the room, but note any details you do provide as they will be important for the upcoming flashback encounters.

- Their last memory is of being hired by a half-orc named Karstan. It feels as if this was a while ago, but they cannot remember specifics. A DC 13 Perception check spots the date on a ledger and lets them realize it was about two weeks ago.
- The bodies appear to be guards. DC11 Investigation Check reveals they are Moondragons, a mercenary sub-guild employed by the rich in the Palisades as guards and warriors.
- A DC 12 Perception Check allows them to notice an inscription that tells them this is Welgan's House.
- Each PC has a note pinned to their clothing which reads:

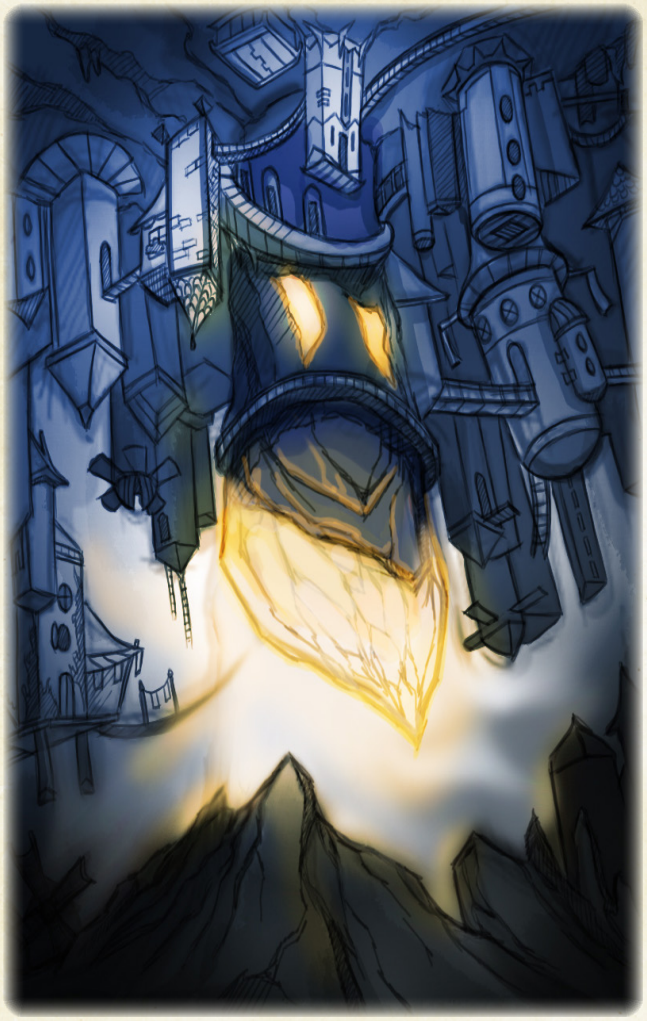
"Do not hesitate. Grab the Ledger. Go out the window. Swing. Head fore to the warehouse under the garden. Await pickup and return to Crow's Nest."

On the back is a crudely drawn map showing the location of a warehouse two levels down.

- Somewhere in the building you hear shouts, rapid footsteps drawing near, and the sound of a scabbard on armor.
- The window faces to Port (to the south in the city). It is hinged and opens easily.
- Outside the window is a small balcony. Winds and spray buffet the area despite the caverns protection.
- The drop to the sea below would surely be fatal. Luckily there are exactly enough ropes tied to the railing.
- The ropes would allow you to easy swing down to the boardwalk that leads to your meetup.

***Development:*** If the PCs dally here, have 1d4 Moondragon Mercenaries arrive with more coming every 2 rounds until the PCs take the hint.

***Treasure:*** Other than the book, there is little of real worth in the study. If the PCs are insistent they are able to acquire 1d10 gp worth of various small items (pens, paper weight, etc.)



## Encounter 1.2 – Rope Swing into Trouble

**Read or Paraphrase:**

You swing through the howling wind sixty feet above the tumultuous sea, landing on the boardwalk. In front of you is a very posh neighborhood of the Palisade district close to the mouth of the cave. Outside a storm rages, blowing rain sideways into the cave and soaking you, the boardwalk and everything else.

An armored figure leans out the window you swung from and yells, "They're on the boardwalk!"

### Capturing the Feel

Think of the chase scene in "The Fugitive". The party should feel like they are constantly on the verge of being caught by Welgan's hired mercenaries. You should constantly describe the sounds of their pursuers growing closer, and embellish the risks of each event as they overcome it. Review the scene carefully, as many groups may go "off script" from their map, and you'll need to be prepared to adjust on the fly. In these situations, feel free to move the obstacles around in any order that makes sense, or even invent your own on the fly. Keep the DCs in the 11-14 range depending on difficulty and you should be fine.

### Sidebar: The Moondragons

The Moondragons are one of the more relentless mercenary companies in Skyfall, an elite unit of warriors that even the Watch give a wide berth. They are distinctly Germanic in nature, favoring pike formations in the open field, and are some of the few warriors in Skyfall who can successfully and consistently take down a pack of tetratauns. In the catwalks their warriors favor heavy two-handed weapons and are backed up by a mixture of support troops. They have recently engaged in an exclusive contract with Senator Welgan Malbridorn, making them essentially his own private army. While he employs the entire company, Malbridorn keeps the dopplesolden (double-pay men, the elites of the group who earn twice their counterparts' wages), as his own personal guard.

The PCs land on the boardwalk in the area marked on the map by an O (See Player Handouts). Their goal is to make their way down to a swaying boardwalk 800 feet above raging seas during an armada storm, then cross to the warehouse where they will be picked up. While this would normally be trivial, the Senator's Moondragon Hunters are hot on their heels and the armada storm is constantly thrashing this section of the city with severe winds and driving, practically horizontal, rain. Of course outside the cavern the storm is multiple orders of magnitude worse.

### Unique Mechanics

During this scene, the party will need to hurry as any delays will allow the Moondragon Mercenaries and Moondragon Hunters to catch up to the party. Each event in the scene will demand certain skill or ability checks, or saving throws. Failure will almost always result in the party being delayed by one or more rounds. After a certain amount of delay, a group of Moondragon Mercenaries and/or Hunters will catch up to the party. See the development section below for more information. If the party does something outside the ordinary, you can reward their creativity by reducing the current number of rounds of delay by one, or punish their lack of urgency by adding a round of delay as you see fit.

The warehouse is located two levels down from the boardwalk, then another 600 feet away. The top level

consists of the estate the party just escaped, plus a large open garden and park. Walkways meander between large planters filled with a variety of flora and children's playground equipment, including swings, slides, and maypoles. Near the center is a plaque on a pedestal announcing that this park was built and maintained for the citizens of Skyfall by the Malbridorn family. The cave ceiling can be seen 25 feet above, and is quite bare over the park.

Because the storm isn't as fierce this high up, a single DC 12 Perception or Investigation check will allow the party to quickly find the disguised service stairwell indicated on the map, but it appears quite rickety and disused. It travels roughly 40 feet down to the next level. If for whatever reason they choose not to take this stairwell, there are others nearby, but taking the time to find another means the party will be **delayed one round.**

If the party takes the first stairwell, unless they go one at a time (which will delay them one round), it will collapse once the last person enters the stairwell. Anyone still on the stairwell must make a DC 12 Dexterity saving throw or take 2d6 damage from the fall.

The second level is dominated by two large platforms connected by 3 rope bridges swaying in the heavy winds. The first platform (where the stairwells all connect) is a small, fairly affluent, residential area. All of the citizens in this section are inside and the homes are battened down for the storm. The second platform contains additional homes as well as a few scattered shops. The party's map indicates they must cross the rope bridges, then find a specific alley. It does not indicate what they need to do once in that alley.

Crossing the 50 foot long rope bridges is no easy task. Each person attempting to cross can move at full speed with a DC 12 Acrobatics or Athletics check, which will allow anyone with at least a 25 ft. speed to cross in one round using the Dash action. Failure forces a creature to move at half speed and will require two rounds to cross the bridge. If at least half the party fails this check, the party is **delayed one round.**

Once across, finding the alley is a simple matter. Though fairly dark, there is enough light to see a cellar door in the ally. Upon closer inspection, the cellar door is marked with a small symbol matching the symbol on their map. However, for some reason the cellar door is locked. The door can be smashed open with a DC 12 Strength check, or the lock can be picked with a DC 13 Thieves' Tools check. On a failed check, the party is **delayed one round.**

Once inside the cellar, the well-lit room has an obvious trap door in the corner that opens above a section of rigging that can be climbed down to the next level. The cellar appears to be a stockpile of equipment. It is filled with a variety of supplies, including ropes, grappling hooks, and climbing equipment. If the party chooses to proactively take some of this equipment with them, make a note of it for later. Climbing down the rigging requires a DC 13 Athletics check. If they use some of the climbing equipment they gain advantage on this check. If at least half the party fails this check, they are **delayed one round.**

After reaching the final level, they can see the warehouse in the distance. However, roughly half way there they realize that the bridges connecting to the warehouse have been knocked out in the storm. If they were smart enough to bring the ropes and other climbing equipment, they can cross the gap fairly easily. However, if they have to go back to the cellar to get the equipment, they are **delayed 2 rounds.**

Once the party reaches the warehouse, continue to the next scene.

***Development:*** Keep track of the number of rounds the party is delayed while the scene progresses. The party should not be aware of what you are tracking. Use the table below to determine when the Moondragons catch up to the party. The party will almost certainly face the first group of Moondragons, might face the second, and should only face the third if the scene is a complete failure. Do not count rounds of combat as an additional delay.

| Rounds Delayed | Moondragons |
|---|---|
| 2 | 3 Mercenaries, 1 Hunter |
| 5 | 2 Mercenaries, 2 Hunters |
| 10 | 3 Hunters |

Depending on the level, the severity of the storm has varying degree of impact in any combat scenes. On the top level, the storm has no real impact. On the second level, creatures more than 60 feet away are lightly obscured because of the rain, and ranged weapon attacks outside normal range automatically miss. On the third level, creatures more than 30 feet away are lightly obscured, creatures more than 60 feet away are heavily obscured, and all ranged weapon attacks have disadvantage, in addition to missing outside normal range.

***Tactics:*** Moondragon Mercenaries will typically focus on ranged combat, while the Moondragon Hunter charges into melee right away.

***Treasure:*** The first Moondragon Hunter defeated by the party carries Geoffrey's Seed Pouch. The other Moondragons each have 2d6 silver pieces in their belt pouches.

## Encounter 1.3 – Warehouse

**Read or Paraphrase:**

You quickly unlock the door to the warehouse with a key you only half remember you have. The warehouse is mostly bare, and the far wall has been removed to allow airships to tie up and unload directly into it. This gives you an unhindered view of the power of the armada storm. You pause to catch

your breath and take in the strange beauty of it.

The inside of the warehouse is eerily familiar, like the memory of a dream. Before you get too comfortable, a deep voice speaks, "I wondered why this warehouse suddenly changed hands a few weeks ago. Guess I know why now."

One of the largest men you've ever seen steps from the shadows carrying a maul with a head the size of a small barrel. "I'd ask you why you were in the Senator's library, but that would just delay the fun…"

Once the party makes it to the warehouse, they have the key and may get inside easily. The warehouse is a large barren room, rented specifically as a base for this crew as they waited for the first storm of the season. The far wall has been removed so that an airship can tie up and unload directly into the building, but this leaves the room exposed to the elements. The Moondragon Dopplesolden is waiting for the PCs in the warehouse, and attacks the PCs on sight.

***Development:*** Once the party defeats the Moondragon Dopplesolden, they need only wait for their ride to arrive. The Storm-rattled Warehouse below will complicate things as the encounter progresses.

### Storm-rattled Warehouse

On an initiative count of 20 (losing all ties), you take a lair action, choosing one of the following effects. Of course the storm isn't actually being controlled by the dopplesolden, but the lair mechanics best represent the activity of the storm. You shouldn't use the same effect two rounds in a row:

- Hurricane winds slam the building, shaking the building dramatically. Each creature inside the warehouse must make a DC 13 Dexterity saving throw or be knocked prone. The dopplesolden has advantage on this saving throw.
- A bolt of lightning strikes too close for comfort, as the warehouse is uncomfortably close to the cave mouth. Choose one side of the warehouse. Each creature within 15 feet of that wall takes 1d6 lightning damage and can't take reactions until their next turn.
- The building lurches in the storm, destabilizing the stacked crates. Each creature within 10 feet of the stack of crates must make a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage from falling crates.

***Tactics:*** The Moondragon Dopplesolden will fight to the death. He will most commonly use Smash as his legendary action, but won't hesitate to use Dash to get out of any harmful area effects. In addition, the storm is battering the warehouse severely, and functions as a lair action each round as described above.

***Treasure:*** The Moondragon Dopplesolden is carrying a magic maul called Keelsmasher and a pouch with 20 gold pieces. He carries a set of fine glass marbles worth 30 gp.

After a short time, the party spies the airship making its way into the cavern mouth when it is suddenly struck by lightning. Even from this distance they can see the fire beginning to spread through the ship.

## Cut Scene: Last Ride of the Legacy

### Capturing the Feel

Why cut scenes? In short we feel that sometimes for story reasons, bad guys need to win, situations need to be unfair, and generally things need to happen in the story that wouldn't be fun for the players if they happened to their Player Characters. The idea is to deliver streamlined heavily themed action in place of exposition and boxed text. Who wants their characters to watch an airship crash into a building, when they can try to survive the airship crashing into the building?

### The Legacy

The players will take on the roles of the crew of the *Legacy*, a cargo airship operated by the Thieves' Guild. During the entry into the cavern a bolt from the Armada storm struck the ship. There is no chance of saving the ship, but a small chance of making it out alive. Provide the players with character cards for the NPCs in this scene, found on page 261.

**Read or Paraphrase:**

Your captain may have been crazy for taking a job in an Armada storm, but you have ridden the skies and are seconds away from the safety of the cavern when a bolt of lightning slams into the *Legacy* like the fist of an angry god. Your pilot is gone, the ship ablaze, and your lithe Elven Captain is screaming for you to abandon ship. Sixty feet of burning debris and bucking airship stand between you and the fore air skiff. If you want to live, you best get moving!

### Goal

Get from one end of the ship to the other without being obliterated. As the scene begins, part of the deck is on fire while the other half of the deck is covered in partially collapsed rigging. Players should roll initiative for their crewman and take actions as though this were a combat scenario, with the only goal being survival by means of the airskiff.

### Path

There are three basic paths from the player's side of the ship to the airskiff: across the deck, across the rigging, or heading belowdecks. The various obstacles and events that occur in this scene vary for each player based on their chosen path. Of course they could

choose something more unique or creative (or wildly stupid!); feel free to reward or punish their creativity or lack thereof as you see fit.

### Movement

The path determines how the player moves across the ship. Note that unlike normal characters, there is no free movement each round in this scene. On order to move at all, a character must take the Dash action.

- **Burning Deck.** The ship is bucking and rocking constantly. A successful DC 11 Acrobatics check allows a character to move at half speed. A character can make this check with disadvantage to move at full speed. On a failed check a character can move 5 feet.
- **Fallen Rigging.** Climbing across the rigging is slow, but avoids the burning deck. A successful DC 11 Athletics check allows a character to climb 5 feet. A character can make this check with disadvantage in order to climb at half speed.
- **Belowdecks.** Moving below decks in a crashing ship is no picnic. You are constantly buffeted and disoriented by the movement of the ship. A successful DC 11 Perception check allows a character to move through the confusion at half speed. A character can make this check with disadvantage to move at full speed. On a failed check, the character loses their movement for the following round.

### The Legacy's Wake

Each round the following actions happen at their listed initiative count, losing all ties.

- **Spreading Fire.** On initiative 20, the fire flares and spreads. Anyone traversing the deck must make a DC 12 Dexterity saving throw or take 1d6 fire damage.
- **Crashing Debris.** On initiative 15, choose one player in the rigging at random and make the following attack against them as debris crashes around in the rigging: +3 to hit, 1d6 bludgeoning damage.
- **Lurching Ship.** On initiative 10, anyone attempting to move belowdecks must make a DC 12 Strength saving throw or crash against the bulkheads, taking 1d6 bludgeoning damage.

### Scripted Events

After certain rounds, specific events occur as described below.

At the end of **round 2**, everyone must make DC 12 Dexterity saving throw or get tossed overboard as the port stabilizer gives out. Players belowdecks avoid falling but take 2d6 bludgeoning damage on a failed save. Players on the rigging have advantage on the save. The deck is now at a 30 degree angle as well as on fire, increasing the DC to move across the deck or through the rigging by 2.

At the end of **round 4**, a large portion of the deck gives way. Players on the deck must make a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage, and must climb back out (using the rules for movement in the rigging). Players under the deck make this save with disadvantage, and could be trapped belowdecks (unless they have a way through the collapsed deck). Players in the rigging take 1d6 bludgeoning damage, but do not fall.

At the end of **round 6**, despite Captain Hrousa's best efforts to keep the ship upright, it plows into the warehouse, killing everyone still on board (but not the PCs in the warehouse!).

### Victory and Defeat

**Victory.** If 1 or more players make it to the airskiff (and take off before round 6 ends) they are able to get the airskiff to the warehouse and the Crew (the actual PCs) have the benefit of their help. (See Falling with Style in the next scene).

**Defeat.** If no player survives and launches the skiffs, the crew of the *Legacy* is slain. The party is on their own to escape the warehouse as it plummets to the seas below. (See Falling without Style in the next scene).

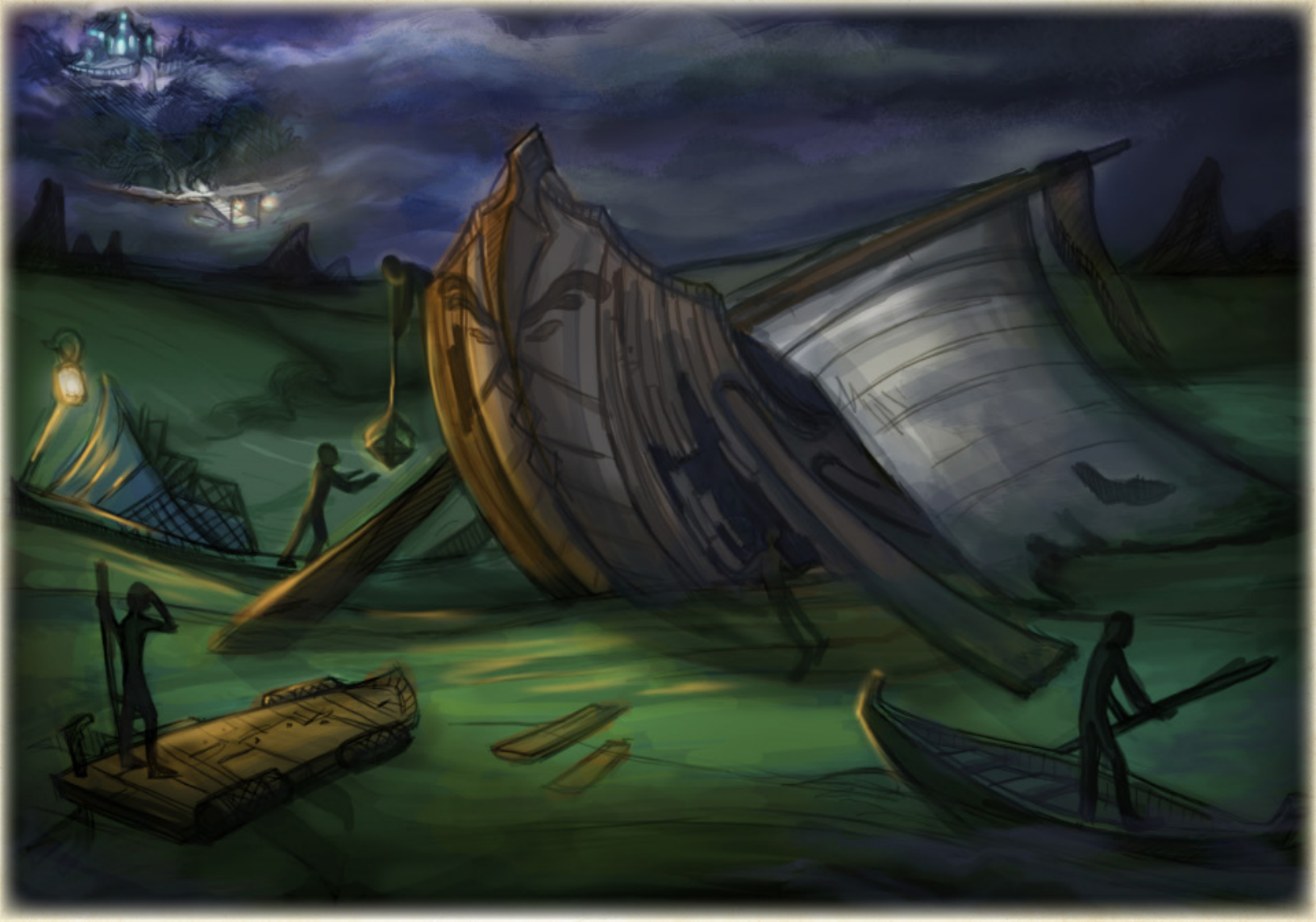
## Encounter 1.4 – Falling With (or Without) Style

### With Style

If at least one character made it to the airskiff in the cut scene, **Read or Paraphrase:**

> From inside the warehouse you watch as the floundering ship struggles to stay upright despite being on fire. Quite suddenly a life raft detaches from the bow and shoots forward at breakneck speed to your location. With seconds to spare it reaches you and the pilot screams, "Hurry, on board!
>
> From behind you more Moondragons pour into the warehouse in time to watch you escape. As the pilot maneuvers you out of the path of the *Legacy*, you hear one of them shout, "Send out the airskiff!"
>
> Seconds later, the *Legacy* crashes into the warehouse, ripping the anchor posts out of the ceiling above and setting fire to the building. The sounds of snapping timber nearly drown out the howl of the wind, and fiery chunks of the warehouse begin raining down on the little life raft. Unfortunately, it appears at least some of the Moondragons managed to escape the crash as well, and are heading toward a docked skiff to give chase.

The PCs watch as the life raft detaches from the bow of the vessel and makes its way swiftly to them. The pilot urgently bids them aboard as the *Legacy* can be seen bearing down on their position. Once they board the airskiff dives for the water below, but the strong winds from the storm force the airskiff aft (to the east); the quickest path of escape is to fly under the warehouse above them.



**Setup**
Moondragon Airskiff
8 Moondragon Initiates

## Airship Rules

This scene should serve as the introduction to the airship combat rules that can be found in Appendix D: Air and Naval Ship Combat Rules. Be sure to review those rules carefully before playing this scene. The party should realize their only chance is to complete a stress attunement to the airskiff.

***Tactics:*** The Moondragon Airskiff is roughly 100 feet behind them, and its attack and damage are represented by the barrage of arrows being fired from the deck. The Moondragons will try to board the party's skiff and pitch them overboard.

***Development:*** After the enemy airship is defeated, the party's airskiff will drop them at a nearby dock, and the scene should end. Should the party's airskiff crash, end the scene. The party lands in the water and has to swim ashore, leaving them soaked and bedraggled when the next scene starts (which you should include in the description as the scene opens).

### Without Style

If no one made it to the air skiff (or if anyone refuses to board the raft), the PCs watch the *Legacy* bear down on them. Regardless of what they do, the airship crashes violently into the warehouse before they can escape.

**Setup**
12 Moondragon Initiates

**Read or Paraphrase:**

Seconds before the blazing airship crashes into the warehouse, you hear more shouting behind you. A dozen more Moondragons rush into the warehouse, oblivious to the danger baring down on them, and more importantly blocking any chance of escape. The leader of this crew smiles as he unsheathes his sword, but his mirth quickly turns to shock when he realizes what is on fire and where it is headed.

Before you can exchange words or blows, the *Legacy* crashes into the warehouse, ripping the anchor posts out of the ceiling above and setting fire to the building. The sounds of snapping timber nearly drown out the howl of the wind, and fiery chunks of the warehouse begin raining down.

Each creature in the warehouse must make a DC 13 Dexterity saving throw or take 2d6 bludgeoning damage as the ship slams into the building. Everyone in the building is stunned by the crash until the building lurches the first time, at which point combat should begin immediately. You should have events of this scene kill off most of the Moondragon Initiates rather than requiring the party to kill the full dozen.

Then, **Read or Paraphrase:**

> For a few seconds after the crash, only the howl of the wind and the crackle of flames can be heard. The wreck has become lodged into the open end of the warehouse, and worse yet it has set fire to the building. Then, the entire building lurches with the sounds of timber groaning and snapping.

### Rapid Fire

Unlike a normal combat encounter, each round only lasts 3 seconds rather than 6. All creatures in the building move at half speed and can take only a single action or bonus action on their turn (but not both). In addition, the building's various safety lines and securing ropes are slowly ripping free, causing the building to shudder through a lurching fall before slamming into the waters below.

***Tactics:*** The Moondragon Initiates must deal with the same events as the PCs, and will only enter combat fleetingly, devoting most of the time toward survival. They do hope to salvage this situation, but realize fairly quickly that surviving and hoping the PCs die in the crash is a more productive option. They will defend themselves and each other of course.

***Development:*** At the end of each round listed below, the following events happen (in order):

- **End of Round 1:** The building's main hawser is shredded in the crash and tears free, dropping the wreckage of the warehouse 20 feet before a jolting stop as the first safety lines catch the building. Each creature in the building must make a Dexterity saving throw or be knocked prone and take 1d6 bludgeoning damage.
- **End of Round 3:** The safety lines at the front of the warehouse tear free, causing the end of the warehouse where the *Legacy's Wake* is lodged to fall toward the sea. Effectively, the opening where the *Legacy's Wake* is lodged is now the floor. Each creature in the building must make a DC 12 Dexterity saving throw. If a Moondragon fails this check, describe them falling past the ship through the opening, slamming into the ship before plummeting to their death. If a player fails this save, they drop into the rigging and take 1d6 bludgeoning damage. A successful save allows the player or initiate to land without taking damage on the still intact walls next to the ship. Players in the rigging can tell immediately that the ship is about to dislodge from the building and should get off immediately. This requires two actions unless the player makes a successful DC 12 Athletics or Acrobatics check.
- **End of Round 4:** A burning barrel of oil shatters across the ship and wall where the PCs and Initiates are engaged. The area becomes difficult terrain, and each creature takes 1d8 fire damage. Any Initiates who failed the Dexterity saving throw at the end of round one that are still alive should die from this fire.
- **End of Round 6:** The ship's remaining power crystal shatters, dislodging it and sending it slamming into the water almost 100 feet away to the north. Anyone still in the rigging must make a DC 13 Dexterity saving throw or fall to the water below and be knocked unconscious. These PCs end up being rescued by a brave Skyfall pilot, but shouldn't find out the fate of their character until the start of the next scene.
- **End of Round 7:** The final safety lines snap free, causing the building to fall most of the remaining distance to the water before being caught up in another building's safety lines through sheer luck. Everyone inside the warehouse is knocked prone and incapacitated for one round. The PCs should realize that their only hope of survival is to brave the seas only a short distance below and attempt to reach the nearby dock. If they do so, the scene ends as soon as they hit the water. They will discover their fate at the start of the next scene.
- **End of Round 9:** The building finally slams into the water. Anyone still inside dies.

***Treasure:*** Their lives, hopefully.

## Episode 2 – Parlay with Karstan

**Episode Summary:** In the wake of the *Legacy*'s crash, the PCs find themselves at the Crow's nest, explaining what details they remember to their employer. Through magic and conversation he unlocks their memories allowing them to "replay" what has happened before. In other words they finally get a chance to understand what's going on.

Later that evening, the storm has passed and the PCs find themselves outside the Crow's Nest, an inn they have frequented. Depending on the results of the *Legacy's* crash, they could appear relatively unscathed, or soaking wet, bedraggled and bone-tired. At the door, they are greeted by a bouncer, a large troll named Zuth. Despite his fine pair of tailored pants, he is otherwise naked save a long heavy chain wrapped around his torso and shoulders. Connected to the chain and within arm's reach (for a troll) is his weapon of

choice, a large boat anchor he swings with surprising grace.

## Sidebar: The Crow's Nest

This rowdy bar is famous with locals and travelers alike. Located near the Promenade hanging from one of the highest portions of the cave, it is often the first stop of many overland travelers after leaving the Exchange. It is known for being a safe place for business or pleasure, having two very strict house rules: "No weapons unsheathed" and "No spells of harm". Those who break these rules face Zuth, a full-blooded troll bouncer of impressive stature. His demeanor suggests he will not be gentle.

Zuth reminds them of the two rules of the premises. He also says that if anyone breaks these rules, they will face "dire consequences" as he pats the anchor next to him. Scratched clearly but crudely on the flukes of the anchor are the words "dire consequences".

Inside the upper level of the Crow's Nest is packed with patrons. Some celebrate having successfully ridden out another armada storm while others try to dull the pain of loss with sweet alcohol. Above the bar a sign reiterates Zuth's warning, "No weapons or spells of harm". Scrawled below it in shaky handwriting are the words "The noble prefer fists!"

The PCs know to find Karstan down on the half-level. Due to the quirks in the architecture few would suspect the long and windy door filled corridor could exist below the decks of the Crow's Nest. This seeming happenstance is of course cleverly planned and relied upon for secret meetings.

Arriving at the last door, the PCs knock the code rhythm and enter Karstan's office. The room is comfortable without being lavish, large enough to move around but not trying to be impressive. It is furnished simply by a table surrounded with very comfortable chairs. Two shelves on the wall hold writing equipment, cutlery, a basin and towels, and spare candles. A mirror hangs next to them, covered by a drape. Every inch of floor, wall and ceiling is padded, giving the sound in the room a dead feeling. There is a hidden trap door that drops to the sea (difficult to spot DC 15 Perception) and an ornate rope that summons the hostess, Coral.

On the table is a pot of tea and cups. Sitting at its head is Karstan Gotugan. For a complete description of Karstan and his role in the story, see pages 1 and 2.

## On The Importance Of Liking Karstan

Karstan is the ultimate villain of *Legacy's Wake*, but it is important that your PCs trust him at least to the extent that they don't want to murder him and will accept his help. This will be a difficult relationship to develop, but if you are having trouble remember that Karstan is the PCs biggest advocate, their guild leader and meal ticket, and is generous with his rewards. Even if they don't trust him fully (they shouldn't, this is Skyfall) they need to be willing to work with and for him.

Karstan greets them warmly and gestures to a tray of assorted refreshments as they walk through the door. Once they have chatted a moment the door closes, and his demeanor shifts subtly. He is still warm and genteel, but is now ready to conduct business.

"I imagine you have some questions friends, some gaps in your memory. As we agreed, here is the cure." He pours out a cup of tea for each of them and himself as well and toasts them, "To a job well done, and a future of prosperity!" He then knocks his tea back and swallows it all.

The tea is in fact a magical aid to recover the heroes lost memories. Karstan understands they may be skeptical, and if needed produces a note clearly signed by all the heroes that reads, ""I will drink the tea or forfeit my fee."

Immediately after the heroes drink, Karstan asks if Welgan's ledger was recovered. If the ledger was recovered and is turned over to him, he will be pleasantly satisfied. He sets the book on the table and says, "Well enough, let us recover your memories first, and then we will peruse its contents!"

If the ledger was lost (or is intentionally withheld), he is visibly shaken, though lacking any condemnation for the party. He regains his composure, saying "Well, then, let us recover your memories and find out how you ended up on the edge of the bubble."

Either way, Karstan begins asking questions, leading the party back to their memories. He explains that they are the victims of a powerful spell of illusion, one that makes them think they have forgotten everything. He encourages them to answer truthfully, but if they do not remember the answer, then guess truthfully. In reality, they know what happened, the illusion is that they don't remember. He will start with simple questions and hone in on the important ones to recover their memories.

## Capturing the Feel

What is happening? This scene will be difficult for some people to understand, especially without much prompting. Karstan is using the tea and a sort of guided ritual to recover the PC's memories. He will ask a few questions (DM, please note the answers to flesh out the next scene), prompting the PCs to "re-experience" their lost memories in the form of an encounter.

Karstan asks the following questions:

1. "What is the last clear memory you have?" (This should be the meeting where Karstan hired them).

2. “Do you remember the name Welgan Malbridorn?” (Unless the PCs learned it, they should not)

Karstan will then give a brief description of the heist:

- They were hired to infiltrate the estate of a wealthy senator named Welgan Malbridorn and steal a ledger kept in a trapped chest on a desk in his study.
- To make things even more difficult, the heist had to occur during the first armada storm of the season. The senator, ever cautious, would evacuate himself and his family, along with the majority of the house guards, leaving only a skeleton crew who would hopefully be more concerned with the power of the storm than with keeping things secure.

Karstan had given them instructions on avoiding the 3 traps in the hallway leading to the study. He then continues asking questions.

DM’s Note: Feel free to change any questions but Question 6, just make sure to use the details the party recalls in your description of the flashback.

3. “Was the hallway well lit, or dark?”
4. “How did the walls feel? Damp? Dry? Dusty? Were they of rough wood? Polished wood? Were they painted?”
5. “Was there any art on the wall that you can remember?”
6. “Were the traps in the hallway laid out as I explained?”

Karstan then asks, “Did you successfully disarm them, circumvent them, or trip them?” but before the party can answer the last question, their vision grows hazy, triggering the first flashback.

## Encounter 2.1 – The Trapped Hallway

**Read or Paraphrase:**

Under the influence of the tea, you find yourself walking through Welgan’s halls once more; a ghost-like version of Karstan walks beside you leading you through lost memory.

This encounter is somewhat loosely described, as it must fit the details the PCs told Karstan. DMs should make use of all the details given by the PCs. The PCs



have crawled through an open window into a 15 foot wide hallway. It extends into the distance about 80 feet before turning right. Before the turn on the right wall is a single door, and two doors on the left.

Karstan walks through the memory with the party, visible but insubstantial. He explains he is merely there to observe their memory, but then comments, "So, just as I told you, the window was not trapped. And there, to the right, the door to the study. How did you proceed?"

DM's Note: Karstan may be talked to, but he cannot give advice or forewarning, only questions before the fact and commentary after the fact. ("Excellent work on that tripwire, now what did you do next?") He is never rude, but is not above jovially pointing out an error.

## The Traps

If the PCs answered yes to Question 6, then they have an accurate set of instructions about where the traps are, how they can be tripped, disarmed, or avoided. If they answered no, there can be any amount of misinformation in the instructions.

Both doors on the left will not open regardless of the PC's action, as this is a pieced-together memory and they did not enter those rooms when this actually happened.

**Trap 1 – Take Your Time**
*Mechanical Trap*
This trap is triggered by a trip wire going across the hallway floor at a height of 3 inches. Stepping on the trip wire causes poisoned darts to fire out of the wall behind the creatures that triggered it. The DC to spot the trip wire is 12, while the false gaps in the planking behind the creatures is a bit harder to notice (DC 14). Once discovered, stepping over the trip wire is a simple matter. To disable the trap, a DC 12 Investigation check reveals that the trip wire can be accessed via a hidden panel in the wall, allowing anyone trained in Thieves' Tools to disarm the trap without a roll.

When triggered, a barrage of darts are fired from the wall. Make an attack roll at +5 against each creature in the hallway. A creature hit by a dart takes 1d4 (2) piercing damage, and must make a Constitution saving throw at DC 13. On a failed save, that creature is affected by the slow spell for 1 minute. Unlike the spell, the creature does not get an additional saving throw at the end of its turn to shake off the effect.

**Trap 2 – Paying Attention Yet?**
*Mechanical Trap*
Similar to the first trap, there is another trip wire going across the hallway about 25 feet past the first trap. As with the previous trap, the DC to spot the trip wire is 12. However, this is simply a dummy wire. The true trap is triggered by a pressure plate under the floorboards directly on the other side of the tripwire. Noticing this pressure plate under the creaking floorboards is significantly more difficult (DC 15). Once discovered, the trap is relatively easy to disarm (or could just be stepped over). A DC 10 Investigation check reveals that carefully prying up the floorboards will allow access to the trap. Disabling the trap requires Thieves' Tools, and is DC 12. A failed check will set off the trap.

Triggering the trap requires 20 pounds of pressure to be placed on the floorboards above the pressure plate. When triggered, a vile looking green gas begins to seep up through the floorboards of the hallway. Any creature that starts its turn inside the hallway must make a Constitution saving throw DC 12. On a failed save, that creature takes 1d8 poison damage. The gas will dissipate after 1 minute. Creatures can hold their breath in order to gain advantage on this saving throw.

**Trap 3 – That's Basically Cheating**
*Magical Trap*
At the end of the hallway, just before the turn toward Welgan's study, there is a small statuette set into the wall. Whenever a creature moves within 15 feet of the statuette without saying the password (At ease solider), the trap is triggered. This trap can be detected with a DC 15 Arcana check. An arcana check of the same DC will also disable the trap if it hasn't already been triggered. Spells like detect magic will show a strong aura of transmutation around the statue.

When triggered, this spell animates a huge number of the floorboards in the hallway, who will attack all creatures within the hallway until destroyed. In addition, due to all of the floorboards animating, the first two traps are triggered immediately, unless they were disarmed before this trap is set off. The hallway also becomes difficult terrain. See below for the statistics for the animated floorboards. There are 6 Broken Floorboards and 6 Nailed Floorboards. The trap rolls initiative with a +8 bonus, and the floorboards all act on the trap's initiative.

## Capturing the Feel: Way off script

Should a player tell some ridiculous or impossible story during the flashbacks, do your best to incorporate their details into the flashback without breaking the game. If it becomes too difficult to deal with, have Karstan comment on how impressive it is that they can lie about the experience under the effects of the tea, then drop the party into the trap room with very bad information, causing the traps to trigger no matter what they do.

***Treasure:***
If they answered no to question 6 and managed to bypass all the traps without setting any off, Karstan will apologize for the bad information by adding a bonus to their pay. He gives them a Hand's Favor, in the form of an ornate silver coin. This coin can be used to gain a minor to moderate favor from the Twelve, as if a hand of the guild were ordering it. Otherwise, they gain nothing. The PCs do not gain the favor until after the flashback scenes.

The scene ends once the players enter the study.

### Parlay with Karstan: The Study

The party is brought back to the present by a knock at the door. Karstan sips his wine, commenting on the success or failure of the crew navigating the hallway. If the PCs earned it, this is when he gives them his Favor. Then, he gets back to the questions.

> DM's Note: Again, feel free to adapt any question except Question 10.

7. "Focus on the floor. What was it made of? Tile? Wood? What color, stain or pattern was on it?"
8. "Aside from the desk, what other furniture was in the room?"
9. "Was there any odor in the room? Candle wax, flowers, tobacco?"
10. "Did you take any other books besides the ledger?"

Karstan then explains that he has told them this before though they don't think they remember it. The chest on the desk, which contained the ledger, was booby trapped with an amnesia illusion. The simplest and quickest way around it was to trigger it. He had prepared a note for each of them to pin to their clothes before opening the chest with instructions on how to proceed.

"Now, which of you opened the chest? "

## Encounter 2.2 – Musings in the Study

The thunder booms and the PCs are back in the memory, exactly where they left it standing at the doorway of the study. Again, Karstan is present. The DM should use the details to flesh out the study. At its simplest, the study is 60 by 60 feet. All walls are lined with glass enclosed bookshelves filled with many different volumes. In the center of the far wall there is a large hinged window, and beneath it an ornate desk with a sturdy chest sitting on it.

Karstan comments, "So this is the study of the prestigious Senator Malbridorn? Hmm, tasteful."

**If the PCs answered no to Question 10:**

Karstan asks if the party is sure they did not take a book. If anyone changes their answer, proceed to the next section, as if they had answered yes to Question 10.

If no, he asks if anyone opened one of the glass cases or any of the desk drawers. If anyone answers yes, proceed to the next section as if they had answered yes to Question 10.

If, however, they continue to deny it, Karstan comments. "Very interesting. And yet, I know the alarm was triggered. Perhaps my insider decided to play both sides. No matter... it was at this point that the first guards rushed in."

*Proceed to the attack.*

**If the PCs answered yes to Question 10:**

He adds, "And which of you took which books? (Or opened which case or drawer)" DM's Note: the first answer is true, whether one player admits his theft or accuses another player. Once the player opens a case and takes a book, Karstan chidingly says, "And that, of course, triggered the alarm."

However, if the accused refuses to take a book from the glass cases, Karstan only remarks, "Interesting. One of you lies even under the effects of the tea. Very interesting... But no matter. I know the alarm was tripped, and that's when the first guards rushed in."

*Proceed to the attack.*

**Setup: The Attack**
3 – 7 Moondragon Mercenaries

***Development:*** The first 3 Moondragon Mercenaries enter the study at the start of the attack. Another 4 Moondragon Mercenaries arrive after one minute if the PCs are still in the study.

***Tactics:*** As the mercenaries are not expecting a real break in, the crew should have about a minute to fight before the other guards even think to join them. If, however, the crew takes prisoners, interrogates, etc., backup should be heard coming down the hall. Also, a smart party will simply open the box with the other guards in the room, hitting everyone with the amnesia spell. The guards are knocked out because they were not mentally prepared for the spell as the crew was, leaving them unconscious on the floor.

In any case, the encounter ends when the crew opens the chest, triggering the spell. A bright light emanates from the chest, filling the room...

### Parlay with Karstan: What's in the book?

The PCs finish filling in Karstan on the events of the evening. PCs who crashed the air skiff or fell with the building washed up near docks, were rescued by Skyfall Pilots, or possibly something even more outlandish.

The PCs awaken to see Karstan lighting a pipe. He apologizes for his vice as he lights a candelabra and comments that the player's memory gap should be completely filled. He then asks them to summarize the events they do remember, and urges them to ask him about anything from the past two weeks that remains unclear.

During this conversation, Karstan relates some or all of the following information.

- As the players are aware, The Twelve is what's left of the dozen or so thieves guilds after the trade wars. Nearly all crime has been



successfully consolidated since that time.

- One area that eludes the twelve is the smuggling of goods in and out of the city. Guards may be willing to turn a blind eye to some thieving but where taxes are concerned the city works hard to get its cut.
- The Maritime Guild Controls land and sea routes, and the Necromancers the routes through the Lightless Depths, so it doesn't leave much space for the twelve to move their goods unhindered.
- The newest player in the smuggling circuit is Welgan Malbridorn, the senator representing the District of Topside. Sources have proven he has some new route past the tax collectors. But no one knows where.
- The twelve have decided to relieve him of his route for several reasons; it is relatively new and perhaps not so well protected, the senator could not weather the scandal of operating an illegal trade route in the city, but most importantly the senator is a well-known bigot who is making life tough for the so called "dark races", goblins, orcs, trollblooded, grothik and traches (bug folk).
- The Crew was hired by Karstan, on behalf of the Twelve, to discover the location of the smuggling route. Their first step was to steal the senator's business ledger, the very book in front of them now.

***Development:*** Karstan needs time to have his scribes peruse the book and discover the next step. He pays the group a small portion of their total fee, asks them to be back here at the third bell (3 am) for the next step. In the meantime he suggests spending the evening at the Crow's Nest.

***Treasure:*** Karstan awards each PC with 50 gold, and promises an additional 100 gold each for all the additional trouble they fought through, if only they complete the full job.

## Encounter 2.3 – Good Ol' Fashioned Bar Fight

The party finds themselves at the Crowded Crow's Nest, a rough and tumble tavern willing to take them in for the evening. A large and boisterous bugbear named Bonk stumbles about the bar; despite his clumsiness and his penchant for insulting anyone listening to him, he seems to be welcomed and even adored by all.

Scattered around the bar are several copies of the same pamphlet, some crumpled into little balls, others lying on tables; it is also the focus of several discussions among patrons. The pamphlet is a call for racial purity and reads as follows (see Appendix E: Player Handouts):

> True Citizens of Skyfall, heed!
> Your city is being devastated by a plague!
> Orcs, goblins, traches, trolls and other dark races are draining the life from our fair city! They come here to reap the benefit of your hard work and effort. Our city, our way of life suffers from their presence!
> Unite with your brethren before it is too late!
> Show your support for a cleaner, lighter Skyfall by coming to the Promenade on the 12th day of FlameEnd.
> Brought to you by the kind hearts and generous pockets of Captain Artis Mendale, Senator Welgan Malbridorn and High Priest Listra Lanis.
> Dark Races Not Welcome!

If at any point the players make any reference to being "heroes", "champions", "adventurers", etc., then they are immediately targeted for ridicule by Bonk, who acts like the unofficial king of this court.

Even if the party stays quiet, this only buys a moment's respite. Bonk is bitter Karstan's job went to the Crew and will pick the fight himself.

## Examples of Bonk's wit

To a fighter he might say, "Look atcha, sheets of metal strapped to ya. What's that for? Make ya sink faster? And that sword hangin' off yer belt. Use that to cut yer salt pork?"

About a wizard (male or female), "Pretty little concubine you got there. How much to bed her?"

About a dwarf, "Kinda fat for a goblin, this one is... smell's worse, though..."

Anyone in the party can throw the first punch. If they do, **Read or Paraphrase:**

Bonk laughs merrily. "That's the spirit, mate! Time for some fun!" he shouts as he dives for you.

If the party does not react, **Read or Paraphrase:**

The whole crowd is laughing now as Bonk continues to berate you, and a few others have stood up, edging closer. Bonk stands toe to toe with {the largest PC} and smiles broadly. "What's that, then? Nothin' to say? Not much of a hero now, are you?"

"Smack 'em, Bonk!" some kind soul from the crowd shouts. "Show 'em how we do things here in the Nest!"

"Yeah," Bonk shouts back, "I think I just might."

Either way, roll initiative.

**Setup**
Bonk, Bugbear Brawler
2 Drunken Nesters

## Capturing the Feel

This is partly a right of initiation and partly the bar fight scene from any cowboy movie. Establish as soon as you can that this battle should be fun. In fact, if PCs get serious the consequences can be fairly severe.

Bonk and his lot improvise weapons, and you should let the PCs do so as well. Figure attack and damage bonuses on the fly and consider the weapon broken after one use. A chair might be a two handed melee weapon that deals 1d8 damage, while a bottle may a finesse weapon with the thrown quality that deals 1d4 damage This is a crowded bar, so range increments shouldn't be an issue.

Encourage creative fighting. If a PC wants to grab an opponent and slide them down the bar shattering mugs and glasses on their head, use opposed Strength (Athletics) rolls, similar to the grapple rules. Such tactics draw cheers from the crowd, and may influence which side gets hit by a flying projectile. Play fast and loose with the rules in this battle; in the end it should be for fun.

The possible outcomes should also reinforce another aspect of Skyfall; in the big city sometimes playing by the rules is more important than winning; failing to play by them can be very bad for you.

***Tactics:*** Bonk and his companions are only out for a good time. They fight only with fists or blunt improvised weapons, such as chairs, plates, or even a bottle. Of course, once the bottle is shattered over someone's head they will drop it; after all, they aren't out to kill anyone.

While the statistics for Bonk and the Drunken Nesters (and Zuth, should the party truly screw the pooch) are found in Appendix B, this should not be treated as a normal combat. Bonk and the Nesters will use the same improvised weapons and tactics that are available to the party, and Zuth with only enter the "combat" if the PCs draw weapons or use lethal magic. For the purposes of this encounter, each combatant is expected to submit when reaching half health (for ease of reference, those numbers are 33 HP for Bonk, and 11 HP for each Nester).

Healing magics are allowed but draw boos from the crowd. PCs healed back up from below half health will not be allowed to join the fight.

***Development:*** Whenever anyone is reduced to half health the entire crowd begins chanting "Give! Give! Give!" If a PC continues to fight after being reduced to half health, members of the crowd grapple and subdue them, telling them they've had enough.

At any point, a DC 10 Wisdom (Insight) check immediately informs the PCs that Bonk is not truly threatening, only looking for some horseplay to relieve tension. A similar test will inform injured PCs that the people attempting to subdue them are acting in their best interests.

If anyone in the party attempts to draw a weapon or cast lethal magic, have everyone in the party roll DC 10 Wisdom check. A single success reminds them of Zuth's warning.

If they still draw their weapons or cast lethal magic Zuth enters the battle and attempts to intimidate the fighters into backing down. Bonk and friends immediately comply (this is their regular hangout, no need to get banned). Additionally, someone can be heard shouting for the Watch. If PCs back down (out of choice or because they were intimidated) before the Watch arrives all will more or less be forgiven and Zuth will make up a story for them all.

If the PCs do not back down, or (worse still) if they continue to attack using lethal force, Zuth begins swinging his anchor, and the entire crowd mobs the party, forcing them out of the tavern. Once outside the tavern they will likely have to deal with the Firewatch and will have to talk or bribe their way back past Zuth in order to meet with Karstan.

### Unruly Mob

Any creature who enters a square adjacent to the crowd is immediately pushed back into the battle, ending their movement phase as they struggle to remain on their feet. Additionally, at the top of each round someone from the crowd launches a tankard or bottle into the melee; determine the target randomly. The target must make a DC 13 Constitution saving throw or be stunned until the end of their next turn.

***Treasure:*** Assuming the PCs put up a fair fight, didn't cast or draw weapons, Bonk becomes quite chummy after the fight, win or lose. The crew can call on Bonk once for a favor provided they have 1d4 hours and access to the Crow's Nest. Anytime they see Bonk in the Nest, he will always be good for a round.

### The Next Step: Getting on Top

The PCs return to Karstan's room early in the morning to find him pacing while Mr. Gabiphous, a conservatively dressed and spectacled gnome, stands in his chair pouring over the ledger. Gabiphous is a scribe, having worked for decades with the banking guild and the senate, but he also secretly holds a coin with the Twelve.

Karstan informs the crew that the ledger is encoded, meaning despite their efforts the mission is no success. As such, he has been authorized by the Twelve to award the crew with their silver hands. This coin signifies that the PCs are hands of the Twelve, giving them rank and authority over the pennies, though they still answer to the shields and royals.

Karstan informs the party that Malbridorn is utilizing a "smuggler's cavern", a previously unknown passage into the cave of Skyfall. The ledger is quite specific about the large amount of traffic that the senator has moved through the cave, suggesting it is both large and well situated. One passage makes reference to the exit being located somewhere in Topside.

Unfortunately, the majority of the passage about the smuggler's cavern is encoded. Gabiphous, in no uncertain terms, identifies it as a book code, a cipher that requires another specific book to read it. His personal opinion is that Welgan would use his own diary as the cipher text, a common practice among the gentry in the Senate.

The irony is that the diary was likely in the very same residence the party raided the night before. There is no time to wait for another armada storm; thought it is the storm season, another is not likely to hit for weeks, and besides, the loopholes in security at the villa are likely to be closed.

Instead, Karstan has put another plan in motion. For the next few days, the senator and all his forces will be busy trying to put Topside back together after the storm. He will set up a grievance court somewhere near the Maw where residents may petition for help or pledge their service. And Malbridorn will be very shorthanded, considering that at this moment agents of the Twelve are busy taking out key soldiers in his private army (including any of the men or women who may have laid eyes on the party during the raid of the estate).

The PCs should journey to Topside and pledge themselves to his service. Though Malbridorn is well known for his hatred of the dark races, he will be unable to turn any help away. The party should travel by legitimate means through the Exchange to do away with any suspicion.

Once they have earned the trust of the senator's men, Karstan will be in touch to discuss how to best make use of their position. They should get going, as the grievance court will open at first light.

As almost an afterthought, Karstan asks them to leave their guild shields with him, as the senator will be unlikely to hire anyone associated with the Twelve. He suggests meeting up with the Tapecutters, a thieves' gang operating in the Exchange, in order to procure some fake coins, but warns about trying to pull rank or even suggest to the Cutters that they are also members of the guild. Even the Twelve have double agents in their ranks, and who knows who is being paid by the Senator…

## Episode 3 – Merchants and Dead Smugglers

**Episode Summary:** In this episode, the PCs are attempting to reach Topside. Karstan has directed them to the Tapecutters, who should be able to provide them with counterfeit coins that will allow them to get past the guards at the base of the Exchange. On the way, they encounter a dwarf merchant named Fenrik Goldsmile being harassed by an elven fisherman name Quarion Moonglow, who is claiming that the dwarf is selling his children into slavery. Should the PCs intervene, there are multiple ways to resolve the situation, each with varying consequences for the PC's ability to reach Topside. To obtain their coins from the Tapecutters, or earn favor with the Watch, the party will need to find the body of a dwarven smuggler named Vul Ganarion, who is suspected of using an antiquated group of cisterns and tunnels to bring in contraband. If the party completed the side quest Bovine Chicanery, they have already meet Vul.

### Encounter 3.1 – Refugees and the Merchant

Near the entrance a tall elf argues with an exceptionally dirty dwarf trader. Quarion Moonglow has paid Fenrik Goldsmile to smuggle his two children into Belowdecks, as he can't afford the immigration tariff. Goldsmile, smelling the opportunity for a larger profit, has taken Moonglow's money but has decided to sell his children

to the workhouses near the docks. The two children are chained up and guarded by Goldsmile's thugs nearby.

## Capturing the Feel

This scene can be a bit complicated. So what's actually going on? A dwarf merchant was paid by an elven family to smuggle their children into Skyfall, and the party runs across the dwarf and elf arguing heatedly while on their way to the Tapecutters to obtain counterfeit coins. Unbeknownst to the party, the Tapecutters have decided to intervene and make a little profit. The party can handle this situation however they like, but their decision will have a huge impact on how easily they reach Topside. While fighting is listed in the options below, it is far and away the worst possible solution to this problem. In particular, fighting the Tapecutters would be an absolutely terrible idea. The most common outcome will be the party intervening on behalf of the elven father, realizing the Tapecutters are involved, and negotiating a settlement that prevents violence and leaves the Tapecutters predisposed to help them. In nearly every situation, to reach Topside, the party will need to recover the body of a dead smuggler for either the Tapecutters or the Watch captain, depending on how things shake out.

Moonglow is close to landing blows, which would only get him arrested. Goldsmile goads the elf by suggesting the Watch would side with a merchant who brings money and goods rather than a man so poor he can't even afford to keep his children. He also sidesteps accusations of slavery by suggesting that Moonglow may purchase his children back from the workhouses for a few weeks' wages, and possibly less if they lose a limb, which is likely to happen.

If the PCs try to intercede, Goldsmile will call on his thugs to intimidate them, saying that if a fight breaks out in the Exchange the Watch are likely to take his side.

***Development:*** (Un)Welcome Help: Two very surly looking miscreants stand off to one side showing obvious interest in what is happening. They will approach and offer their services to the distraught elf. For the same three weeks wages, they will take care of Goldsmile and smuggle Moonglow's children safely into the city, meeting him on the Promenade outside.

These miscreants are members of the Tapecutters, which the PCs can notice with a DC 9 History check. And as such how the PCs handle this situation has a serious impact on how easily they will obtain coins to exit the city.

### Solutions:

**Paying the Dwarf**
If the party opted to pay the dwarf, for 200 gold he provides the location of the children and a writ for Moonglow to retrieve them without issue. Moonglow is incredibly grateful, but the Tapecutters aren't happy at all. When the PCs attempt to obtain their counterfeit coins from the Tapecutters, they will require 30 gold from each member of the party, as well as requiring them to recover Vul before the Watch does. Go to **Counterfeit Coins.**

**Paying the Tapecutters**
If the party opts to pay the Tapecutters 100 gold, they will intimidate the dwarf into free the children, and will gladly provide the party with their coins if they can recover Vul before the guards do. They will also provide each member of the party with a potion of water breathing in thanks. Go to **Counterfeit Coins.**

**Fight**
Attempting to fight the dwarf and his goons isn't a great idea. Fighting the Tapecutters is even worse. Make it clear that the Watch would not look well on troublemakers, and fighting could have serious repercussions for them. If the party insists on combat, go to Fight the Merchant or Fight the Tapecutters as appropriate.

**Fight the Merchant**
1 Dwarf Merchant
2 Merchant's Goons

***Tactics:*** The Merchant's Goons fight until the Merchant is reduced to 0 health or surrenders (which he will do if he starts his turn below 5 health). The Tapecutters will leave immediately unless provoked.

***Development:*** After the dwarf surrenders or is reduced to 0 health, the Watch captain arrives with a squad of guards and demands an explanation. The elf will leap to the PCs defense. The Fire Watch captain fines the party 100 gold for fighting in the Exchange. When the party attempts to obtain their coins from the Tapecutters, they must pay 30 gold for each member of the party, as well as recovering Vul before the Watch does. Go to Counterfeit Coins.

**Fight the Tapecutters**
2 Tapecutter Heavies
3 Tapecutter Pig-stickers

***Tactics:*** The two thugs are Tapecutter Heavies. If the party attempts to initiate combat with them, another 3 Tapecutters (the Pig-Stickers) seem to materialize out of the crowd. If the party still insists on fighting the Tapecutters, they will fight until three Tapecutters are unconscious or dead, then the remainder will flee, disappearing into the crowd.

***Development:*** After the Tapecutters flee, the Watch captain arrives with a squad of guards and demands an explanation. The dwarf grudgingly sides with the party but the Captain is still displeased. The Fire Watch captain fines the party 100 gold for fighting in the Exchange. When the party attempts to obtain their coins from the Tapecutters, they must pay 50 gold for each member of the party, as well as recovering Vul before the Watch does.

**Talk it Out**
Through good rolls AND good roleplaying it is possible the PCs can talk both sides down. The merchant is easily cowed (DC 12 Intimidate check) but the Tapecutters are loathe to leave without payment (DC 17 Diplomacy check). If the party fails to intimidate the Merchant, they will need to choose another solution presented here. If they successfully intimidate the dwarf but fail to please the Tapecutters, they will need to recover Vul to obtain their counterfeit coins, and the Tapecutters will not provide the potions of water breathing. Go to Counterfeit Coins. If they successfully intimidate the dwarf and talk down the Tapecutters, go to **The Watch Captain.**

**Ignore Them**
If the party chooses to ignore the scene complete and head straight for their coins, the Tapecutters will require 20 gold per member of the party in addition to recovering Vul. Go to **Counterfeit Coins.**

**Side with the Dwarf**
If the party sides with the dwarf, they may end up fighting the Tapecutters. Even if they don't, the dwarf isn't interested in their assistance and tells them off. When the party attempts to obtain their coins from the Tapecutters, they must pay 30 gold for each member of the party, as well as recovering Vul before the Watch does. Go to **Counterfeit Coins.**

## Encounter 3.2(a) – The Watch Captain

Centered in the very back of the Exchange is the intricately carved entrance to the Gullet, the wide gently sloping tunnel to the Maw and Topside beyond. This morning only one troop of Watch processes people for Topside, but the line is short and moves relatively quickly.

The troop consists of fifteen men and women, led by Captain Hunam. The captain and his troop have the look and demeanor of those who have not slept in a few days and won't get the chance for a few more. Hunam is gruff and direct, but the compassion he has for his city and those who have suffered in the storm is evident.

While regularly a little bribery would go a long way, with the stress of the storm and the potential for troublemakers to cause havoc Topside, the guards aren't taking bribes, which the party can realize with a DC 8 Intelligence check. The only way up is with a coin, unless…

***Development:*** If the party successfully intimidated the merchant into freeing the children and talked the Tapecutters down, the Watch Captain will offer to deputize the group as a Topside Work-party if they will assist him in recovering evidence of the Tapecutter's smuggling operation. He has intelligence that has led him to believe they are using the old cistern network to smuggle cattle. He has completed the Ritual Of The Singing Coin and discovered that Vul's coin is currently somewhere in an abandoned cistern. This leads him to believe an investigation of the water trap leading to Vul's coin could recover the evidence he needs. Go to **Recovering Vul.**

### Sidebar: Ritual of the Singing Coin

The Ritual of the Singing Coin is used by members of the Fire Watch with a rank of Captain or higher. The ritual can be cast in two ways: by touching a person's coin of citizenship or guild coin, or by choosing a specific person and concentrating on their coin. Each method confers a different type of information. By touching a coin, the ritual caster receives a vision of the coin and its surroundings at a specified time up to a week prior to the casting of the ritual. This is particularly useful for those Watch members who find themselves investigating murders or other crimes, and is commonly how high profile murders are proven in court in Skyfall. Alternatively, by choosing a specific person known to the caster and concentrating on their coin, the ritual will tell the caster the current location of the coin, within 50 feet, as long as the coin is within 1 mile of the caster when they cast the ritual.

If the party still attempts to bribe the guards, it will take a massive amount of gold (500gp).

Attacking Hunam results in a battle with the entire Watch troop. If by some miracle the party begins to get the upper hand, reinforcements quickly arrive. Exchange employees and even private caravan guards will also side with the Watch. Essentially, this is suicide.

## Encounter 3.2(b) – Counterfeit Coins

The Tapecutters are a well-established gang that claim the Exchange as their territory. They offer a number of services including protection, smuggling, and forging documents and coins. Though they are sanctioned by the Twelve, they don't offer discounts to their guild mates, especially pennymen.

Criers circulate through the crowded Exchange, advertising services when no Watch are about. If engaged, they will guide the PCs to Patient Fang, a Cutter Hand, to discuss services. The entire discussion is held discreetly but without shame or suspicion. The Cutters run a reputable business, and don't like public messes.

The wrach will offer his services as long as the party can help him with a small matter. They use a dwarf cattle herder to smuggle red splayfoot cattle into Skyfall through the old cistern network. However, when they heard that a red splayfoot was found in a water trap, they knew immediately that their operation was at risk. If the party can recover Vul's body before the Watch Captain has time to investigate, he will provide their counterfeit coins. Depending on how the party handled the dwarf merchant, there may be additional costs or benefits as described in Encounter 3.1. Go to Recovering Vul.

## Encounter 3.3 – Recovering Vul

Either Hunam or Patient Fang will send the PCs on this mission. During the storm, a man named Vul was bringing a herd of cattle in. He, and the cattle, disappeared.

Hunam suspects he was skimming off the profits and paying the Tapecutters to launder it for him (True). The guard captain completed the ritual of the singing coin, and has located Vul's coin in a particular unused cistern. He wants the Party to check it out and hopefully recover evidence against the Tapecutters.

Patient Fang is aware the watch is suspicious, having paid a guard off for both the tip and the location revealed by the singing coin. He wants the Party to recover all Vul's possessions to destroy the evidence. If the PCs payed the Tapecutters in 3.1 then Fang provides them each with a tiny vial of water breathing potion.



**Hunting for Vul**

The ritual of the singing coin leads the party up to a large water trap used to retain storm runoff for later use. This particular trap has an additional overflow vent that lets excess rainwater from armada storms filter through a system of caverns originally designed a cisterns (until creatures from the Lightless Depths kept trying to make homes out of them). A bloated, clearly dead, splayfoot cow is floating in the water. Although Vul is nowhere to be found, the ritual clearly led here. A DC 13 Investigation check finds Vul's coin in the muck near the edge of the water trap. A more thorough searching of the trap (DC 15) reveals that the grate covering the overflow vent has been violently smashed aside. For some reason, the water level is still about 3 feet above the overflow vent.

The overflow vent leads to a vertical tunnel in the cavern that runs roughly 100 feet straight down. The water level hasn't drained to the level of the overflow valve because a pair of red splayfoot cows have become wedged in a narrow section of the tunnel about 75 feet down. Of course the party has no way of knowing this until they actually enter the tunnel and run into the cattle.

*Swimming.* The inside of the tunnel (until the blockage is cleared) is completely filled with water, and is pitch black. Even with a light source, the murky water reduces visibility to 10 feet. A creature can make their way 15 feet down the tunnel with a DC 10 Athletics check to swim. However, this check only gets more strenuous as the creature gets deeper into the tunnel. For every 15 feet of depth, increase the DC to swim by one (to a maximum of DC 14 to move from 60 to 75 feet down). Creatures with a swim speed do not need to make this check.

*Breathing.* Unless a creature can breathe water, it must hold its breath while swimming in the tunnel. For reference, a creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier. Make sure each character that can't breathe water is tracking the number of rounds spend holding its breath.

*Blockage.* Removing the splayfoots blocking the tunnel requires two DC 14 Strength checks. Whenever a creature attempts a Strength check to dislodge the cattle (whether it succeeds or not), reduce its remaining rounds of breath by 5. Alternatively, the cattle can be damaged until the blockage passes. The blockage has an AC of 5, and 30 hit points. Taking an attack action in the tunnel also reduces that creature's remaining breath by 5 rounds.

Once the blockage is removed, the tunnel drains rapidly into a small cavern. Creatures with a swim speed land on their feet, while creatures without land prone.

**So Ugly They're Almost Cute**

3 Rykk Hound Pups
1 Rykk Hound Swarm

The small cavern also contains 3 Rykk Hound Pups and a Rykk Spawn Swarm. Combat begins as soon as the PCs clear the blockage. Neither side should have surprise.

***Tactics:*** The Rykk are nearly animal intelligence, and are shocked and cornered. As such, they fight ferociously until only one is left. A lone Rykk Hound Pup will attempt to flee back toward its mother deeper in the caverns.

***Development:*** If the lone Rykk Hound Pup manages to escape, the much more intelligent Rykk Hound mother in the next encounter is lurking in the deeper part of that room, hidden from view and possibly granting it a surprise round.

***Treasure:*** In the muck and debris at the edge of this cavern, there is a scuffed cooking pot engraved with scenes of halflings triumphing over taller humanoids. It can be identified as Mama's Pot

**Uh, Which One's the Ugly One?**
1 Rykk Hound
4 Rykk Hound Pups

The only exit from this cavern leads to a tunnel sloping gently downward for roughly 100 feet, ending in another cavern. If the Rykk Hound Pup escaped, the end of this tunnel is relatively quiet. If not, the party can hear something splashing from the cavern at the end of the tunnel. Once within 60 feet of the far cavern, the party can see Vul's body just inside the entrance (assuming they have light sources or darkvision), along with the Rykk Hound and its remaining Pups (unless they are hiding in the deeper water at the back of the cavern).

If the Rykk Hounds are hiding, combat does not begin until the party attempts to take action with Vul's body. The party can detect the hiding Hounds with a DC 15 Perception check. If they aren't hiding, combat begins as soon as the party moves within 10 feet of the far cavern.

***Tactics:*** Regardless of whether the Hounds get a surprise round or not, once combat is joined they will fight ferociously to the death to defend their meal.

***Development:*** The Hounds fight to the death, and no other creatures are near this cavern.

***Treasure:*** An investigation of Vul's body reveals that he carries Sleg's Slicing Slashing Spatula. If the party chooses to investigate the pool at the back of the cave, a DC 14 Investigation or Perception check can be made by anyone willing to swim near the bottom of the murky pool. A successful check discovers a pouch with 7 agates inside (15gp each)

The PCs may choose to return the body to either Humam or Patient Fang. Humam will be impressed with their resourcefulness, commenting that few will brave the cisterns. He will deputize the party as promised, allowing them to pass through to Topside, but he does not provide any coins to them. If they side with Patient Fang, the wrach will happily proffer up fake coins signifying them as pennies of the Crafters. They are good enough fakes to get them past Humam with no trouble; in the future, they will be recognized as fakes with a DC 14 Investigation check.

The Gullet is a 50 foot wide tunnel with two narrow but deep ditches on either side, lit by a variety of bio-luminescent mosses, molds and fungi. It slopes upward gently, curving left and right and occasionally turning back upon itself. Every few hundred feet the tunnel levels into a shallow depression before sloping back up again; these traps are designed to catch runaway wagons. The entire trip lasts about a half hour, at which point the PCs exit through the Maw into the Open Market.

# Episode 4 – Topside Blues

**Episode Summary:** In this episode, the party must prove their worth to Celista Friel, commander of the Moondragons and right hand to Welgan Malbridorn. Celista will provide a short list of problems and see how the party handles them. They'll need to clean up the elementals freed by the damage to the gearworks, help some farmers under attack, and will find more than they bargained for under a tetrataun shell.

The Open Market outside of the Maw is normally as chaotic and mercantile as the Exchange. The armada storm has changed everything. The tents and stalls are gone and the open air pens are torn apart. Few wooden structures remain untouched, but toward the main gates of the Storm Wall the long low herd bunkers are visible and still standing.

In the distance the destruction is even worse. Most buildings between the Maw and the great Lighthouse in the distance have been shattered and turned to rubble. Tiny figures can be seeing picking through the rubble; farmers, most looking for scraps and bits of their homes, lives, and perhaps even loved ones.

## An Audience with the Leadership

The grievance court is a large tent with gleaming white walls that contrast starkly with the destruction around them. There is one very long line of people waiting to file complaints with the Senator, and another shorter line of workers and mercenaries pledging service to the relief effort. Observant characters may notice that the line is filled predominately with humans, elves, dwarves and gnomes, with very few trolls, orcs, or Kobolds about.

At the front of the grievance line, an orc herder pleads with the guards for an audience. His farmstead is near the breach in the shield wall, and his hands have spotted mindfire wasps in the field. The guard suggests that the gods are telling him to return to the jungle. He gets pushed out of line, and the elf behind him assures the orc he will take his message to the senator as he is ushered into the tent.

The orc, Tanek, will beg anyone in the pledge line for help, including the party. His homestead is called



Loam's Grace, and is easily found if one travels due north. He will know little about mindfires (they usually stay outside the walls) except that they can control humanoids if they land on them.

There is little else to do outside the Grievance Court aside wait in line to pledge service. The square is well guarded, and anyone attempting to leave for the fields is questioned and searched thoroughly.

### Inside the Grievance Court

The pledge line is short, and after a minute or two of waiting the party is shown inside. Welgan's captain, Celestia Friel, conducts the interviews flanked by two members of her mercenary squad, the Moondragons, and a scribe. Welgan is busy dealing with the constituents in the other room, though his melodious voice can be heard through the cloth wall. Friel is a cold and comely human, obviously bored with her work. She will gladly accept the crew into service and assign them two specific jobs. The first is to assist with some massive problem at the nearby Mill which she has little information about, save that it requires "brain and brawn". The second is more investigatory in nature; there were reports late in the night of a tetrataun crossing into the farmlands to the west toward the cliff. It has not been spotted this morning, but there have been too many reports to ignore.

Finally, she will offer bounties on any kills, provided a trophy is presented. Heads for centipedes, the fifth claw of a tetrataun, stingers of wasps and the like will fetch letters of credit. If the party brings up Tanek, Friel will spout a torrent of obscenities about orcs and like-else, but will not refuse to pay bounties for trophies collected while helping him. It is clear that she has no love for the dark races.

## Encounter 4.1 – Trouble at the Mill

The Topside Mill is a massive structure that spans the torrential Plummet River shortly before it disappears into the ground. It has a number of turrets, towers, cogs and vanes coming off it and usually emits the deafening sounds of giant clockwork being powered, but today all is still save for a few occasional screams and some muffled explosions. Most of the workers are gathered outside of the building a few hundred yards up the road. Here the party will find Chief Miller Laudnek, a dwarven engineer and mage, in a state of pompous panic.

Debris from the storm has seized four of the water wheels housed inside the Mill but Laudnek's crew can't get inside to make repairs. The Mill isn't just used for grinding grain; it also powers a number of arcane and mundane machines. Each of the four contraptions is at the base of one of the wheels, and each has been damaged, unleashing the elementals housed inside. They have little love for the mill workers whom they regard as captors, and are currently wreaking havoc on the structure. Laudnek needs the party to subdue the elementals and repair the works they once inhabited.

### The Mill

The Mill is a large building sixty feet wide and several hundred long that spans the river. Down the middle of the building hang six water wheels separated by catwalks and surrounded by any number of ridiculous machines in different states of disrepair.

**The Elemental Millworks (Summary)**
There are four elementals inside the Mill (earth, wind, fire and water). Each elemental seems to be guarding a different broken machine. Defeat each elemental, as well as repair the machine the elemental is guarding (using the equipment and instructions provided by Laudnek). The party can handle these situations in any order they like.

After all four elementals are defeated and the party has had a chance to repair the four machines, the elemental essences combine into a massive Elemental Amalgamation. Normally this encounter would be extremely difficult for a party of fourth level characters, but the benefits they gain from repairing the machines should make this encounter much more appropriate.

**Ruptured Eldritch Quenching Pool**
1 Corrupted Water Elemental

The ruptured quenching pool has flooded the area near them with eldritch-charged waters. While in this area, the Corrupted Water Elemental regains 10 hit points at the start of its turn. Reducing the elemental to zero hit points will allow it to be captured using one of the 4 containment vials provided by Laudnek.

***Tactics:*** The elemental will engage as soon as a creature moves within 60 feet of it. It will fight until it is captured, preferring to stay on the move and use its water blast ability unless crashing wave has recharged.

***Development:*** The area within 100 feet of the quenching pool is difficult terrain for anyone without a swim speed. Once the elemental is defeated, the quenching pool can be repaired using the equipment provided by Laudnek.

**The Arcane Bellows**
1 Corrupted Fire Elemental

The Arcane Bellows is radiating heat constantly in an area roughly 100 feet square. While in this area, the Corrupted Fire Elemental deals maximum damage with its Fire Blast ability. Reducing the elemental to zero hit points will allow it to be captured using one of the 4 containment vials provided by Laudnek.

***Tactics:*** The elemental will engage as soon as a creature moves within 60 feet of it. It will fight until it is captured, and will try to maximize the number of enemies hitwith its Roaring Flames ability.

***Development:*** The area within 100 feet of the bellows is like fighting in a supernaturally heated sauna. At the end of every even round, each non-elemental within the area must make a DC 11 Constitution saving throw or gain a level of exhaustion. Once the elemental is defeated, the bellows can be repaired using the equipment provided by Laudnek. The exhaustion gained during this encounter fades rapidly (within one round) after the machine is repaired or the creature moves more than 100 feet away.

**The Gearworks**
1 Corrupted Earth Elemental

The Gearworks has ground to a halt, and is emitting a constant barrage squeals and grinding. While within 100 feet of the gearworks, the Corrupted Earth Elemental's damage resistances also apply to all damage types except psychic. Reducing the elemental to zero hit points will allow it to be captured using one of the 4 containment vials provided by Laudnek.

***Tactics:*** The elemental will engage as soon as a creature moves within 60 feet of it. It will fight until it is captured, and prefers to stay in melee and deliver multiple slams per round while Crashing Boulders is waiting to recharge.

***Development:*** The area within 100 feet of the bellows is full of noise, sparks, and debris. Anyone attempting to concentrate on a spell within 100 feet of the gearworks (until it is repaired) must make a Concentration check at the start of each of its turns, losing the spell on a failed check. Once the elemental is defeated, the bellows can be repaired using the equipment provided by Laudnek.

**The Steam Vents**
1 Corrupted Air Elemental

The Steam Vents have cracked, and are emitting constant blasts of steam and fog. While within 100 feet of the steam vents, the Corrupted Air Elemental's Vortex ability recharges on a 4-6 and it can maintain two vortexes instead of one. Reducing the elemental to zero hit points will allow it to be captured using one of the 4 containment vials provided by Laudnek.

***Tactics:*** The elemental will engage as soon as a creature moves within 60 feet of it. It will fight until it is captured, and prefers to stay at range and deliver multiple wind blasts per round while maintaining two Vortexes.

***Development:*** The area within 100 feet of the vents is flooded with thick steam. Any non-elemental in the area treats other creatures in the area as lightly obscured. Once the elemental is defeated, the bellows can be repaired using the equipment provided by Laudnek.

## Encounter 4.2 – Elemental Amalgamation

Once all of the elementals are defeated, an elemental amalgamation forms in the center of the mill. That means whichever elemental is defeated last, the party will not be able to repair that machine prior to this encounter.

**Setup**
1 Legendary Elemental Amalgamation

**Read or Paraphrase:**

Just as you finish making the final repairs, the ground begins to rumble, the forge flares, the wind howls through the mill, and the steam whistle screams. The four vials shatter as the elementals are ripped from containment and a horrific amalgamation begins to form at the center of the mill. It immediately begins growing, drawing power from the remaining broken machinery. As it tries to draw power from the machines you repaired, it wails in agony and unleashes a blast of eldritch energy. Though you have no idea what caused it, somehow that blast of energy has imbued you and your equipment with new power. Defeat the amalgamation before it is fully formed or the mill could be destroyed!

For each machine repaired, the party gains the following benefit:

- **Quenching Pool.** Each player regains 10 health at the start of their turn.
- **The Bellows.** Each player's weapon attacks and spells automatically bypass the amalgamation's resistances.
- **The Gearworks.** Each player's AC increases by 2, and each player gains resistance to bludgeoning, piercing, and slashing damage.
- **The Steam Vents.** Each player gains a fly speed of 60 feet, and can hover.

***Tactics:*** The amalgamation fights to the death, preferring to use its various recharge abilities over its slam.

***Development:*** The amalgamation is growing in power as the fight continues. At the end of each round, it gains a +1 bonus to attack rolls and damage rolls. Once the amalgamation is defeated, the party can return to Laudnek to obtain their reward.

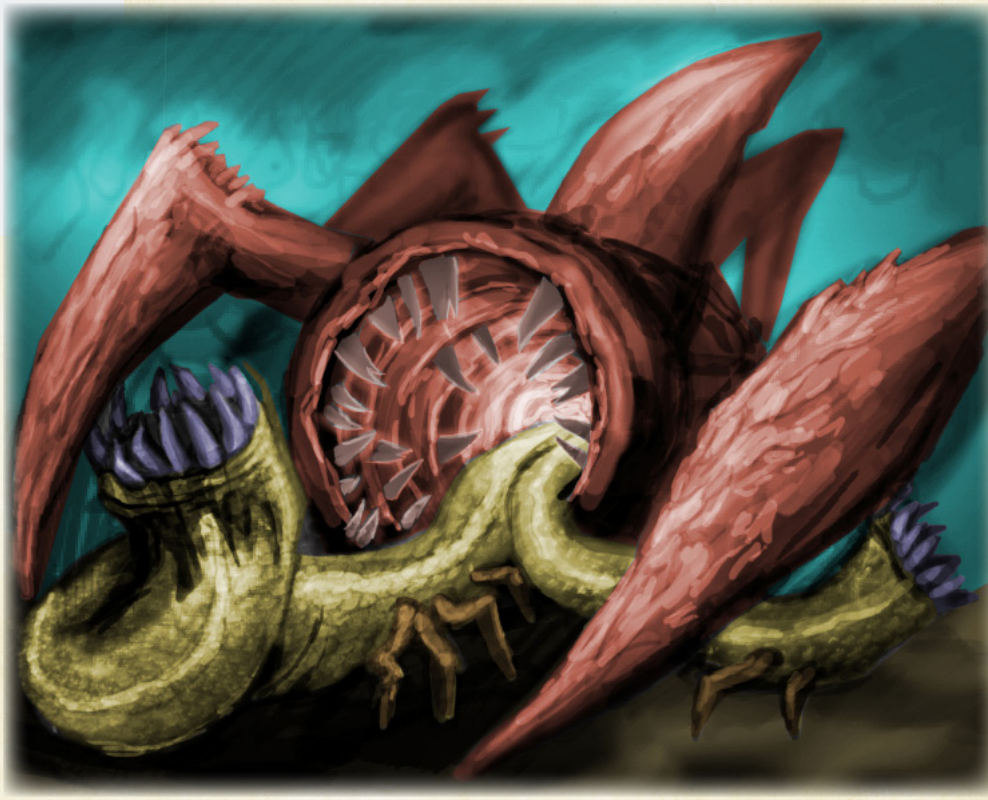
***Treasure:*** Laudnek awards the PCs with an Amulet of Elemental Power if they successfully defeat the elemental amalgamation.

## Encounter 4.3 – Shell Games

**Setup**
2 Legendary Deathbore Centipedes

As the party passes the lighthouse and approaches the cliff's edge, they will receive numerous warning about the tetrataun, some more factual than others. If they have come from the breach, they will easily be able to track it; there is a fifteen-foot wide gouge in the vegetation littered with three-foot deep footprints that leads from the breach toward the cliff's edge. A DC 12 Nature check will reveal that the tetrataun seemed to be dragging its body along instead of walking upright, hinting that it may be injured.

The creature can be located in a wheat field close to the cliff edge; most of the grain is gone but the chaff is still long enough to obscure the prone body. The smell, however, is overwhelming, and the tetrataun is in fact dead. However, inside are two grotesque parasites, the creatures that actually killed the beast, and after a few minutes they burst forth, attacking the party.



### Capturing the Feel

Play this like any good second act of a monster movie. Tetratauns are dangerous creatures, and the party should be feeling the dread while they track it. Let them be relieved when they realize it is dead. The parasites burrow through the giant carcass, so let them see the body twitch out of the corner of their eyes. Try to maximize the party's shock when the parasites burst forth; specifically, if some enterprising party member starts to cut a claw off to claim the bounty, have them be the first attacked.

***Tactics:*** The centipedes prefer to grapple any slow moving prey and bite them to death while using Acid Spray to harass the last creature to attack it within 15 feet.

***Development:*** The centipedes will fight to the death, empowered by their slow devouring of the baby tetrataun.

***Treasure:*** The PCs can harvest part of the tetrataun shell, which will sell for around 250 gold. In addition, the acid glands of the deathbore centipedes can be used to fill up to 4 empty flasks with acid (as the alchemical item).

## Encounter 4.4 – No Place like Loam

Two days ago Loam's Grace was actually a picturesque spread of agrarian bliss and happy goats that pushed up against the North wall of the city. After the armada it is just a spread of swampy muck with dead goats and a few buildings poking through. Huge gaps have been torn into the storm wall protecting topside, and it seems that overnight the surrounding jungle has already begun creeping through. Start asking the party for perception roles as they begin to make out orcs frantically working, then realize they are fighting for their lives. Once the party breaks into a run to engage the wasps, they witness the eldest orc and two farmhands become dominated and turn on the rest of the family.

**Setup**
*Group A*
2 Dominated Farmers
4 Bloodfire Wasps
4 Mindfire Wasps

*Group B*
2 Mindfire Wasps
3 Soulfire Wasps
1 Mindfire Wasps Swarm

The party comes across the wasps in the process of attacking the farmstead. Two farm hands are currently fighting off Group A as the party arrives. The party will get a surprise round against Group A. Group B is 200 feet away, harassing more farmers in the corn field. As soon as the party attacks, Group B is informed of their presence via the wasp hive mind.

***Tactics:*** Group A is focused on killing the remaining two farm hands, but will turn and fight the PCs after the surprise round. Group B will use the Dash action each round after the surprise round to move 100 feet closer to the party. Group B should reach the party after using their movement and actions in round 2. Starting in round 3, the Mindfire Wasp and Soulfire Wasp work together to try and dominate a party member. It should be made very clear from the dominated half-orc and skol that letting a character get dominated is an extremely bad way to die. The Bloodfire Wasp Swarm will move



from target to target each round, attempting to poison and disrupt concentration on as many characters as possible.

***Development:*** The wasps will fight to the death to get their dominated thralls back to the hive. Remember that Group B should not be able to start attacking the party until the third round, as it will take them the first two non-surprise rounds to get there.

***Treasure:*** The farmers are incredibly grateful, but have little to offer in the way of money. If the party freed at least the orc father, they offer their farmstead as a safe place to rest, and their leader's wife has surprisingly thorough (though rough) medical training. Anyone who takes a short rest here gains the maximum possible amount from all Hit Dice spent to regain hit points.

The family will mourn any humanoids who are killed in the fight, but understand that the farmers were already dead once the wasps dominated their minds.

### Returning to Celestia

After completing their tasks, the party may return to Celestia. Regardless of how they actually performed, she will feign being impressed, telling them Welgan desires an audience with them at his private residence in the Palisade district. She will send a sizable contingent of well-armed guards to escort them there, as they do not have the proper credentials to gain entrance into the district. After a fairly long hike, the PCs find themselves in a familiar neighborhood in the Palisade district, one with extensive damage from a recent run in with an airship. In the water below they can still make out the wreckage of the warehouse and the *Legacy*.

In reality, Celestia has learned from one of the house guard that these may be the ones who raided Welgan's home the night before. She is sending them to the residence for safe keeping and questioning.

### Capturing the Feel

Should the party want to escape while being escorted to the Senator's home, remind them that this is where they were to find the diary anyway. Should they still desire to escape before getting to the residence, let them tie their own noose, but make them then improvise exactly how they will later break in.

## Episode 5 – Not Quite to Plan

**Episode Summary:** The wheels come off the plan, and the party is forced to improvise. They'll have to turn a trap into an opportunity and escape Welgan's clutches. A group from the Twelve tries to get on their good side long enough to steal the book, hoping to gain Karstan's favor. Through no fault of their own, the fight that breaks out will start a raging inferno. The players will take on the role of the Fire Watch in a cut scene, and face malevolent flames. After the cut scene, the party will be faced with a moral dilemma as a burning building sinks into the sea.

### Encounter 5.1 – Second Chances

For the second time in two days, the PCs find themselves inside the estate of Senator Malbridorn, only this time they are brought through the front door. They are taken to a sitting room with several couches, a small bar and an ornate window that mimics the captain's gallery on a sailing ship which overlooks the harbor below. They are told by the captain of the guard that Welgan was called to report to the Senate on the condition of Topside and will be joining them momentarily. Their escort then leaves, save one guard who stays just inside the door.

**Read or Paraphrase:**

After a few minutes the guard at the door comes forward and whispers, "Welgan's on to you. He's planning on questioning you when he gets back from the senate. Get the journal and get out before he returns." He presses what appears to be a small switch and a panel in the floor shifts aside. "Quickly! This passage leads to the study. Welgan doesn't trust the traps anymore, and he's place 4 guards around the journal. You'll have to deal with them to get the journal, then head back here. Karstan told me he has a distraction planned for your escape, but I don't know what it is. Good luck!"

He then asks the strongest PC to knock him out. "Make it look convincing... but not too convincing, mind you."

If the PCs kill the inside man, Karstan will not be happy.

**Setup**
4 Moondragon Hunters

***Tactics:*** The four Moondragon Hunters are on alert, but aren't expecting a surprise attack from the hidden passage. The first two PCs to enter the room should get a surprise round. The hunters will immediately pair off to engage the two meanest looking targets together.

***Development:*** The Moondragon Hunters will fight to the death to delay the party. After 6 rounds, another 4 Moondragon Mercenaries arrive from the hallway due to the commotion. These mercenaries aren't aware of the hidden passage, so if the party finishes the hunters in time, their search will be delayed. The party can then return to the Senator's sitting room to await their promised distraction.

***Treasure:*** Welgan's Journal. The Moondragons each have 2d6 gold coins.

### Encounter 5.2 – Friend or Foe, they all want a piece of you

Just as the party arrives back in the sitting room, a muffled explosion shakes the building,

followed by screams of "Fire!" Fortune smiles on the group, as any guards in the residence will certainly head that direction.

No matter which direction they travel in, a short time later they are joined by the Rooftop Runners, another gang of the Twelve that Karstan had employed to stake out the residence. Their leader, a sickly-looking man named Plonk, tells the party that he and his crew were responsible for the little distraction back there. He also tells the group that Karstan sent them to provide a distraction, and that they should head to Plonk's safe house to lay low until Karstan comes to obtain the diary.

In reality, he is walking the PCs into an Ambush. Plonk intends to kill them and bring the diary to Karstan and claim the party's reward for himself.

## Capturing the Feel

Once they make it to Plonk's safe house, give the party a chance to note Plonk's suspicious behavior, the fact that the folks on the boardwalk all seem to disappear, or to spot the hidden thugs before they attack. If they fail, the Runners get a surprise round.

**Setup**
Plonk
Witchfire Cannoneer
4 Rooftop Runner Thugs

***Tactics:*** The Rooftop Runners are skirmishers who rely on speed and stealth. One man armed with a fire cannon shoots small fireballs from an unconnected catwalk. To reach the cannoneer would take at least 3 to 4 rounds, although they can of course return fire.

***Development:*** Plonk and his goons will fight to the death for their prize. When the Roofer with the fire cannon goes unconscious, he drops the weapon off the rooftop. It falls to the ground and breaks, discharging one massive fireball into a building across the way which immediately catches fire. Each successive round the fire grows larger until, five rounds later, the Fire Watch bells can be heard. At this point any remaining Roofers flee the scene.

***Treasure:*** The party can take the time to loot the runners (assuming they were defeated in combat), but will only find a total of 5 gold between them.

Once the Roofers are driven off, the party turns its attention to the burning building and the Fire Watch that come to put it out.

# Cut Scene – Fireside

The PCs play as members of the Fire Watch, under the command of Authion Nerandis. This crew is a specialized fire-fighting unit, distinguishing themselves from other more corruptible members of the Watch by being some of the most selfless and honorable heroes in Skyfall. They may not be the best of people in their everyday lives, but if you are about to burn, it's not because they didn't put their lives on the line to save you.

## Capturing the Feel

DM, the success of this cut scene depends entirely on you (as if it were any other way). This scene is meant to invoke feelings of heroism, fatalism, and honor in sacrifice. You will be cheating most of the mechanics here to tell a good story; we actually encourage you to set the dice aside and let everyone handle this scene narratively. Get them to invest in the tension of the scene by paying attention to the theme in the title of each room. If you have any questions about how to make this scene feel, just watch "Backdraft". If you've never seen it before, you're welcome.

The scene consists of six rooms in the burning building. Often a room will have a choice of exits, but each exit simply goes to the next room; the choice is there to help provide tension. If someone is attempting to map out the building as they go through it, they are doing it wrong. Each room is a sort of mini encounter, and each has its own theme. Use them to guide you as you tell this tragic tale. In the fourth room, one of the players dies and takes over control of a malevolent entity of fire and destruction.

## Scene Setup

Each player controls a member of the Fire Watch, located in Appendix E: Player Handouts. They will be entering a burning building in an attempt to rescue any survivors and combat the flames. Roughly half way through the scene, one player will be killed and will take over a malevolent force trying to destroy the building and everyone inside. Though it has no name, we'll call it Mal to keep things simple. The round structure for this scene should be very free form. Describe the rooms as they enter, then let each player determine their course of action. In most cases, teamwork will be very important. Resolve those actions all at roughly the same time, and in the order the players choose. Once all actions are resolved, start the next round.

Once a player takes control of Mal, you can provide the player handout for it as well.

## Fire Watch

Each member of the Fire Watch from has three "ability" scores, as well as one or more special abilities. These ability scores (Strength, Speed, and Courage) each have a rating, ranging from 1d6 to 1d12. These scores are used in three ways in this scene.

*Saving Throws*
In the same manner as normal saving throws, certain events in the cutscene can force a player to make a saving throw. For example, if the player controlling Mal uses Inspire Terror on Harbek, whose Courage rating is 1d10, Harbek would roll 1d20+1d10. If he then rolls an 11 and a 4 respectively, he just beats the DC 15 required to pass the save.

*Overcoming Obstacles*
Each room has one or more obstacles that may need to be overcome by the group. To encourage teamwork and allow for a more freeform response from your group, each obstacle has a single Hit Point value. Then, as the party determines how they want to approach an obstacle, they can contribute one of their ability ratings (usually Strength or Speed, but creative characters could find ways to apply their Courage directly) to overcoming the obstacle. For example, in the first room the door is jammed and won't open. If Grok and Harbek decide to team up and hack the door down with their axes, they each roll Strength together and total the results. If Harbek rolls a 3 on his 1d8 Strength roll, and Grok rolls a 9 on his 1d10 Strength roll, they have made 12 points of "progress" toward breaking down the door. If the door has 20 "Hit Points", they are a little over half way toward successfully breaking through. This is completely abstract, and should not be revealed to the party. It just exists as a measure of progress for you. Remember that this isn't a combat encounter; before Mal arrives, each player should decide what they want to do at the same time, and their actions (and teamwork, hopefully) should be resolved roughly simultaneously. Once Mal enters the fray, it will be one of the obstacles in the room. Each round, the player controlling Mal should get to use one of its special abilities before the party determines their action.

> DM's Note: Most obstacles won't specify any details on how to overcome them. They are just listed as "10 point obstacle" or "20 point obstacle", and it is up to your players to decide how to best overcome them. Depending on their actions, you then determine which score most represents what they are trying to do, which tells the player which die to roll.

*Taking Damage*
Whenever the party fails a saving throw or is attacked by Mal, they may have to take damage. The event or attack will specify the damage type in many cases. If it does not, the player can choose which ability score takes the damage. For each point of damage suffered, reduce an ability score by one die size. (1d12 > 1d10 > 1d8 > 1d6 > 1d4). A character whose Strength, Speed, or Courage are reduced below 1d4 dies. For example, if Mal uses Turn up the Heat and Grok fails his Courage save, he takes 1 damage. Since the damage type isn't specified in Turn up the Heat , Grok can choose which score gets reduced. He chooses to take Strength damage, which reduces his Strength die from 1d10 to 1d8.

## Outside: Cool, Grim Determination

When your city is made of wood and hangs from the ceiling of a giant cave, fire is a serious threat. Everyone in the district is actively helping fight the growing fire. Fortunately it seems to be contained to one multi-level home. Many buildings in Skyfall are held in place by rafter hawsers, ropes as thick as a man that can be cut to sacrifice the burning building before the fire can spread, and citizens stand by, ready to cut. Members of the Watch are coordinating evacuations. A Pump ship sits below in the harbor, already shooting streams of water at the building, and two airskiffs stand by, ready to aid in rescuing survivors. Authion calls the party and three other men over to him; there are three people trapped in the building who need to be saved. It's time to earn a living...

## First Room: Being Stalked by the Fire

The first room is dark, cluttered and smoke-filled. The roar and crackle of the blaze can be heard somewhere distant. Shadows dance like a campfire at night. Smoke seeps in under doors to be sucked back out as if someone were drawing a breath. There are three exits visible. Authion orders them to search the room for survivors. There is an unconscious woman beneath a collapsed table. The table is a 10 point obstacle. Once the table is cleared, they can send the unconscious woman out the front with one of the extra men or try to get her to a rescue airship waiting outside the window. If the group takes more than 2 rounds to clear the table and free the unconscious woman, the smoke becomes overpowering. Each Fire Watch member must make a Strength saving throw at DC 12. On a failed save, that character takes 1 damage.

The building has already begun to shift, jamming the doors leading out of this room. Regardless of which door they choose, it is a 20 point obstacle. Note that if the party tries to split up, Authion will command them to stick together. He has a bad feeling about this. Clearing the obstacle leads to…

## Second Room: A Far Off Cry

This chamber is cluttered with various baubles and trinkets. It appears to be some sort of collection, and has two exits. The room is filled with multiple medium-grade patches of fire that will need to be put out to continue. There are two 10 point fires, and one 20 point fire. Once the group has contained these fires, they hear a terrified cry from further inside the building. If anyone hesitates, the second exit from the room bursts into flames that immediately wash heat through the room. Each Fire Watch member should make a Speed saving throw to rush into the only remaining exit. On a failed save, that creature takes 1 damage from the fire.

## Third Room: Averting Catastrophe

The room is ablaze. Let the players spend a round or two trying to overcome the fire. Then, the floor suddenly collapses underneath Authion and the remaining NPC Fire Watch. The blaze is too fierce to attempt a rescue until it is contained. This is a 45

point obstacle. If the group fails to reduce the fire by at least 15 points each round, they must make a Courage saving throw at DC 12. On a failed save, that creature takes 1 Courage damage.

Once the blaze in the room is out, they still can't reach Authion, but they can hear him. He orders the party to look for the survivors while he leads the others out. He will escape with the remaining NPC watchmen and commandeer an airskiff to assist the party from another angle.

After the blaze is under control they find the father, badly burnt but conscious. He knows his daughter is still in the house, and he suspects there's a swallow's nest somewhere underneath that a few orphans have been sleeping in. There is a waiting rescue airship at the window, but after they load the dad up and the ship is leaving, a falling piece of timber hits it. It starts spinning, descending out of control, and is out of site before the PCs can see if it survives or not.

The cries for help can still be heard in the distance, somewhere below them.

## Fourth Room: The Monster Attacks

This room is burns fiercly. Let the PCs fight it aided by the pump ships. Let them make a little headway, taste a little bit of victory. Again, no need to track this obstacle. After a moment, they can hear creaks and moans come from the roof. A support beam collapses on one PC of your choice (fake a die roll here to make the players think this is random, but try to choose a player comfortable with adapting to a new role on the fly). The collapse should be sudden, unexpected, and unavoidable, and the PC is very obviously dead.

Describe to the table the dark malevolence that manifests. The joyousness that the fire seems to exhibit at the death of the Fire Watch. It grows in ferocity and intensity. It roars and devours, and the smoke thickens. It takes pleasure in the death. It laughs.

At this point, put the player who just died in charge of Mal. Make it clear that the room is being completely consumed, that it is a lost cause. If they stay in this room, another of them may die. You should make it clear that a fighting retreat is their best option.

And the cries for help are louder now. They are definitely children's voices.

## Fifth Room: A Fighting Retreat

The cries for help are getting louder, but as the PCs follow them, they are under constant attack from the fire. Each round, Mal should choose one of his abilities to try and hinder the group. Then the party can try and fight it off. Treat Mal as a 30 point obstacle in this room. They can successfully push the fire back for a second, but it always bursts in from another side. A lot of the success of this room will depend on the PC you have picked to play the fire, which is why we don't suggest you leave it to random chance. After they overcome Mal's presence in the room, they can see a stairwell heading below leading toward the voices.



## Sixth Room: Saving Lives

Finally they reach the lower level, and the fire is held back for a bit. The cries are loudest here and coming from under the floorboards; this is the swallow's nest the father had talked about, a ramshackle room built by homeless children under someone's house, just like

swallows in a barn. From the window the PCs can see Authion in an airskiff. He orders the group to evacuate; the building is lost and the hawsers are being cut.

There are three children (including the daughter) hiding in the swallow's nest. They can be reached by chopping through the floor, or with any other feasible plan the PCs come up with. Treat this as a 30 point obstacle. Once the group is through the floor, let the player controlling Mal enter the room. His motivation is to kill the children, who are now screaming in terror.

Authion recognizes the force; he leaps from the airskiff into the room to help hold off the flames. Mal shrinks from Authion, trying to get around him to harm the children. The party must defend the children and prevent Mal from killing them. Treat this as a 40 point obstacle. Each round that the group fails to reduce the obstacle by at least 10 points, one of the children is slain. After overcoming the obstacle and getting any surviving children free, Authion orders the remaining PCs to depart. Those who choose to stay and fight with Authion may ignore his order and do so. He thanks any brothers who stayed, and as they face the demon fire, they hear the sound of cables breaking, wood snapping, and the ground gives out as they begin to fall.

## Encounter 5.4 – From the Depths

The party, now surrounded by a crowd of onlookers, watch the first air skiff get hit by falling timber, crashing into the waves and sinking. They clearly see the second get away with several survivors on board seconds before the building separates from the cave roof, but it is also hit by debris. It falls ungracefully, pulling up at the last second and skipping across the water. From this distance it is impossible to tell for sure, but that seemed a survivable landing.

But the building itself falls before the pump ship could make its escape. It isn't hit, but it is capsized by the waves. The crowd gasps and murmurs, and someone comments "Bad death for a bloody hero, burnt and drowned all at once. Someone ought to save 'em."

Another in the crowd mentions the hazard bounty for saving a fallen member of the Fire Watch, and another points out the skiff tied up to the catwalk next to them.

### Capturing the Feel

Players will often not take the bait. If your party fails to seize the chance to once again be heroes, skip the encounter and the treasure, but still have the leviathan rise up and devour the building. Make a note that Authion has died in the fire... it will be important later.

**Setup**
This is not a normal encounter. The party has no realistic hope of defeating the leviathan. Their goal in this encounter should be to get to the building, rescue any of the fallen Fire Watch members, and get safely back to solid ground. While they do so, the building they are on will be sinking, and the leviathan will be making its presence known.

As the party reaches the sinking building they detect something massive moving beneath them. Once they reach the building they get one round of actions before the Leviathan attacks.

**Read or Paraphrase:**

Beneath the waves dark shapes fly by at unbelievable speeds. Suddenly the water around you explodes as five fleshy towers rocket skyward. They're tentacles, thirty feet long and covered in black pebbly skin. Giant suction cups the size of your face line the interior edge of each one. As they grab onto the building and begin pulling it apart you try not to imagine what they are connected to.

Roll Initiative.

### Capturing the Feel

This is a "big damn hero" moment. Play up the threat of danger by having the building lurch and shake, by throwing characters around the building, or even by having the leviathan grab the squad member and drag him toward the water. Another character must attack the tentacle to stop it.

***Development:*** Each round, the leviathan is attempting to drag the building to the depths. Even if it wasn't, the building would sink on its own. If Authion is healed during the fight he will try to get the group to leave the wreckage and escape the leviathan.

The leviathan will also attack the airship as it flies past. Anyone flying about in the airskiff must avoid the tentacles or wreck the party's escape route, forcing them to swim for it. If they do so, the leviathan will ignore them, focusing on the wreckage of the building.

**Sinking Wreckage**
The fallen warehouse is sinking into the water. At the start of the encounter, the area of the warehouse still above water is roughly 75 feet to a side. Each round, reduce that amount by 5 feet. In additional, all of the warehouse above water should be considered difficult terrain.

**Fire Watch Member**
Authion is in the center of the sinking wreckage. He may not be the only one who survived the fall; the DM should decide if any PC analogs who stood by him in the last scene are alive and require saving. This is a great way to up the challenge if you desire.

Some of the leviathan's abilities below have special rules when interacting with the unconscious Fire Watch captain. The party must carry the member off of the sinking wreckage before it sinks completely. Anyone carrying the Fire Watch member has disadvantage on all Dexterity saving throws, and reduces their



maximum speed by 10. A Strength (Athletics) check DC 12 allows a character to ignore the speed penalty for one round.

**The Leviathan**

The leviathan acts on initiative counts 20, 15, 10, and 5 (losing all ties). The bulk of the leviathan will remain under water the entire time. However, its massive tentacles are regularly slamming into the wreckage or writhing through the air near enough for the party to attack it. If a party member hits a tentacle (AC 14) and deals damage to it, skip the leviathan's next initiative count. The party can gain this benefit twice per round maximum (so the leviathan will always act at least twice per round). On each of the leviathan's initiative counts that isn't skipped, choose one of the following options. No option may be chosen more than once per round.

- *Terrifying Bellow:* Each creature on the wreckage must make a DC 13 Wisdom saving throw or be frightened until the end of their next turn.
- *Grasping Tentacle:* Choose a target creature at random. Be sure to include any unconscious Fire Watch members as well. Make an attack roll with a +5 bonus. If you hit, the target gains the grappled condition and is lifted into the air (escape DC 14). If a Fire Watch member is the target, the leviathan automatically hits and grapples. Two attacks that deal at least 5 damage will cause the tentacle to drop its target, but these hits do not count toward skipping the leviathan's initiative counts.
- *Slamming Tentacles:* Each creature on the wreckage must make a DC 13 Dexterity saving throw or take 5 (2d4) bludgeoning damage.
- *Unfathomable Might:* The leviathan heaves with all its might, shaking the sinking wreckage in its grip. Each creature on the wreckage must make a DC 13 Dexterity saving throw or be knocked prone.
- *Draw into the Depths:* The leviathan wraps its tentacles around the wreckage and pulls it deeper into the water. Reduce the size of the area by an additional 5 feet per side this round.

***Treasure:*** As a reward for their bravery, Authion will give the party Authion's Axe.

Once the party has returned to shore, they are met by other members of the Fire Watch, who will take their comrades to the healers. Authion regains consciousness if he hasn't already; he tells the PCs the Fire Watch could use men like them and gives them his axe in thanks.

# Episode 6 – A Little Felony

**Episode Summary:** Armed with the location of the entrance (but still not the exact location of the cavern) the party returns to Topside to finish the job. They'll make their way to Welgan's smuggling cavern just in time to interrupt a trade deal in progress with a group of Duergar slavers.

With the diary in hand, the PCs should head back to the Crow's Nest. Coral rushes them to Karstan's room, where he and Gabiphous wait for news. The gnome begins pouring over the book while Karstan chats with the PCs about their productive day. He is impressed by their initiative in finding the diary without his help, apologetic about the Runners, and intrigued by the party's rescue of Captain Nerandis (if they did so) or by his death.

After a few minutes Gabiphous announces that the code is cracked, and that they are indeed dealing with a smuggler's cave. Unfortunately, only the Topside entrance to the cave is recorded in the ledger, not its location or the Belowdecks exit. Karstan tells the PCs that once they find the cave for him, their contract is finished. He encourages them to leave quickly, before the Senator has time to reinforce too much.

The entrance to the cavern is located on the Plummet River just past the Mill, after it has dipped below ground but before it bursts through the cavern wall belowdecks. After a long rest, the party gets ready to set out. There are always a few merchants open on this section of the boardwalk, and the barkeep at the Crow's Nest also has a few sundries to offer. There are torches, sunrods, and a healing potion or two, but all at increased prices (1.2 x normal cost). Karstan tells them security on Topside is lax at night, but reminds them to stay out of sight, mentioning that the Watchers manning the wall will surely take note of torches in the dark.

## Encounter 6.1 – Someone is Watching

The PCs make it through to Topside with little trouble. The Open Market is deserted save the area around the medical tents. Small patrols go by but are easy to avoid. Once they leave the Market square things get a little more difficult. If the party chooses to follow the roads, they will need to hide from frequent patrols. If they instead forge their own path, there is considerable chance that they will get lost. Floating down the Plummet is not an option unless they want to get churned up by the massive water wheels of the Mill.

At the mouth of the cave which swallows the Plummet whole, they will encounter a squad of Moondragons. The Senator, certain that his secret is discovered, has begun emptying the cavern, and has his men on full alert. Whether they opt for stealth or violence is up to the party.

**Setup**
1 Moondragon Captain
3 Moondragon Sneaks

***Tactics:*** There is a narrow path on one side of the river as it enters the cave. The Moondragons huddle together on one side but are clearly keeping an eye on the other. They are staying out of sight from the road and from any eyes on the wall, but they know that a campfire, or indeed even the glow of certain spells, would draw undue attention. They will attempt to intimidate anyone approaching the falls, but will not engage them until they are certain the cave will hide any violence.

***Development:*** The Moondragons fight to the death to protect the entrance.

***Treasure:*** The captain has a key to the barred door below; otherwise it must be picked.

Once they are past the Moondragons, the party can continue down the river. The pathway narrows as the tunnel descends until they are forced to walk through the shallow water at the river's edge. They begin seeing and hearing giant glowing crickets the size of sheep, but the creatures seem docile and run in panic from violence or even loud noises. If one is harmed, it bleeds a viscous blue blood that glows slightly in the dark.

The path becomes steep and slippery, and somewhere downstream they can hear the roar of the falls. Finally they find an iron bar door blocking a small hand-carved passage that leads away from the falls. It is unlocked by the Moondragon Captain's key, but may be picked. The swings open silently on well-oiled hinges.

## Encounter 6.2 – Centipedes

Once inside, the tunnel opens up and reveals that it was once a natural passage before someone widened it. Just past the gate are several carts and the evidence of recent traffic. Just beyond that, are a cluster of large green eggs the size of an armchair, and someone has written "Hush" on the wall behind them. Any noise will make the eggs twitch; a loud noise, and specifically the gate if it is not explicitly shut quietly, will cause the eggs to shake violently, and the crickets outside to stampede. Should the party remain preternaturally silent, a long mournful howl from deeper in the cave causes the same effect.

The crickets come storming through the chamber (they easily squeeze between the bars), making quite the racket. The eggs seem to come alive, and with the sound of ripping leather they split open and reveal their contents.

**Setup**
12 Hatchling Deathbore Centipedes

***Tactics:*** The centipedes are ravenous after just hatching, but will only attack the party, ignoring or even avoiding the crickets.

***Development:*** The players should quickly realize that the centipedes are careful to avoid the crickets even in their frenzy. If they haven't figured it out by the start of round 3, one of the crickets is crushed by the melee, and the centipedes all run from the blood. Players may choose to kill a cricket and coat themselves with blood. If a centipede is attacking a character smeared with cricket blood, it will have disadvantage on all attack rolls against that character. The character will also give off a dim blue light in a 20 foot radius for 4 hours.

## Glowing Crickets

A character can spend an action to capture one of the many panicked crickets in the area. Once a cricket is captured, it only takes a bonus action to kill the cricket and smear enough of its blood around to gain the benefits.

***Treasure:*** There is a skeleton in the room with a hatched egg sac growing out of it. The PCs can search the skeleton to find a small sack with 50 gold and 2 potions of healing inside.

The PCs continue down the tunnel a good ways, until they can hear what is certainly the shuffling and moans of the undead...

## Cut Scene – Dead and Meat

This section of cave doesn't get much traffic; it's usually pretty sleepy, which may explain why at this moment Stoval is asleep in a hammock that he always carries under his robes. His zombie squad shambles aimlessly through the little chamber Stoval has shacked up in. Five tunnels meet in this chamber, and the zombies mindlessly wait for anyone to emerge from any of them.

Stoval has given them standing orders, namely to stop anyone from passing through the chamber, and to preferably do it without waking him.

## Stoval's Minions

The players are members of the undead army, a force controlled by the Necromancers of Skyfall. They are controlled by a Warden of Life, one inexperienced and particularly careless Shield named Stoval.

For this scene each player chooses one of the zombies found in Appendix E: Player Handouts. Let them read the short bio and discuss their powers and abilities with each other. Give them a few minutes to really have fun with the idea of being zombies before letting them know this next bit.

## Capturing the Feel

This scene can be handled in one of two ways, depending on your group's play style. If your group isn't as into improvisation and really getting into their characters, treat this cut scene as a standard combat scene, except the PCs are playing zombies under the control of a Necromancer, and are fighting an advanced group of duergar.

If your group loves improvisation and handles difficult roleplaying situations well, we recommend you use the following additional restrictions on the scene:

First, this battle will require the use of a battle map. Distances, positions, even the map itself are determined by the GM. We suggest using a whiteboard. The map is only really a tool for communication. From this point on, players must assume the role of a zombie, and may only grunt or moan, and may point with their index finger as long as they hold their arm out stiffly and do not bend at any joint besides the shoulder.

To communicate their move, players may point to an ability on their template and then point at a target on the map. The GM is left to interpret what the player was pointing to, and if he gets it wrong, the player may only grunt and point to indicate.

Grunting and pointing, with the occasional bout of madness and screaming. That's it until the end of the cut-scene. It is up to you, GM, to decide how to abuse the situation, but we suggest that you make everything about being fun.

**Read or Paraphrase:**

Somewhere in the distance you can smell it, hear it talking. The meat. You struggle to make out what it is saying. Other meats say things too. They say things and you try so hard to know what they are saying until it finally clicks. Words. They are saying words...

Stoval said to keep things quiet. Let him sleep. You take your positions around the tunnel entrance. They will enter. Your attack will be swift. Keep the commotion down so Stoval may continue sleeping.

No more words. This is your command.

**Duergar Advance Party**
8 Duergar Peons
1 Duergar Stonesinger
1 Duergar Axemaster

GM's Note: The zombies face a duergar advance party, members of a clan that Welgan has been selling goods to in order to fund his campaign. However, the zombies are not smart enough to

see them as anything more than sentient meat.

As such, describe things in zombie terms. The meat talks to the other meat. They hand things to each other. One meat carries another thing, like a stick with a rock on the end. Is this a dwarven warhammer or an elvish staff of eldritch power? Zombies certainly wouldn't know, and they wouldn't care about the differences between a party of Duergar and a party of adventurers.

***Tactics:*** The duergar will fight the undead abominations to the death.

***Development:*** After 5 rounds of combat, Stoval wakes up.

**Read or Paraphrase:**

Stoval wakes. Shouts orders. Full stop. He's angry. More shouts. Now shouts from the meat. Stoval orders you to advance on the remaining meats. You advance on the remaining meats. More meat talks, and Stoval orders you to stop. The meat hands him things. He looks at them and walks back to where he is so often still.

And you have a new command: Allow the Duergar to pass for today only. And then another command, and with it the compulsion to turn your head and stare down at the stout dark shape in front of you.

These are Duergar, Stoval commands, and soon he is still again.

After Stoval wakes, the scene ends.

## Encounter 4 – Dark Deals in Dark Caverns

The sounds of undead and battle echo through the tunnel, but it is unclear to the party where they originally came from. After a minute the echoes collapse into stillness again. The tunnel continues on until the party spies flickering light in the distance. They can now hear something more like a marketplace.

As they turn a corner, they can spy from a concealed alcove a wide, well-lit cavern filled with many different types of goods, from foodstuffs and livestock to timber, rope, cloth, books, and even chained humanoids. At least three other tunnels connect to it.

Moondragons, commanded by Celista, patrol the area, and a large contingent of heavily armed duergar walk past the merchandise, eyeing each piece with avarice. On the far side of the cavern, on a small platform that allows him a view of the entire operation, stands Senator Welgan Malbridorn and one impressively large and dirty duergar. They argue for a few minutes over prices, switching with ease between common and (duergar language). The lot in question, it seems, are a number of slaves, mostly orcs, goblins, and traches that the duergar intends to sell to a drow priestess.



*Celista Friel*

Malbridorn, it seems, is liquidating everything in sight. Someone knows his secret and he needs to get rid of the evidence, but he still needs to turn a profit. The duergar chief doesn't care a whit for Welgan's problems and wants the best deal possible, even though Welgan suggests further bargaining will damage their business relationship.

One duergar has made his way quietly to the tunnel entrance the party is hiding in. Whether the party sees him or not, he gives out a cry of alarm. All eyes turn to the party.

Celista recognizes them immediately, shouting a string of curses. Welgan, ever the sharp mind, realizes the PCs must be the ones who stole his ledger and have caused him all this trouble. He orders the guards to kill them, and the Moondragons jump into action.

The duergar doesn't believe Welgan at all. He shouts that Welgan intends to kill them all and take their money. His men enter the melee, attacking any who are not dark dwarf.

**Setup**
*Welgan's Team*
Senator Welgan
Celista Friel
4 Moondragon Dagger Dancers

*Duergar Team*
2 Duergar Axemaster
1 Duergar Stonesinger
2 Duergar Peons

***Tactics:*** The duergar believe Welgan has betrayed them. They will attack anyone not of their clan, including the Moondragons, the party, and even the slaves chained to the wall.

Welgan will defend himself from the duergar while Celista confronts the party.

***Development:*** Welgan tries to reason with the duergar for one round, but will then resort to violence, assaulting the duergar with eldritch blasts while Celista assaults the party. Should half his forces fall, he will try to run, but will be struck down and killed at the last second by a duergar sharpshooter.

Celista will head directly for the party, intent on killing them. She favors targeting orcs, troll-blooded or trache party members before other humanoids, but will not hesitate to strike down anyone else.

Two Moondragons will defend Welgan with their lives, the rest will follow their captain and go directly for the party, but will defend themselves from the Duergar if attacked. If Welgan or Celista fall, they will try to kill everyone.

If by some chance the party tries to spare Welgan, make sure he is killed by the duergar first.

***Treasure:*** The party can quickly search the bodies of Welgan and Celista to find a letter of credit in Welgan's name worth 1000 gold. The stonesingers each carry two potions of healing, and the stockpile of valuables Welgan was attempting to sell (in addition to the slaves) contains a few gemstones worth roughly 500 gold.

Once the battle is over, the players can survey the carnage. When they examine Welgan's body, they hear a slow clap emanate from the tunnel they entered through. Karstan walks out, flanked by a few guards, several workers, and Gabiphous riding in a cart.

He and his crew followed the PCs in order to lend assistance if needed but still allow them to finish their contract and earn their money. He orders a healer to begin tending their wounds right away, orders his guards to free the enslaved humanoids, and tells a scribe to begin inventorying the goods.

He commends the party for finding the cave, and is genuinely impressed with their ability to slay the Moondragons and the duergar without help. Before he can say more though, a low whine begins to fill the room, increasing in volume to a piercing wail. A bubble of light grows slowly outward from the senator's body, washing over the PCs.

Karstan says in disbelief, "You killed the senator?" He tells the PCs to stay where they are and orders his crew back into the tunnel. They are each careful to avoid the bubble of light. From the tunnel he quickly explains that the senator's coin, like many of the wealthy and powerful in Skyfall, sings upon his death, alerting the Watch of his body's location, and marking anyone in the vicinity. The party has surely been tagged, but Karstan tells them he has a plan.

He tells them to grab the body and head out the far tunnel, which leads to the Dregs. Once there, they will be quickly found by the Fire Watch, who at this moment are looking for the body. This will preserve the smuggling cavern for Karstan's use, as the Watch will not find it. The party will be taken to The Cracks, but should they leave his name out of it, Karstan will break them out, and then he will certainly be happy to pay them their wage plus hazard pay for a job well done.

## Capturing the Feel

Should the PCs not want to be arrested, have Karstan remind them of their duty as hands of the Twelve. Remind them that they will be well taken care of, and won't be incarcerated for long. Should they still refuse, Karstan will entice them with hints of the rewards they will receive at the beginning of Season 2, Episode 2, starting with the new weapons, their new gold coins, and then finally their own airship.

And if they still refuse, Karstan will have a high level wizard cast sleep on them and drag them out into the Dregs.

# Lies and Consequences

## *Legacy's Wake, Season 2*



*Mama Potts*

In jail for the death of senator Welgan, the party must escape and then act as deniable assets for the senate. Can they persevere long enough to earn their freedom when they stumble into a strange cult?

# Season Introduction

This season picks up some time after the party has been arrested at the end of season one. The heroes find themselves in The Cracks and must fight their way free. Luckily they are in Skyfall, and anyone with the skills to break out of prison is likely to be rewarded, rather than punished. After breaking out, they go to work for Karstan and the Senate in a semi-prestigious work-release program called an Inquiry.

Part of their responsibilities in the Senate's Inquiry take them to Baelfire Asylum, run by Henrik Latal. They find that something is definitely amiss in the asylum, and discover that Henrik Latal has hatched a plan to find the Throne of Creation. The party gives chase in *New Legacy*, making their way to an undead library, Velbore Pass, and eventually the Throne of Creation.

Along the way they'll meet the spirit of Kia Kren, an avatar of the high god from long past, learn some important history about the schism between the high and low gods, and finally confront Latal at the Throne of Creation itself. Defeating Latal is vital to the survival of Skyfall, and vital to Karstan's plans for the city.

# Episode 1 - The Cracks

**Episode Summary:** The heroes must find a way to escape Skyfall's prison, which ends up being trickier than it sounds. They take part in a Skol prophecy, rescue other inmates, and square off against a legendary monster as old as the city itself. So basically, a Tuesday in Skyfall.

## The Cracks

The Cracks are the closest thing Skyfall has to a prison. Stone cells and iron bars cost money, and instead the city puts its prisoners to work in dangerous areas that would require hazard pay if the guilds were employed. The Cracks is one such place, a series of small tunnels formed by the cave-in of a large cavern. Situated high in the bedrock under Topside and somewhere aft of Belowdecks, these caves represent real estate that the crowded city could expand into, if only it weren't prone to collapses and infested with feral wrachs and even deadlier creatures.

## So What Happened?

At the end of the last season, the party was arrested. As promised, Karstan made the arrest and sentencing as painless as possible, employing bribery, blackmail, outright lying or some combination of the three. Though the Cracks may seem like no favorable sentence, Karstan's spy network has assured him it is far from impregnable; in short, if anyone can escape, the heroes can. At least the half-orc's machinations have allowed the heroes to keep their equipment. Where they are going, they'll need all the gear they can hold onto.

## Encounter 1.1 – New Fish!

**Read or Paraphrase:**

It has been a blur since Welgan fell. True to his word Karstan smoothed over most of the worst parts, because you're still alive. Still, looking at this grim hole your prospects don't look great. After being dropped down a sinkhole from topside you find yourself conscripted in the effort to clear out additional cavern space for the city. Basically you are here to kill monsters or die trying. Judging from look on the faces of the thugs approaching you, at least death might come quickly.

The Cracks are unlike prisons in many other cities. Here there are no cells or guards, just a series of caverns between topside and the city below. The prisoners tend to keep their own population low, allowing only the fittest to survive. Various factions drop limited supplies off, and from time to time these factions visit to collect the hardened criminals they have been supporting. After all, better criminals are always in demand.

Moments after arriving the party has to fight for their lives to establish their place in the pecking order.

**Setup**
3 Hulking Brutes
3 Skulkers

Shortly after being dumped in The Cracks, a group of particularly nasty looking thugs materializes from the crowd. The thug in front eyes the party with obvious avarice.

**Read or Paraphrase:**

"'Oy, you there, the fresh meat! We'll be taking those shiny toys 'o yours. Unless you like your insides on the outside, I suggest you hand it over…"

***Tactics:*** The thugs don't care if the party gives over their equipment or not, they intend to gut them either way. If the party does comply, they can talk the prisoners out of fighting with a DC 14 Diplomacy check, but it is unlikely the party will just give up all their equipment (and they shouldn't). The prisoners here are out for blood, but they will not fight to the death. If more than half the prisoners are down or killed, the remainder will flee. Keep track of whether the party knocks the thugs unconscious or kills them.

***Development:*** Defeating the thugs will earn the party a fair measure of respect in the prison. Certain NPCs may approach the party, depending on how the group handles the thugs. See the Prison Interactions section below.

***Treasure:*** None.

## Encounter 1.1a – Finding a Way Out

After establishing they are not going to be easy targets, the party has some freedom to explore the prison and learn a bit more about their new home and seek a way out. The party should be actively attempting to find a way to escape at this juncture.

### Prison Interactions

Depending on how the party dealt with the thugs, they may be approached by some of the following NPCs. We suggest scenarios below, but feel free to adjust these to fit your particular group, with the exception of Wombat the Halfling. He is the key to the party escaping the prison.

**The Party Caved**

If the party gave in to the thug's demands and turned over their weapons, they will be approached by a duergar named Ivar Ironthews (Thief, Charming, Scared of heights). He promises to lead the party to the thugs' sleeping area that evening to recover their equipment while they slumber. This should simply be a repeat of the first encounter, except the party should be able to get a surprise round with a DC 12 Stealth check, which will allow them to recover their weapons before the thugs awaken. However, the duergar demands 200g for this service. If they refuse, they can probably find the thugs themselves, but it will take a few days and the fight could be much harder.

**The Party Fights, the Thugs Live**

If the party defeats the thugs but allows at least half of the thugs to survive, they will be approached by a grothik female named Tay Bolleg. She is impressed by both their willingness to shed blood, and the restraint they show in letting some of the thugs live. She has a lucrative offer for them. If they find a way to escape, her sister Tay Boltop will contact them with information to set up a minor smuggling operation to get better supplies into the prison. The party can negotiate with Tay for up to a 15% cut, which is the equivalent of 100g per week for the party. You can handle this negotiation entirely through roleplaying, no die rolls are necessary.

**The Party Fights, the Thugs Die**

If the party defeats and kills more than half the thugs, they will be approached by Sharp Fang (Scarred, Tall, Missing several fingers), a troll-blooded thief who has been trapped in The Cracks for many years. If the party finds an escape route and will take him along, he will offer them a cut of the score that got him here. He buried over 1200g and will split it with the party once they escape.

**Wombat the Halfling**

Regardless of how the fight went with the thugs, the party will either find or be approached (depending on how actively they are looking for a way to escape) by a human female who doesn't give her name.

**Read or Paraphrase:**

> "Only one around here ever talks about escaping like it actually happened is Wombat. Swears up and down some bloke made it out, and then came back of his own free will. What a lot of rubbish! Of course, Wombat is a notorious thief and a compulsive liar, so best of luck with all that. Want my advice? Settle in, you're not going anywhere."

She will tell the party where they can find Wombat. Though her directions are convoluted, when the party attempts to find Wombat they have less trouble than they expect. However, Wombat is in a bit of a pinch.

**Setup**

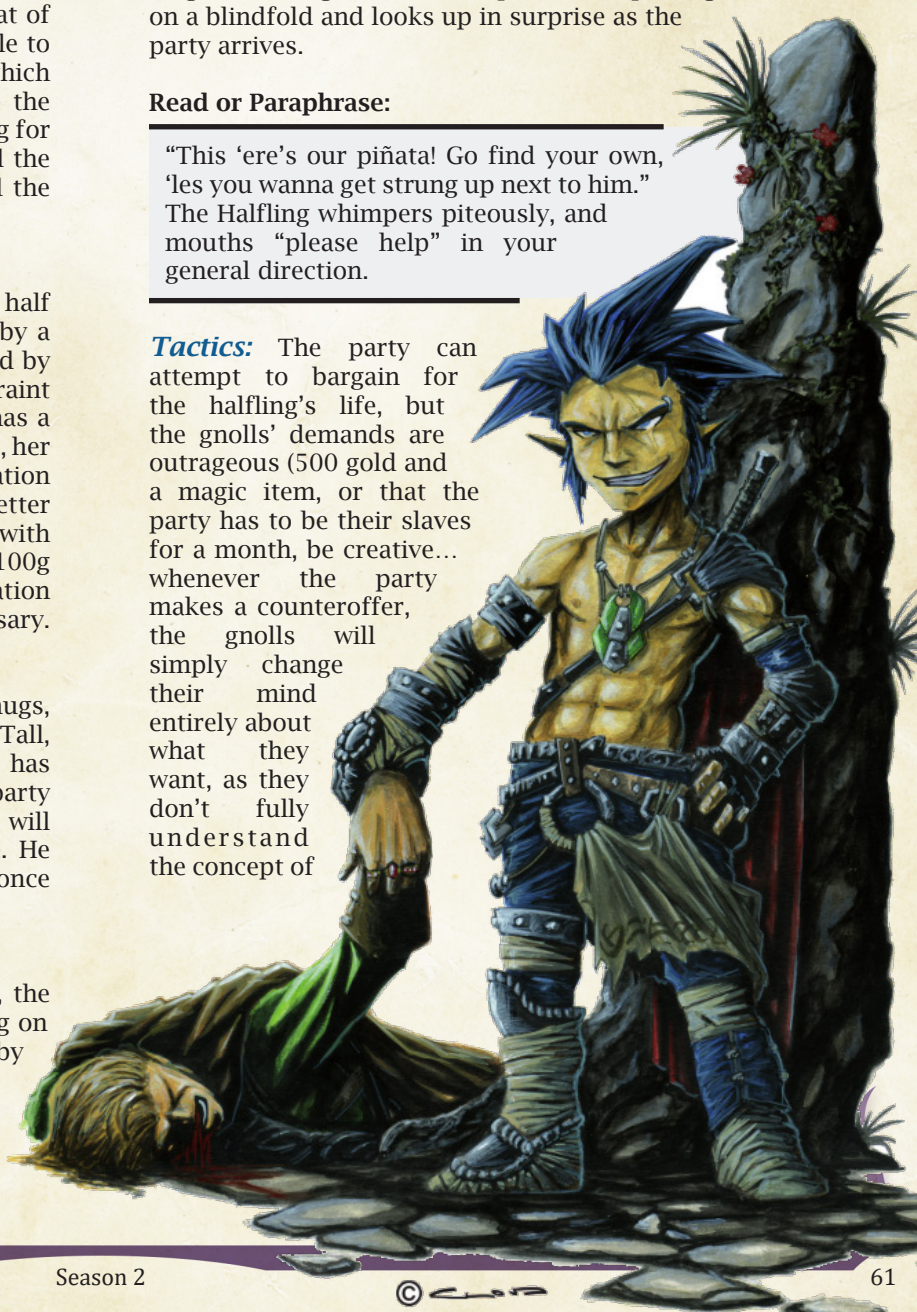
1 Gnoll Warlord
1 Gnoll Pirate
4 Starving Gnolls

As the party arrives outside the hovel where Wombat is staying, they come across a strange sight. A group of gnolls has a blindfolded halfling strung up by his ankle, and are poking him with their clubs and cackling with laughter. One gnoll is in the process of putting on a blindfold and looks up in surprise as the party arrives.

**Read or Paraphrase:**

> "This 'ere's our piñata! Go find your own, 'les you wanna get strung up next to him." The Halfling whimpers piteously, and mouths "please help" in your general direction.

***Tactics:*** The party can attempt to bargain for the halfling's life, but the gnolls' demands are outrageous (500 gold and a magic item, or that the party has to be their slaves for a month, be creative… whenever the party makes a counteroffer, the gnolls will simply change their mind entirely about what they want, as they don't fully understand the concept of



negotiations). Let the negotiations go for as long as it is entertaining, then have one of the gnolls in the back get bored and hurl a rock at the player leading the negotiations. Once in combat, the gnolls are ferocious, fighting to the death to protect their next meal.

***Development:*** If the party defeat the gnolls and free Wombat, he is incredibly grateful. He tells them that not only does he know someone who escaped, but that he will gladly take the party to him.

***Treasure:*** None

## Encounter 1.1b – Lonesome Rage

After rescuing Wombat, the grateful halfling leads the party to a small group of caverns, set far away from the other prisoners. These are the caverns a Skol warrior named Lonesome Rage calls home. **Read or Paraphrase:**

> For the most part, the Cracks are dry, dusty, and dark. As your guide leads you to the home of Lonesome Rage you are struck by the differences immediately. This small section of cavern is warm, and moisture hangs in the air, a rich earthy smell filling your nostril. In one corner a lone Skol sits, making a noise that probably passes for weeping amongst its kind.

Lonesome Rage has always lived in the cracks, since long before the city used it as a prison. Before the cave-in this cavern was the location of a skol crèche, a place he and two other skol guarded because it contained countless hundreds of skol eggs waiting to be hatched. A few months ago, he escaped the prison to search for other Skol to help him protect the eggs, leaving his two hatch mates to guard in his stead. He was crushed to find all the eggs stolen and his mates dead when he returned. He will exchange info on how to escape in return for his eggs being returned.

He is stern and quiet when approached, but can be persuaded to tell his story. He will gladly provide information to the party if he thinks they will return his eggs. Once they have, he is downright friendly, considering them supporters of his crèche and de facto family. He knows the following information:

- Loran Fel stole his eggs. Loran is an ex-Warden of Life, and has been experimenting on giant ants, skol prisoners, and undead in a section of the Cracks known as The Hole.
- Skol consider their eggs sacred, and protect them above all else. In particular, Lonesome Rage is the last protector of the three remaining eggs of his brood.
- The prisoners in the cracks treat Loran as though he were still a Warden, exchanging dead bodies for protection from the denizens of the Cracks. Of course, Loran is the one making the zombies and worse that are preying on the inhabitants of the prison, but the prisoners still go along with it out of fear.

### Loran Fel, The Fallen Warden

Not all Necromancers share the essentially benign outlook of the wardens of Fenrot. Loran Fel is one such caster. Exiled to the Cracks for a string of grisly murders, he wasted no time setting up in 'The Hole", a side cavern of the Cracks that even the fiercest inmates avoid by a wide margin. Loran is responsible for the theft of the skol eggs and the death of their guardians (as well as the butchering of their bodies to recover certain glands necessary to hatch the eggs). He has raised, killed, and re-raised several undead skol as personal servants. He intends to take over the Cracks as his personal demesne and perhaps one day take his fight to the Necromancers of Fenrot that exiled him.

## Encounter 1.2 – Fight for the Eggs

The entrance to the Hole is dark and filled with the smell of rotting flesh. The groans of the undead are obvious. Anyone entering the Hole will alert the necromancer, who will unleash his Skol Firstguard upon the group immediately. They rush forward out of the Hole with terrifying speed.

**Setup**
2 Corrupted Skol Zombies
4 Corrupted Skol Skeletons

***Tactics:*** The corrupted skol will fight with surprising coordination, as they are being directly controlled by the necromancer remotely. They will fight to the death.

***Development:*** Once the party defeats the firstguard, they can continue further into the Hole. They can follow the sounds of chanting reverberating through the cavern system, calling them further into the darkness.

***Treasure:*** None

## Encounter 1.3 – Fight for the Eggs 2

As the group enters the antechamber outside the necromancer's laboratory, they can tell the chanting is coming from the barred door at the other side of the cavern. A horrifying abomination stands in front of the door. It has the body of a massive ant, at least 6 feet long. The torso is pieced together from various Skol bodies, with the head of an ankheg. It carries a massive scythe. There are a number of skol zombies scattered around the cavern as well.

**Setup**
1 Skolkeg Abomination
2 Corrupted Skol Zombies

***Tactics:*** The abomination will immediately rush lead party members and wade into melee. The corrupted skol zombies will focus on expending their innate spellcasting abilities before entering melee, as they are again being controlled by the necromancer.

***Development:*** After the group defeats the abomination

and zombies, they can break the door down and enter the necromancer's lair.

***Treasure:*** None

## Encounter 1.4 – Necromancer's Fall

The necromancer's laboratory is a massive cavern. The door opens to a small balcony, with curving stone stairs leading both left and right. There are skol skeletons on each stairway, as well as mutated ants the size of lions defending the necromancer. His back is to the group almost 90 feet away as he chants over the remaining three eggs.

**Setup**
1 Loran Fel, The Fallen Warden
4 Corrupted Skol Skeletons
4 Necrosis Ants

The necromancer's laboratory is a massive cavern. The door opens to a small balcony, with curving stone stairs leading both left and right. There are skol skeletons on each stairway, as well as mutated ants the size of lions defending the necromancer. His back is to the group almost 90 feet away as he chants over the remaining three eggs.

***Tactics:*** The skeletons are simply fodder, mindlessly attacking the party at the top of the stairs. They stairs are 10 feet wide, and the skeletons have only been instructed to delay the group as long as possible. The mutated ants will stay back to protect the necromancer, using their acid spray until the skeletons are defeated, at which point they will assault the group in melee. The necromancer must spend his bonus action each turn maintaining the ritual, but will otherwise cast spells to hinder the group or enhance his undead minions.

***Development:*** The necromancer's ritual is only one minute from completion. After 10 rounds, the ritual is complete and the eggs are lost. If the party fails to defeat the necromancer in that time, Lonesome Rage is utterly distraught, but will still provide the party with his means of escape. If the party defeats the necromancer and recovers the eggs, Lonesome Rage will be both elated and disturbed, but will gladly keep his end of the bargain.

***Treasure:*** 450 silver pieces, 125 gold coins, a collection of carved stone figurines suitable for a variety of gaming sets worth 25 gold, Ring of Iron (See Appendix C: Magic Items).

After returning the few remains eggs, Lonesome is both elated (they are returned) and crushed (there are only three eggs). He is shocked to find that the three eggs have been quickened; soon the Last Skols of his Crèche will be born. He warns that this portends something both hopeful and dangerous. He points the party toward a Wrach contact, named Slip Not. She is the one that helped him escape before, through the Web Pits.

## Encounter 1.5 – The Web Pits

### Slip Not: A Wrach Smuggler

Slip Not was never a very good criminal. Time and time again she was caught and detained for her petty crimes. Eventually she ended up in the Cracks, which likely would have been her end but for one lucky break. Somehow she understands the random shifting webs in the lower reaches of the Cracks. She is able to unerringly plot a course that leads to freedom. That doesn't mean the path isn't dangerous; her gifts do not make her immune to the monstrous denizens of the silk path.

When the party arrives, Slip Not is under assault by an Icetrap Spider. She is on her back, barely holding back its gaping mandibles. As she is their only option for escaping at this point, saving her seems to be a high priority.

The party should be able to slay the spider relatively easily without harming Slip Not, as it is a trivial encounter for the group. The party may even get a surprise round as the spider is focused on Slip Not when they arrive.

**What Slip Knows about the Pits**

- The webbed path is ever changing. Ancient arachnid magic means rooms and hallways shift and move. It is not unusual to enter a room and turn around to see the hall you walked through collapsing behind you.
- The pits are the home of thousands upon thousands of spiders of all shapes and sizes. Many are merely deadly, some are legends.
- The most feared denizen of the pits is Old S'ven – a spider of truly massive size that supposedly lost its eye to the magic stiletto of one of the Pirate Queens that founded the city of Skyfall. Slip Not does not believe in Old S'ven, mainly because the legends say he is male, and males don't get that big.
- Rules to stay alive, mostly: Keep to the Path, don't bring any flame, make as little noise as possible, and try not to get killed by spiders.

## Capturing the Feel

The next section should feel like the group is exploring an old school first edition dungeon crawl, except the walls are literally crawling with spiders, and the webbing changes so quickly that sometimes, even the room they just left will be completely different when they turn around. Continually describe the eeriness and unnatural quiet in the pits throughout the scenes.

## Unique Mechanics

To capture the sensation of a constantly changing dungeon, use the following tables. Every one or two hundred feet spent crawling through the webs,

generate a “room” for the party to stumble across. No matter which direction they choose to go, every now and then they should simply stumble across another “room”. This should continue until the group has had at least two combat encounters, but can continue longer if your group is enjoying the scenario. Simply roll on the room table, then on the encounter table.

## Encounters

1. No Encounter
2. No Encounter
3. No Encounter
4. No encounter
5. 2 Blinkbite Spiders, 4 Poisonous Twinfangs
6. 4 Icetrap Spiders, 2 Frostspawn Spider Swarms
7. 1 Blinkbite Spider, 2 Icetrap Spiders, 3 Poisonous Twinfangs
8. 1 Blinkbite Spider, 2 Icetrap Spiders, 2 Frostspawn Spider Swarms, 1 Poisonous Twinfang



## Rooms

1. A corpse cocooned in webbing. Cutting the corpse free and searching it will find 1d20 gold pieces. If the d20 result is a 1, the party finds an uncommon magic item of your choice. If the result is a 2 or 3, they instead find a common magic item of your choice. An encounter in this room is a normal encounter.
2. Birthing Pods. This area is covered in spider eggs. Each member of the group must make an Athletics or Acrobatics check (their choice), DC 13. If at least half the party succeeds, they can get through the room without incident. If not, a pair of Poisonous Twinfangs will arrive in 2 rounds. If there is an encounter in this room as well, the simply add these spiders to the encounter and have the entire encounter arrive two rounds later.
3. Web Pits. This 40 foot long corridor of cavern is completely floored with webbing. However, it conceals a 20 foot pit with a Frostspawn Spider Swarm at the bottom. Non-spiders who step onto the webbing must make a DC 13 Dexterity save or fall into the pit. Once the group is aware of the pit, they can make this saving throw with advantage. If there is an encounter in this room, split the spiders at each end of the corridor so that the group must fight over the pit.
4. Fissure. The web walls come to a sudden end as they reach a 30 foot wide gap in the cavern. There are strands of thick webbing connecting the roof of the cavern with the floor far below. Crossing this gap requires an Athletics check DC 13 to climb 15 feet through the webbing. If the party has climbing equipment, they can use it to gain advantage on this check. On a failed check, they are unable to move further across the gap. On a 1 they fall into the fissure. Luckily the bottom is filled with webs, so they only take half the normal damage they would take from falling 60 feet. The will have to climb back up at 15 feet per round. If there is an encounter in this room, the spiders attack from the webbing that the party is climbing across, from both above and below.
5. Feeding Room. This room is filled with partially devoured corpses and a small horde of tiny spiders. If there is an encounter in this room, the spiders are here feeding, and there is a troll-blooded warrior whose regeneration has kept him alive through the feedings, causing him to go insane. Add the Tormented Troll-Blooded Warrior to the encounter, who will fight to defend the spiders he now considers his children.

6. Crystal Shard. A small fragment of crystal similar to the crystal in the center of the Palisade in Skyfall is embedded in the corner of this room. Spellcasters can make an Arcana check as an action to recover one expended spell slot of their choice (of 5th level or below) by attuning to the crystal. This can be done once per day. If there is an encounter in this room, the spiders are warped by their constant proximity to the broken crystal shard. Each spider has 20 temporary hit points, and is covered in crystalline growths that increase their Armor Class by 2.

***Development:*** After the group has finished the Web Pits crawl (at your discretion), Slip will announce that they are nearing the exit. They simply need to cross one large, mostly web-free cavern, then climb down a web-lined fissure into Skyfall.

***Treasure:*** None.

## Encounter 1.6 – Battle with Old S'ven

This chamber is unusual for the Web Pits as a massive stone protrusion juts out from one of the walls. **Ages** of webbing and husks of things best left undescribed litter the rock. A glittering silver blade seems to protrude from a crack in the stone.

If someone investigates the silver blade, the rock, or once the group gets about halfway through the cavern, **Read or Paraphrase:**

With a crack and a weird shudder, the rock abruptly breaks loose of the wall. Suddenly the stone stands up, legs unfurling. Seven massive eyes blink and glow a pale red, the eighth struck out by the glittering silver blade. A skittering voice, given birth through some strange quirk of arachnid biology whispers, filling your head, "Weep mortals…for old S'ven arises."

## Unique Mechanics

This is not a standard encounter. This combat scene consists of three phases: Sleeping Horror, Awakened Terror, and Death Throes. Note that Old S'ven's abilities change depending on the phase of the encounter, as well as the Lair Actions. As soon as the group recognizes that they are in a fight for their lives, you should give the group Heroic Inspiration. Heroic Inspiration allows the party to recover hit points by spending hit dice as though they had completed a short rest. In addition, any abilities that are recovered on a short rest are recovered now. Heroic Inspiration does not take any time; it happens instantly. Then begin the encounter.

### Phase 1: Sleeping Horror

Old S'ven has only just awakened, and is not yet back to his full strength. Should he slay the party, he will consume their flesh and energy to return to his former glory. Skyfall will almost certainly be ravaged, if not outright destroyed.

Old S'ven can only take Lair Actions and use abilities that are noted with (Sleeping). Once Old S'ven is reduced to half health, pause the initiative and immediately move to Phase 2.

### Phase 2: Awakened Terror

Old S'ven suddenly unleashing an earth shattering roar of hatred, backed by a massive blast of telepathic energy. Each creature in the room is stunned as S'ven heaves massively, breaking completely free from the rock formations covering his body. Each creature in the room should make a Wisdom saving throw to shake off the stun effect. Then, re-order the initiative using the results of that saving throw (rather than requiring a specific DC). Increase S'ven's initiative from Phase 1 by 10 to determine his new initiative count.

Old S'ven can now take any actions or use any Lair Actions available. Once Old S'ven is reduced to zero health, immediately move to Phase 3.

**Lair Actions**

On initiative count 20 (losing all ties), Old S'ven can take one of the following lair actions. Note that he can only use the lair actions labeled (Sleeping) in Phase 1. In Phase 2, he can take any lair action from the list below. He cannot take the same lair action twice in a row.

- Summon Spawn (Sleeping). A Poisonous Twinfang enters the cavern and joins the fray. All spiders summoned by this ability act on initiative count 20 (losing ties).
- Shifting Earth (Sleeping). S'ven's awakening is noticed by higher powers. The earth rattles and shakes as S'ven taunts them. Each non-spider in the cavern must make a DC 13 Dexterity saving throw or be knocked prone.
- Falling Rock. S'ven's thrashing causes pieces of the cavern ceiling to come crashing down into the cavern. Choose a point within the cavern. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw or take 4d6 bludgeoning damage.
- Draw Power. S'ven draws in the corrupted energy in the room, unleashing a blast of force and necrotic energy. Each creature within 30 feet of S'ven must make a DC 13 Strength saving throw or take 2d6 necrotic damage and be pushed 20 feet away from S'ven.

### Phase 3: Death Throes

**Read or Paraphrase:**

With an otherworldly howl Sven collapses in a rush of chiton and dust. As he falls to the ground, a silver stiletto is dislodged from his ruined eye, and clatters to the ground at your feet. Somehow despite your victory you cannot help but feel as though S'ven's evil has now been set free, looking for a new host.

***Treasure:*** Amaldina's Stiletto, Silk Mail, one 250 gp ruby (see Appendix C: Magic Items).

Just when the group thinks they've overcome the encounter, the sound of thousands of spiders crashing through the web pits chases them from the cavern. If the party is particularly dense, Slip shouts "Run for your lives!! The city isn't far!!"

After a terror filled sprint through a hundred yards of rapidly shrinking caverns, the party comes to a narrow fissure in the floor. To escape, they'll need to climb down the webbing in the fissure, then use the webbing to rappel down into the city. The horde of spiders is practically on their heels at this point.

While the party makes their final descent, the horde of spiders attacks. Play up the sheer terror of trying to cling for life to a line while being swarmed by spiders. There are literally hundreds of spiders in the horde chasing the party. However, the fissure does not allow all of the spiders to attack at once. Each round, three spiders will be in range to attack the party. If the party slays one spider, another chosen at random from this list fills the space immediately.

**Spiders**

1. Frostspawn Spider Swarm
2. Poisonous Twinfang
3. Icetrap Spider
4. Blinkbite Spider

To illustrate the advantages the spiders have in this scene grant them advantage against any rappelling PC that does not have a climb speed.

### Rappelling into Skyfall

The party can climb downward at half speed through the silky webbing without requiring a check. However, if they succeed on a DC 12 Athletics check, they can move at full speed. The climb into Skyfall is 150 feet down. After that, the party is in the open, climbing down the silk webbing and into the Dregs.

Shortly after the party lands more or less safely in the city they are accosted by a group of Firewatch:

**Read or Paraphrase:**

With a clatter of boots and the drawing of clubs a group of guards in the Regalia of the Firewatch come rushing toward you. "Halt! We have some questions for you!"

As long as the party does not fly off the handle this small encounter is really a moment of comic relief. The captain says something like, "Hey aren't you the crew what killed that senator?" Ideally the party says something along the lines of "No we are the crew that just broke out of the Cracks, rappelled a thousand feet on spider silk, and along the way slew Old S'ven."

Suitably impressed the Captain replies, 'Right you are, carry on," and the guards go about their business.

## Episode 2 - Earning Grace

**Episode Summary:** Having escaped from the Cracks, the party finds themselves in the unusual positon of being recruited by the government that so recently had them incarcerated. In return for wiping their records, the senate expects them to handle a few tasks. Little do they know that these tasks will lead them to uncover a dire threat to the entire city. Shortly after escaping the Cracks, Karstan gets in contact with the party and asks that they meet him at the usual place.

### Cut Scene – Work was Murder Today

### The Work Crew

In this cut scene, the party plays a repair crew who have been hired to clean up and repair a derelict warehouse near the docks. Upon reaching the warehouse, it appears to be an abandoned slaughterhouse. After a little while, the group will start to hear strange chanting in the back of their minds, one by one. An insidious force is slowly overwhelming their minds, and will not rest until a champion is crowned and the remaining workers are dead.

When you let the players choose their character for the cut scene, only give them the part with the name, physical description, and connection. Once the turn happens, you can hand out their combat statistics.

It's rare in the city of Skyfall to find those upon who you can trust entirely. That is what makes this crew so different. Through thick and thin, hard times, and boon times, no job is too small or too large. The closest thing to a family you've ever had, you'd die for you fellow crew members. Today's job is pretty standard, make some repairs to a warehouse damaged in the recent armada storm; seems some damn fool crashed an airship into it.

### Capturing the Feel

It is vital to get the party into the mindset of a jovial group of workers, close comrades who've worked together for years. Describe the disrepair of the warehouse and allow the players to start to make a basic plan for cleaning up and repairing the warehouse before the turn in the scene. If the players are incredulous about playing through a cut scene to do NPC grunt work, that's even better! The turn will be that much sweeter if it comes out of nowhere. When describing things happening to a specific character (hearing chanting, the turn, etc.), we highly recommend you use written notes to leave the other players in the dark up to the last second.

Give each party member one of the NPCs from Appendix E: Player Handouts. After the party familiarizes themselves with their characters, have them begin working out a basic plan for repairing the warehouse. The walls are falling apart, the building is strewn with the detritus of a slaughterhouse, most of it uncleaned and caked black with long dried blood. It's going to be a tough project, but the crew has handled worse before.

Moving forward, try to tell the players what is happening only through passed messages and their own roleplaying. Start by having one player hear chanting, then another, and another. Have another player lose their temper suddenly at an inanimate object. Suggested notes to pass out are included below, but feel free to introduce your own as well. Take your time with this scene, let the tension build.

"You begin to hear strange chanting, as though from far away. Probably some kids playing a game on another deck. If anyone asks you about any chanting, act incredulous, like you don't believe them."

"You hear some strange chanting that seems to stick in your very soul. Strange that none of your companions seem to hear it. Obsessively question the other players for the next few minutes as to whether they also here the chanting."

"Take this note, grin, write something on it, pass it back"

"[Insert Player Name] just slipped something in your pocket, I rolled your perception and you passed, but not well enough to know what it was.

"One of your friends is about to die, choose one, write their name here and pass the note back."

"You suddenly feel an overwhelming rage at a nearby object. Lose your temper and destroy the object. If anyone asks what it was about, grumpily tell them you jammed your toe on it."

"You are filled with an odd whimsy. Pretend to play guitar on one of the used slaughterhouse saw bands. If anyone reacts with disgust at you using a blood covered implement of slaughter as an air-guitar, scoff at their reaction and roll your eyes as though they are trying to suck all the joy out of your life."

"Make a snide or rude comment about the work one of your other repair crew members has done. If they are offended, play it off as though you meant no harm, but respond sarcastically. Make it clear you meant to offend and are only pretending to be sorry."

## The Turn

After you feel that you've successfully built the tension using the passed out notes, hand out one final note. We recommend handing it out to the first player to hear the chanting.

"The chanting in your head rises to a crescendo. Calmly walk over to one of the other repair crew members, pull out a sharp tool or knife, and attempt to stab him in the eye."

After the player describes their attempted murder, pass out the combat statistics for each character, then **Read or Paraphrase:**

The sudden threat of violence is like an explosion going off in your mind. You are each overcome with bloodlust and distrust. How could you have ever called these people your friends? Your only hope of survival is to destroy these so-called "friends".

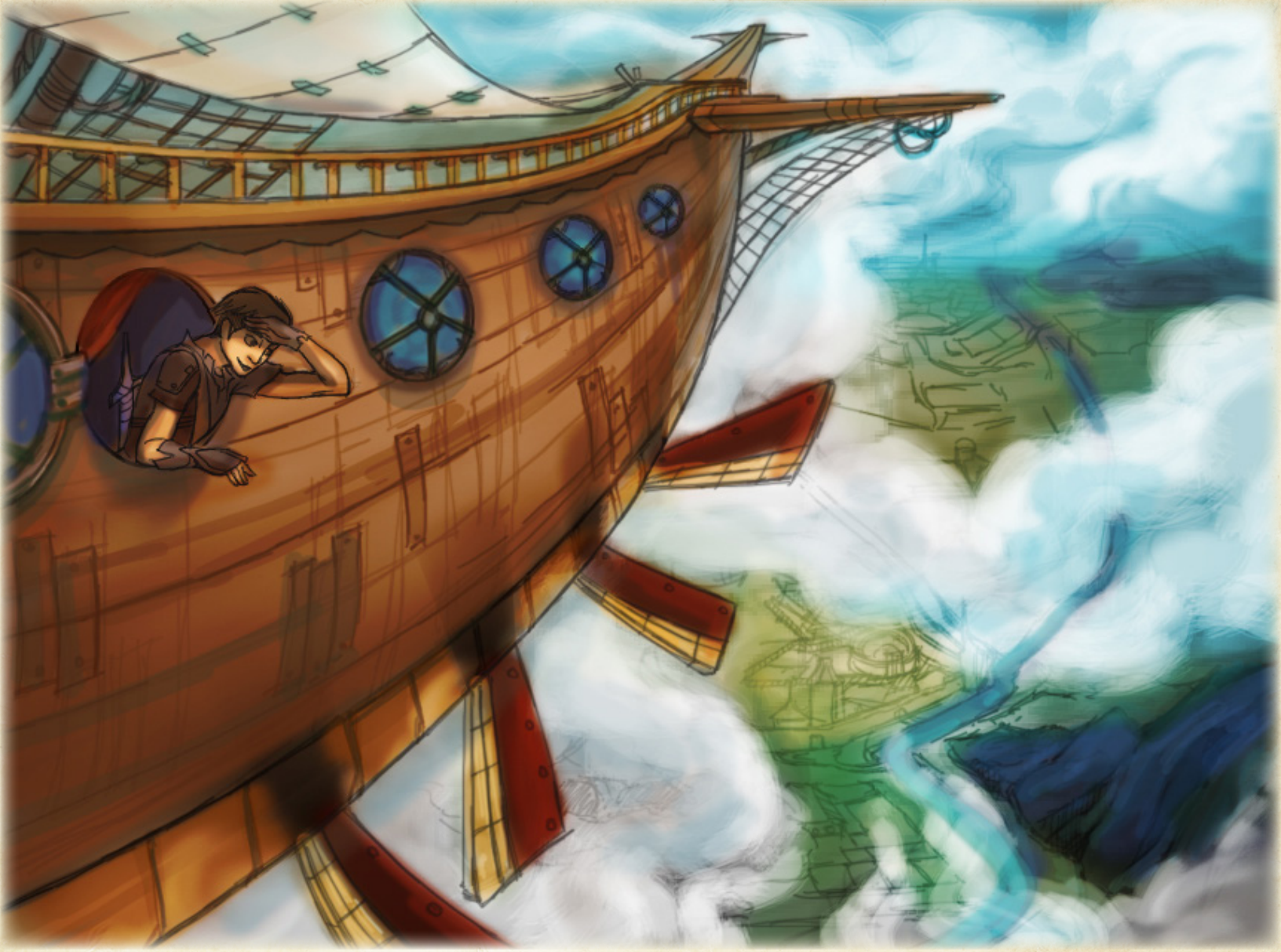
Have the players roll initiative. At this point, the scene can progress as a relatively standard combat encounter, except each of the players is attempting to kill the others. Reward creative use of the slaughterhouse implements, and allow the players to at least try just about anything they put their mind to.

***Development:*** Once there is a victor, all goes quiet. A voice speaks out in the darkness of the warehouse, "Kneel... and receive your blessing," followed by the same chanting. Whether the PC has kneeled or not, a large hand shoots from out of the darkness and grasp their forehead. The PC is suddenly and completely paralyzed, and a hundred voices begin chanting words that should not exist, louder and louder as the PC can feel his life being sucked away.

## Karstan's Inquiry, or Freedom of a Kind

When the party arrives at the Crow's Nest, Karstan treats them in high style. Wine and spirits of the finest vintage are uncorked, and a party the likes the Crow's nest will never see again is had. At the conclusion of the revelry Karstan thanks them profusely for their assistance. The Twelve is more prosperous than ever and the party is to thank for it. The Pcs are to be promoted to Gold Hands of the Guild and in light of their daring escape from the Cracks the senate is interested in hiring them.

The truth of Welgan's deep-seated hatred of the dark races has come to light, and certain information linking him to rogue factions in the lightless depths has been uncovered. In addition to their clear aptitude for impossible situations (the Cracks) the senate now believes the party is just what the city needs to clean up a few messes and assist the senate as a team



of "problem solvers" traditionally called the Inquiry.

Karstan has assured the senate the party will be interested, after all the pay is superb, the perks outstanding, and ultimately the party has near complete choice in their assignments, or they will after they handle a few situations for the senate.

As a show of good faith, the senate has arranged for a fitting reward. Karstan hands them the deed to '*New Legacy*', a powerful airship, and tells them the rest of their reward awaits them.

At this point you should provide the players with the handout for '*New Legacy*" (See Appendix E: Player Handouts) as well as award them with magic items of your own choosing or the following list

- Hero's Pin
- Tetrataun Shield
- Air Captain's Belt
- Drake's Staff

Once they have had their fun exploring their new ship, move on to their next assignment.

## Encounter 2.2 – A Matter of Interest

The first writ concerns the Banking Guild; they have received an anonymous letter outlining a robbery being planned at one of their offices near the tanneries. The party will need to investigate the threat of the crime, which is actually an inside job. The Shield in charge of security is Spilt Ink, a tiny weasel-kin grothik with ambitions above his station.

**Read or Paraphrase:**

> When Karstan hands you the writ, he provides the following warning: "Because of the sensitive nature of this case, and your recent incarceration, I suggest you keep your findings quiet until either your case is ironclad or you have dealt with the culprits yourself."

### The Crime

Spilt Ink is actually responsible for sending the letter. He used the threat to justify hiring additional security, a crew of thugs from outside Skyfall. The new thugs are being used to smuggle false gold (lead coins plated in gold) into the bank and smuggle the real gold back out again. Spilt is housing the thugs in a nearby warehouse,

along with the smelting equipment he uses to make the false gold.

## The Investigation

The players have three main areas to investigate: Spilt Ink, the remaining bank staff, and the vault. Their investigation should lead them to the warehouse, where they will be jumped by Spilt and his thugs. If you prefer to add a little extra tension to the scene, collect your group's Diplomacy, Insight, and Investigation modifiers beforehand, and roll all of the group checks yourself where the players can't see the results. That way the players won't be able to draw conclusions based on the results of their own rolls.

## The Vault

To investigate the vault, have the party roll a group Investigation check at DC 15. Based on their results, give the group the appropriate clues below. The party should only be able to attempt this Investigation once.
No success: The security around the vault seems top notch. No one is getting in there.

- **One success:** The security around the vault seems a bit lacking, there is only one guard present in the vault at a time.
- **Two successes:** Someone has clearly exchanged some of the gold in the vault with lead coins plated in a thin layer of gold.
- **Three+ successes:** Someone has clearly exchanged some of the gold in the vault with lead coins plated in a thin layer of gold. You find a miniscule tell on the false coins that would most likely be unique to the smelter used to create them, if you can find it.

## Spilt Ink

If the party chooses to question Spilt Ink, he comes across as generally honest, if a bit offended by the Senate sending in outside investigators to stomp all over his own investigation. Allow the group to ask him questions as they see fit. He will provide general answers about the security of the bank, but will try and push the group toward finding out who wrote the threat (a wild goose chase). After they finish questioning him, the group can compare their own impressions of him. Have the party roll a group Insight check with a DC of 15. Based on their results, give the group the appropriate clues below. The party should only be able to attempt this Insight check once.

- **No success:** Spilt Ink is being honest, as far as they can tell. He seems honest and forthright.
- **One success:** Spilt Ink seems honest, but you have an uneasy feeling about him.
- **Two successes:** Spilt Ink is definitely hiding something, but you can't tell whether it has anything to do with your investigation. You should keep your eye on him.
- **Three+ successes:** Spilt Ink is a consummate actor, but you can see through his ploy. You are certain he is involved in the threat to the bank, but you need proof.

## The Staff

If the party speaks to the staff, they will provide basic information without issue (how long certain employees have been with the bank, gossip, etc.). Rather than roleplaying through the group speaking with any number of employees, you can use a group Diplomacy roll (DC 15) to represent interviewing each of the staff members. This takes roughly 3-4 hours.

- **No success:** After interviewing the staff, you question if this could be an inside job. Even the new security staff seems above board and earnest.
- **One success:** One of the supervisors quietly informs you that she is unsure about the new security guards. For some reason, they won't let anybody except Spilt into the vault, even the longtime employees like herself.
- **Two successes:** One of the tellers notices that the guard rotation seems to always give each guard exactly an hour inside the vault. It's not evidence of a crime, but it is too predictable for vault security, which makes it suspicious.
- **Three+ successes:** One of the new security guards seemed to be hiding extreme nervousness during your interview. Based on that, plus your interviews with the rest of the staff, no one seems to completely trust these new guys. Perhaps if you followed one of them, he might make a mistake and give you another clue to work with.

## The Arrest

At this point, the group is most likely suspicious of Spilt and his new guards. The bank closes about an hour after the group completes their initial investigation. If they still haven't figured out that following Spilt or his guards is a good idea, have them come back the next day to continue the investigation and give them an additional shot at the various group checks to get pointed in the right direction.

Following Spilt proves to be practically impossible. Once the bank closes, he is nowhere to be found. Each of the guards leaves in a different direction as well, but following one of them should be relatively easy. Have the party roll a few Stealth and Perception checks as a group to follow one of the guards, but they can't actually fail.

In fact, the guards have been instructed to be obvious, and lead the party to the warehouse for an ambush. Spilt and the other guards are waiting inside the warehouse for the party to arrive.

After going a roundabout direction, the guard the group is following arrives at a run-down warehouse near the tanneries, looks around suspiciously, then slips inside.

**Setup**
Spilt Ink
6 Hired Thugs

***Tactics:*** Spilt and his thugs have set up an

ambush inside the warehouse. They are all using crossbows and have turned tables over to use for cover. If the party follows the thug in through the front door with no precautions, Spilt and his thugs will get a surprise round. However, if they realize they are being led around by the nose, there are a number of other entrances to the warehouse (windows, loading bay, etc.) that will allow them to get a surprise round on the thugs.

***Development:*** After defeating the thugs and Spilt, who will all fight to the death to protect their secret, the group will find the smelting equipment that Spilt used to create the false coins.

***Treasure:*** 200 gold, plus a bonus 300 gold from the senate if they capture Spilt alive and get him to confess to smelting the false coins.

## Encounter 2.3 – Rusty's Rampage

The next writ is to resolve an issue at Pier 43, where a salver golem named Rusty has gone rogue, and is causing mayhem for the salvers. They are attempting to recover the wreck of the *Moon's Kiss*. The group will need to dispatch the golem while fighting at a depth of roughly 100 meters. They may also discover that the golem was reprogrammed by the salvers at Pier 43 to move the buoys during even the lightest storms, guiding unsuspecting ships onto the nearby reef where the salvers could get at them quickly.

The salvers are eager for the Inquiry to dispatch Rusty, but they warn on more than one occasion that using elemental magic, especially lightning, is too dangerous to use in the water. A DC 12 Arcana check reveals that this information is a bit suspicious, as magical lightning doesn't propagate through water like normal lightning. (This is the only hint the party will receive to use lightning damage against Rusty). The salvers can provide the crew potions of Water Breathing, weighted boots, as well as various replacement weaponry more suited to underwater combat.



### Fighting Underwater

It is a good idea to familiarize yourself with the underwater combat rules for this scene. Melee attacks made by creatures without swim speeds have disadvantage unless the weapon is a dagger, javelin, shortsword, spear, or trident. Ranged attacks automatically miss targets outside normal range, and the attack has disadvantage inside normal range unless it is a crossbow, a net, or a thrown weapon. In addition, creatures fully submersed in water have resistance to fire damage.

### Movement in Water

Moving in the choppy waters near the pier requires a DC 14 Athletics check in order to swim at half speed. Creatures with a swim speed do not need to make this check. Creatures with weighted boots can move at half speed along the bottom without making a swim check, but make checks to swim above the bottom at disadvantage.

In any case, the party can be taken out to the wreck to dispatch Rusty whenever they are ready. They will be dropped within roughly 200 feet of the wreckage of *Moon's Kiss*. Whenever anyone approaches within 60 feet of the ship, either swimming or walking the bottom, Rusty erupts from a sandbar near the wreckage and assaults the party. Have the group make a DC 15 Perception check. Anyone that passes can act in the surprise round. Then **Read or Paraphrase:**

> As you near the sunken wreckage of the *Moon's Kiss*, a massive salver golem erupts from the seabed in a cloud of sand. Covered in thick moss and rust, it heads straight for you.

**Setup**
Rusty, the Salver Golem

***Tactics:*** Rusty is crazed, and will fight wildly, often provoking attacks of opportunity in order to attack the person closest to the wreckage.

***Development:*** If at any point Rusty takes lightning damage of any kind, he will immediately break off from fighting the party and move 60 feet toward the nearest buoy as a reaction. On his turn, he will move the remaining distance to the buoy (moving faster than he has so far in combat), and move the buoy away from the nearby reef. He will then return to fighting the party, even if they continue to assault him with lightning. If the party witnesses Rusty's malfunction, give them a group Insight check at DC 12. If at least half the party succeeds, they realize that the moved buoy would lead ships to crash on the reef. It is up to the party to use

their intuition to determine who would benefit from more wrecked ships just off Pier 43...

***Treasure:*** Rusty's Remains function as Salver Armor. The additional treasure for this encounter is determined by how the party defeated Rusty. If they simply destroyed the golem, the salvers of Pier 43 will reward the group with a Coral Bow. If they uncovered the salvers' sabotage and report it to Karstan, the senate will commandeer the Coral Bow as well as the Drift Spear from the salvers and give them to the party (see Appendix C: Magic Items).

## Encounter 2.4 – A Blank Slate

The final writ is a request submitted by a tiefling cleric named Compassion, requesting the senate's assistance in identifying a patient of Baelfire Asylum. There is little other information, except instructions to contact Compassion at the Asylum.

Baelfire is located on an island aft of the Palisade, near the misty clouds of Plummet Falls. There are no docks, as the entire island is surrounded by jutting reefs that are impossible to navigate. All around is misery, committed simply lying about in damp dungeon-like hallways and in uncomfortable cells masquerading as rooms. The party must fly there and navigate through the cold stone corridors, as well as several coldly bureaucratic gatekeepers, before they are brought to Compassion, who is busy tending one lone patient in a tiny room without a door or so much as a pile of straw to lay on.

Compassion volunteers her time at the asylum, struggling to rehabilitate the inmates as much as possible. Though the committed of Baelfire are never right of mind, she has begun encountering a number of poor souls that seem completely devoid of thought or desire. They breathe and will chew and swallow if food or water is put in their mouths, but otherwise they do nothing, not even blink or sleep. They do not survive long even with her care, and Compassion has already lost most of the five she discovered.

Compassion gestures to the pitiable patient on the table in front of her. **Read or Paraphrase:**

> "This is the sixth blank slate I've encountered at Baelfire. That's what I call them, blank slates. It's no common catatonia, this person is literally scrubbed clean. We've tried every means of reaching this person's mind that we can, and we might as well be talking to a brick wall. Thank the gods the senate sent you. That oaf Latal would rather I just dumped them in the sea than spend any more coin trying to help them!"

There are three core components to this investigation scene: Speaking with Compassion, Speaking with Darnus, and Investigating the Warehouse. If they attempt to speak with Latal, he is not at the Asylum. His assistant will offer to schedule a meeting with him for the following day.

### Speaking with Compassion

This is primarily an open roleplaying scene, and shouldn't require any die rolls. Compassion will answer any questions the party has about the situation. Here are the most important points to get across:

- Henrik Latal is the Warden of Baelfire, an accomplished doctor in his own right. However, she admits he has been acting more and more strange lately.
- Her goal is to identify the patient, so that she can try a few new methods to restore his functionality.
- The blank slate was found by a dock worker named Darnus. He can be found working the docks as a stevedore most days.
- There have been five previous blank slates. As far as she knows, all of them have died. If questioned further, she admits she was not present for any of their deaths, she was only informed of their passing by Latal.
- Every blank slate was discovered exactly 6 days apart, and died 5 days after being discovered, like clockwork. It's why she is so baffled by the condition.

### Speaking with Darnus

Darnus can be found working the docks by simply asking around. He is a common worker, and well known to many of the stevedores and sailors on the docks. Darnus is tight-lipped for some reason, though the group can coax some information out of him with a group Diplomacy check of DC 15. If the party has already defeated Rusty and successfully exposed the salvers of Pier 43 for sabotaging the golem, each player can make this check with advantage. Darnus will provide them with the following information, based on their number of successes:

- **No success:** Darnus admits that he found the blank slate, but that he can't remember where. A DC 12 Insight check will reveal that this is a lie, but Darnus sticks to his story.
- **One success:** Darnus admits that he found the blank slate, and will provide the group with the location of the warehouse where he found the blank slate. A DC 13 Insight check reveals that he is hiding something, but he won't speak about the subject any longer.
- **Two successes:** Darnus admits that he found the blank slate, and will provide the group with the location of the warehouse where he found the blank slate. A DC 13 Insight check reveals that he is hiding something. After a moment's prodding, he admits that a man paid him to mislead anyone asking questions about the blank slate.
- **Three+ successes:** Darnus admits that he found the blank slate, and will provide the group with the location of the warehouse where he found the blank slate. A DC 13 Insight check reveals that he is hiding something. After a moment's prodding,

he admits that a man paid him to mislead anyone asking questions about the blank slate. His description of the man matches that of Henrik Latal.

### Investigating the Warehouse

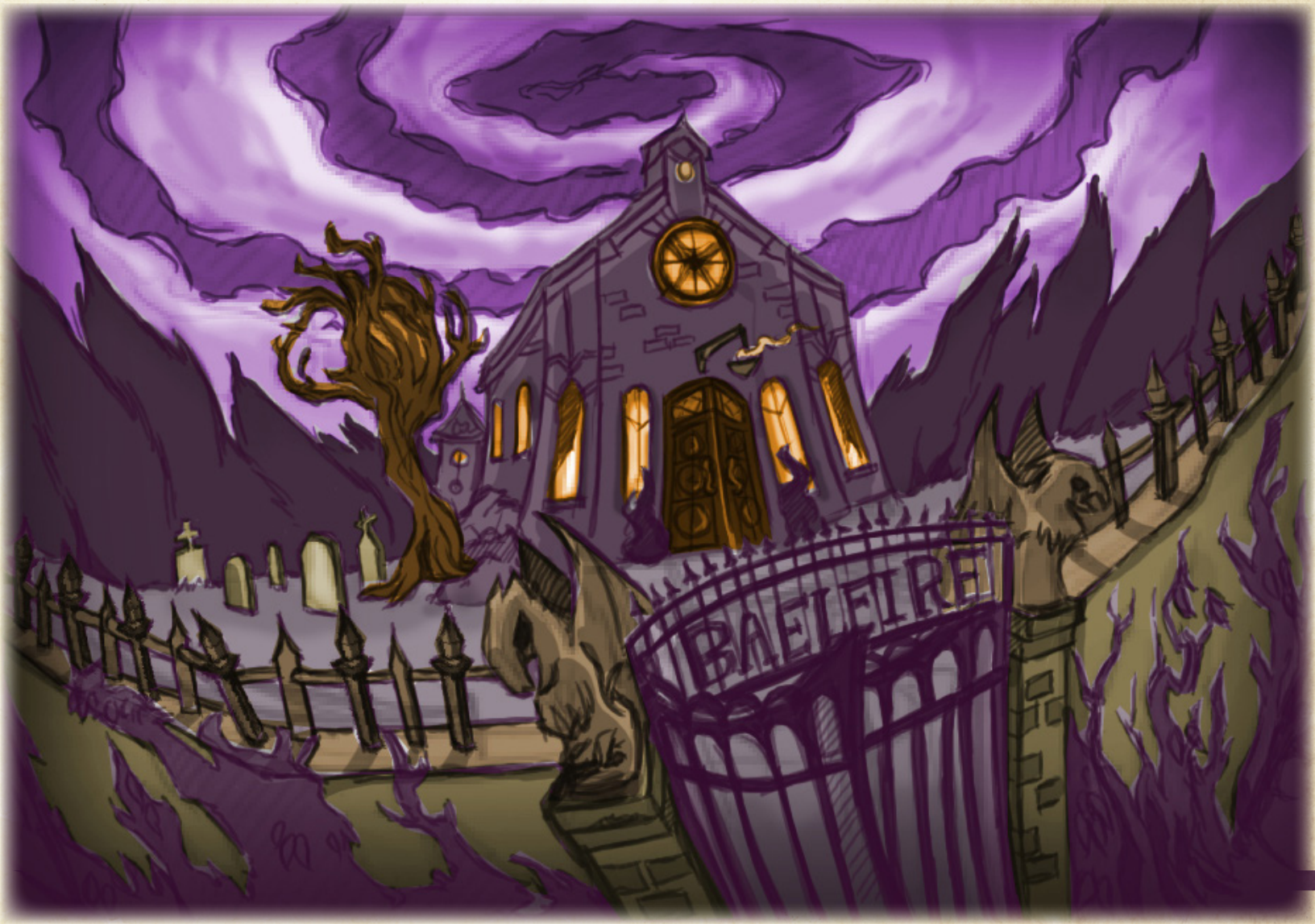
Inside the warehouse that Darnus directs them to, the party finds everything in pristine condition. It appears that everything inside has a fresh coat of paint, and the warehouse is otherwise completely empty. To investigate the warehouse, have the party roll a group Investigation check at DC 15. Based on their results, give the group the appropriate clues below. The party should only be able to attempt this Investigation once.

- **No success:** The warehouse appears to be in pristine condition. Everything has a fresh coat of paint recently applied, and appears to have been cleaned recently.
- One Success: In the course of your investigation, you scuff some of the still-fresh paint. Underneath is a layer of a black substance that looks suspiciously like dried blood.
- **Two successes:** You find a tarnished gold rings wedged between two floorboards near the corner. The inscription is faint, but you can just make out the initials "HL" inscribed on the band.
- **Three+ successes:** As you explore the warehouse, one of you steps on a floorboard that shifts oddly underfoot. Prying up the loose floorboard, you find a tongue ring, along with a large cache of slaughterhouse implements, still covered in relatively fresh bloodstains.

Armed with suspicions that something crazier that the criminally insane lurks at Baelfire, the party most likely return to the Asylum. Sure enough when they arrive Compassion is gone and the door is barred. Latal has ordered the Asylum closed to visitors. Without an injunction from the senate they will not be able to proceed. It is time to report back to Karstan.

## Episode 3 – Duty of Care

**Episode Summary:** Once the party has received their writ of injunction from Karstan, he instructs them to go see Henrik Latal and get to the bottom of Compassion's disappearance. They quickly discover that Latal is behind her disappearance and is making a run for it. They'll need to fight through Latal's horror show experiments, but ultimately they will be too late to save Compassion or catch Latal.






## Encounter 3.1 – Loss of Compassion

Once the party heads back to Baelfire Asylum to see Latal, **Read or Paraphrase:**

> As you enter the antechamber outside Latal's office, the receptionist greets you with a quaver in her voice. "Doctor Latal has left for the day, can I assist you with something?"

Seconds after the party responds, they hear a something shatter from inside Latal's office, following by a muffled curse and a door slamming. The receptionist lets out a short, high-pitched squeak of fear and scuttles under her desk.

Latal's door is not locked. Upon entering the room the party can see a fairly pedestrian office. A vase has been knocked to the floor, where it lies in shattered pieces. The plain desk contains a large journal sitting open, with ink spilled all over the open pages as though the writer left rather abruptly. There is a closet door in the back corner as well. If the group takes the journal, give them the handout "Latal's Journal" (See Appendix E: Player Handouts).

There is a secret door at the back of the closet, leading to a hidden laboratory of sorts. The front door of the closet is also trapped.

**Trap – Closet Door**
*Magical Trap*
This trap is triggered if anyone opens the closet door from inside Latal's office. When triggered, it unleashes corrupt magic throughout the room. This trap can be detected with a DC 15 Arcana check. An arcana check of the same DC will also disable the trap if it hasn't already been triggered. Spells like detect magic will show a strong aura of necromancy around the statue.

When triggered, a cloud of dark corruption erupts from the closet. Each creature inside Latal's office must make a Constitution saving throw at DC 14 or take 3d10 necrotic damage.

Once past the trap, the party can find the trigger for the hidden door with a DC 12 Investigation or Perception check. It opens into a dark hallway roughly 30 feet long, with another door at the end. This door is not trapped or locked.

## Encounter 3.2 – Meeting of the Minds

**Read or Paraphrase:**

> As you step from the dark hallway you are surprised to find yourself in a brightly lit laboratory. At first glance, the lab looks sterile and clean, but as your eyes adjust to the light you quickly realize that couldn't be further from the truth. The floor is interspersed with grates, all caked black with dried blood. Cages line the far wall to your left, hanging open, each with a blood-crusted body inside. The surgical tables all have thick restraints attached, and the tools beside each table turn your stomach. Past the cages, a fragile looking metal stairwell appears to lead below.

Once the party enters the room, whether they head toward the stairwell or not, the bodies in the cages lift their heads in unison. Describe one of them using the physical description of the survivor from the cut scene. These are the blank slates discovered by Compassion. Throughout this encounter, Henrik Latal will possess the blank slates at random, granting them new abilities.

**Setup**
5 Blank Slates

***Tactics:*** The blank slates follow the basic instructions of Latal, and will fight to the death. They do not seem to feel pain. Their slams are particularly bruising because they ignore the pain and damage it does to their appendages.

### Possessed Slate

At the start of each round, Henrik Latal will possess one of the blank slates at random. When possessed, they move and act as though Latal himself. When not possessed, they are of low intelligence, but shockingly difficult to kill. Whenever a blank slate is not possessed by Latal, it has resistance to all damage except psychic. When possessed by Latal, it gains a +2 bonus to attack and damage, as well as the following new abilities:

- Multiattack (Action). The blank slate makes two melee attacks, each of which deals an additional 1d8 psychic damage.
- Gaze of Madness (bonus action). Choose one creature within sight and roll 1d4.
  1. The creature must make a DC 14 Wisdom saving throw or be affected by the confusion spell.

2. The creature must make a DC 14 Charisma saving throw or become overcome with visions of madness, incapacitating it for one round.
3. The creature must make a DC 14 Intelligence saving throw or be overcome with horrific illusions based on their greatest fear, gaining the frightened condition for one minute. A creature frightened by this ability cannot attack or move closer to the blank slate currently inhabited by Henrik Latal. A frightened creature gets a new saving throw at the end of their turn, ending the effect for themselves on a success.
4. The creature must make a DC 14 Dexterity saving throw to avert their eyes, or be restrained by the power of Latal's gaze. Restrained creatures can take an action on their turn to break free of his psychic restraint, automatically removing the restrained condition for themselves.

***Development:*** Each round, Latal possesses a new blank slate, as described above. The party can identify that Latal is possessing the slate with a DC 12 Arcana check. Once they succeed at this check once, the signs quickly become obvious, allowing them to always identify which slate Latal has possessed. Throughout the encounter, Latal taunts and berates the party. He can say anything you like (he is absolutely insane, after all), but the following points need to get across during this encounter:

- "You are too late, pawns of the Senate! The Low God has chosen me as his avatar; you are powerless to stop me.
- "You have no hope of finding the Throne before I attain godhood. Take your own lives now. That is the only mercy that I will show you!"
- "Soon I will have power over everything, Time, Death, Rebirth!"
- "There will be no Kren to stop me this time."

***Treasure:*** There is a small locked (DC 13) chest near the supply lockers opposite the cages. It contains Kasha's Claws and three scrolls: siren's call, sand blast, creeping frost (see Appendix C: Magic Items).

## Encounter 3.3 – Caged Fury

The metal stairwell leads downward, through a manmade tunnel into a cavern below. The cavern is pitch black. Creatures with torches or darkvision can see into the cavern, but cannot see the far end as the cavern is quite large. Once the party steps off the stairwell and into the cavern, **Read or Paraphrase:**

> As you step off the stairwell, torches flair to life all around the cavern. At the far end, a small, frail-looking man clutching a brightly colored parasol smiles at you. There is a collar at his feet. Behind him, there is a small opening leading out of this cavern. To either side of the opening are two massive portcullises. Whatever lurks behind them is shrouded in darkness.
>
> A booming voice echoes in your minds, even though the frail man's mouth never moves. "The master has decreed your death. Come meet your fate."
>
> As you ready your weapons the portcullises slam upward.

**Setup**
1 Ironmind Psychic
2 Experiment #9

***Tactics:*** The psychic will use his telekinetic mobility to stay at range and batter the party with force damage and mind-affecting spells. The two experiments will lurch toward the party, attempting to close to melee. They will save their Unnatural Speed bonus action to try and single out a target that thinks it is safely outside their reach.

***Development:*** The psychic and experiments will fight to the death.

***Treasure:*** The psychic's parasol is actually a Parasol of Fate (see Appendix C: Magic Items).

## Encounter 3.4 – Gauntlet of Suffering

Once the party dispatches the psychic and Latal's experiments, they can continue through the opening at the far end of the cavern. The tunnel beyond continues for roughly 500 yards, sloping upward slowly. At the end is another portcullis, already open. Just beyond the portcullis is a cavern, much smaller than the previous one. It is well lit, and the party can see additional iron portcullises lining the walls of the cavern in each direction. Each portcullis clearly holds more of Latal's experiments. Once the entire party has entered the cavern, the portcullis behind them slams down, trapping them in the room. The remaining 11 portcullises in the room are ripped upward.

**Setup**
7 Experiment #7
2 Experiment #5
3 Experiment #8

***Tactics:*** Ten of the eleven portcullises unleash Latal's experiments, who fight individually, rather than as a group. They fight chaotically, with little regard for their own safety, or to the safety of the other experiments.

***Development:*** The experiments will fight to the death.

***Treasure:*** None.

## Encounter 3.5 – God Protect Us from the Devout

Once the experiments are dealt with, the party should quickly realize that nothing came from one of the portcullises. Inside, rather than a cell, there is an iron ladder leading into a small access tunnel. The ladder disappears into darkness. If the party hesitates, they

hear a distant scream that sounds like Compassion.

At the top of the ladder, there is a small hatch. Once opened, the party can climb out into a small vestibule attached to the side of a larger cavern. As they enter the vestibule, **Read or Paraphrase:**

> As you climb into the vestibule, you can see Compassion in the center of the connected cavern. She turns toward you, reaching out haltingly. Her jaw flops open as though boneless, and from somewhere in the darkness behind, you hear Compassion's horrifying scream followed by deep, sinister chuckling. "Look puppet, friends to play with. Let's not leave them wanting dear."

Compassion rises to her feet as though lifted by strings. Looming behind her is a massive abomination. Though it has the rough shape of a man, it is more leviathan than man now. Where arms would be, it sports multiple tentacles. Its maw is a razor-filled pit of horror. Throughout the encounter, the party can see hints of flashing energy between it and Compassion, as if they were connected by some ethereal puppet string.

The cavern has more in it than just the experiment and Compassion. The back right third of the cavern is dominated by a dark pool of seawater. There is another vestibule to the left, along the opposite side of the cavern as the pool.



**Setup**
1 Experiment #10 (The Puppeteer)
Compassion (Puppet)

***Tactics:*** The puppeteer controls all of Compassion's actions. As such, they work in perfect unison and act on the same initiative. Both the puppeteer and puppet get all of their normal action. The puppeteer uses Compassion ruthlessly, protecting itself and interposing her where possible.

***Development:*** The experiment will fight to the death. Should the puppeteer be slain, Compassion will immediately collapse to the ground, ending the encounter. **Read or Paraphrase:**

> Compassion collapses like her strings have been severed. As you draw near, tears stream silently down her face. You are barely able to make out her final whisper before the life fades from her face. She whispered "Thank you".

***Treasure:*** The second vestibule contains a number of potions of water breathing, as well as additional swimming and diving gear. The swimming gear gives you a swim speed of 5 feet. Moving more than 5 feet still requires an Athletics check, but you move half speed plus 5 feet with the gear on with a successful check. The diving gear includes weighted boots that instead allow you to walk at half speed along the bottom without Athletics checks to swim, and to ignore the disadvantage on melee weapon attacks.

## Encounter 3.6 – This One Didn't Get Away

The pool appears to be a moon pool, an underground sea cave with an exit through the water. The party can choose to follow Latal through the pool or backtrack the way they came. There are no other exits. If they backtrack or don't realize that Latal went through the pool, skip this encounter.

In the far more likely event that the group follows Latal into the moon pool, **Read or Paraphrase:**

> The undersea cavern is relatively well lit by some sort of bioluminescent plant growth spreading all over its walls. Though difficult to see at first, you can make out what might be an exit on the far side of the cavern.

The party can explore the cavern as they see fit. As they head toward the possible exit and are nearing the center of the sea cavern, give the group a Perception check at DC 15. Those that pass can avoid the surprise round as a Child of the Deep erupts from the plant life underneath them. A Child of the Deep is just that, a miniature leviathan, still not fully grown to maturity. This one is particularly young, and is roughly 20 feet long.

**Setup**
1 Child of the Deep

***Tactics:*** The child of the deep is lurking in wait for the party, as it is bound to the servitude of Henrik Latal. If the party attempts to rush for the exit, it will do everything in its power to stop them from exiting the cavern.

***Development:*** The young leviathan will fight to the death.

***Treasure:*** None.

After dispatching the miniature leviathan, the party can exit the sea cave. They find themselves in Skyfall cavern proper, and can surface near the Dregs. There is no sign of Latal. Luckily, they already know where he is headed if they read his journal.

# Episode 4 – Meanwhile at the Palisade

**Episode Summary:** Armed with the knowledge of Latal's immediate plans, they travel to the undead library to search for answers to the bigger questions at hand. Latal, wary of pursuit, has corrupted the library using the magic of the low god. Instead of a helpful library, the party is walking into a deadly trap.

## Preparing to Leave

At this point the party is really running this investigation. Karstan supports them financially ensuring their airship is provisioned. The ship can be ready the next morning, giving the heroes time for a few errands and some well-earned rest, but little else. Sometime during the evening, they will be approached by Authion Nerandis. Ideally this happens while they are away from the Palisade, perhaps while at the Crow's Nest getting a drink, or while perusing the shops in search of that perfect piece of armor. He starts by thanking them for saving him from the leviathan. Authion has heard of their dubious arrest and subsequent escape, and is most impressed by their pledge of service to the city. He believes that no one else in all of Skyfall is in a better position to help him in this moment, and though he knows he already owes a debt, he begs another.

The Fire Watch, he believes, is being infiltrated by something. Certainly some of his brothers have always taken money to look the other way, but recently the corruption has gotten much worse. Most of the old guard were around before the Trade Wars, when the local Watches were little more than thugs beholden to the richest resident of the district, and he is certain that someone is buying off captains en masse. He needs the Inquiry's help for about a week to find evidence of the truth behind his fears.

Of course the party cannot delay their pursuit of Latal by a week, and they are well aware of this fact. Nerandis understands this fact, and wishes the party luck. He advises he will begin the investigation and asks that they check it with him when they return from their trip.

## Anchor's Weigh

The following morning, rested and freshly provisioned, the party sets off. With a few orders barked by Wilder, New Legacy releases its moorings, dips slightly to pick up speed and sails gracefully out the mouth of Skyfall into the bright morning sun. Once clear of the cave it rises while cutting a narrow turn and soars over Topside, quickly picking up speed.

## Encounter 4.1 – Blood in the Air

**Read or Paraphrase:**

> Despite six days of round the clock flying, the God's Peak Mountains seem to have barely moved on the horizon. This evening there is a troubling lightning storm and though now rain falls, the clouds are lit with lightning and peals of thunder shake the planking below you. Having dropped low to avoid the storm, *New Legacy* whips over the treetops just feet below the hull. Suddenly a droning buzz drowns out the thunder and a swarm of flying insects comes boiling out of the jungle.

**Setup**
2 Lifeleech Mosquito
2 Sparklight Mosquito

***Tactics:*** The insects tend to stay grouped together as a swarm but do not fight as a coherent team. Each is concerned only with feeding and escaping to the jungle below.

***Development:*** The crew is in more danger than the party, and once the Mosquitos determine to avoid the party in favor of the crew, things can get out of hand quickly. Assume the mosquitos hit the crew on a roll of 10 or better, and that 3 hits drain a crew member to the point of death.

***Treasure:*** The mosquitos secrete a blood thinner into their prey. After the fight this substance can be harvested and used as a poison. Bloodchill Poison 4 doses (see Appendix C: Magic Items).

## Encounter 4.2 – Different Kind of Blood Sucker

**Read or Paraphrase:**

> Another day, another storm. The clouds above are dark and arcs of blue lightning lance the sky. One strike lights the clouds a fire orange and Wilder yells "Brace!" the rest of her command is lost behind thunder that sounds a lot like cannon fire.

**Setup**

Pirate Airship
Boarding Party (12 Starving Pirates)

The pirate airship has seen better days. Its crew must be desperate being this far into the jungle, and they will likely fight tooth and nail for any supplies aboard New Legacy.

***Tactics:*** The pirate airship's cannon are relatively weak. As such they will attempt to board immediately. Once they close and successfully board, they will fight to the death.

***Development:*** The first portion of this encounter should be an airship battle, then shift to a normal combat once the pirates close and board.

***Treasure:*** None.

### The Base of the Mountain

After the incident with the pirates, the flight toward the mountains is surprisingly event free. Somehow the mountains seem to grow larger as they grow nearer, soon appearing to reach the sun. On the evening of the third day they reach the Warden's Library.

It is a tall building but dwarfed by the sheerness of the mountains behind it, with several wings growing out and splitting like crosses from the center tower. It is built of dark granite with steep clay roofs to keep the snow from accumulating. The walls are decorated with stained glass windows, some merely shapes and colors, others depicting scenes. It stands on a small rise a quarter mile from where the God's Peaks really start. Currently it is cold; snow covers most of the grounds and the base of the building.

The approach to the library takes the party up a winding stone path through copses of bare trees. Benign spirits appear and disappear according to their whims. The trees creak and pop swaying in the sharp cold breeze.

## Encounter 4.3 – A Studious Enterprise

**Read or Paraphrase:**

> Entering the library is like entering another world. Thick rugs blanket the floor and well-kept tapestries line the walls. Despite the chill outside, the library is dry and warm. Row and rows of shelves stand arrayed through this massive building in an order dreamt up by a madman. At the center of the foyer you entered is a large desk with a trio of spectral wizards floating behind it.

From Latal's journal, the party should deduce that they must locate information about someone named Kia Kren, but the library has been poisoned by a chaos seen planted by Latal.

The specters stare expectantly at the party, waiting for them to initiate a conversation. These beings are not actually specters, or even undead, they are a part of the necromantic essence of the library itself. They are the mouthpiece of the library's intellect, serving as both mouth and ears.



## The Living Library

In ages past the library was the repository of all the magic and knowledge of the Necromancers of Fenrot, and many other brilliant souls from Skyfall.

At death many of these brilliant minds took part in a ritual to fuse some or all of their intellect to the library itself. Over time the various minds housed in the library grew bored and passed on. As the library fell out of regular use by the Necromancers, no new minds came to replace them, so the library languished.

Instead of a brilliant collection of minds, the Library of current times is barely capable of thought. An enterprising Necromancer created a communication system that still allows visitors to use the intelligence of the library to search for particular books, which is what Latal did to obtain the information he was looking for. Luckily for the party there is a handwritten manuscript of the work that Latal didn't know to search for that remains for them to find. Unluckily for the party, Latal's sabotaged the library's brain core scrambling the communication system and putting the PCS in grave danger.

## The Library Catalogue

The library catalogue search is keyed to follow a very limited set of commands. Unfortunately the commands are currently swapped by the chaos seed. The party needs to sort out which command does what in order to procced.

Set into the desk is large brass plate with raised edges. A groove two inches high and about a foot long runs through the plate. A collection of ten brass tiles about 2 inches to a side are stacked near the plate. The tiles fit perfectly in the groove.

The tiles can be laid into the grove in a variety of orders, and the library attempts to read the tiles to interpret what the visitor is asking for. Due to its limited remaining intelligence, the library is capable of answering only very specific phrases. Due to Latal's meddling, the tiles meanings no longer match the words embossed in them.

**Tiles**

- Query – Indicates to the system the next tile is a question.
- Location – The case and shelf location of whatever follows after.
- Book Attribute Tiles -
  - Genre – The genre of a book.
  - Title – The title of a book.
  - Author – The Author of a book.
- Genre Tiles
  - Spellbook – A Genre
  - Fiction – A Genre
  - Manuscript – A Genre
  - Non Fiction – A Genre
  - History – A Genre

Book attribute tiles must be the last tile of a row, and prompt the library to ask the visitor to "State the [Name/Title/Genre]" after which it will search its catalog for a match to the verbal request.

**An example of how the tiles should work:**
[Query][Location][Fiction] – The query tile tells the library you are asking a question, and that question is the location [Location] of the fiction section [Fiction]. The library's response would be to list off the shelving sections where fiction would be found.

[Query][Location][Fiction][Author] - The library will ask for the visitor to "State the author" and assuming the visitor states an author that the library stocks that writes fiction, the library will respond with the shelves where this author's fiction could be found.

So finding Kia's work is as simple as keying in [Query][Location]{manuscript][author] – and responding "Kia Kren."

Or at least it would be if Latal hadn't damaged the system. Currently the meaning of the tiles has been changed to the following:

**Swaps**

- Query – Non Fiction
- Location – Genre
- Title – Manuscript
- Author – Fiction
- History – Spellbook

The solution involves some trial and error as well as some creative thinking.

Any command by itself (other than Query which is currently Non Fiction) produces "I'm sorry I don't understand."

Once the party figures out they must start each string with [Non-Fiction], it's just a matter of sorting out the other tiles, and then framing their question.

The most straightforward question chain is probably:

[Query][Location][Author] which in current form is [Non-Fiction][Genre][Fiction] which elicits "Which author would you like to know the location of?"

Responding "Kia Kren" results in "Kia Kren is located on shelves 343, 445, and 1138"

If the party specifies which type of book (adding Spellbook, History, or manuscript before the author tile) the will be told a specific shelf. Manuscript 343, History 445, and Spellbook 1138.

## Capturing the Feel

The idea behind this library is similar to any scene where the heroes are dealing with an imperfect computer. The library is supposed to be frustrating

in a fun way, so you may need to tailor to your specific group. If they don't enjoy puzzles, don't scramble the tiles, just figuring out how to frame a question in this system is a bit of a puzzle. If you want to make this puzzle truly devilish, every time a query is entered, roll a d6, on a 1 all the commands are randomly swapped again.

Once the party gets to shelf 343 **go to encounter 4.4.**

If the party goes to shelf 1138 **go to encounter 4.5.**

Shelf 445 no longer holds the history Kia wrote. Latal took it. The party finds nothing there.

## Encounter 4.4 – Shelf 343 Guilty Shade

**Read or Paraphrase:**

At the shelf in question floats a somewhat transparent and somehow particularly gloomy shade. It appears to be pacing back and forth, or rather floating back and forth in a particularly anxious way. When it spies you it jumps as though you startled it, and then sighs as though it still had lungs to breath. Its shoulders drop in defeat and it hesitantly asks, "Do you need assistance?"

To get to shelf 343 the pcs head into a less used section of the library, The shelves are covered in unfinished manuscripts of all shapes and sizes; scrolls, tablets, sheaves, loose papers and other forms of books in progress are stacked side by side.

The shade here has been here long enough to forget his name. Now he just refers to himself by the shelf he haunts, 343. If the party engages him in conversation, he tries his best to steer them away from the manuscript they are asking about. If they insist he reluctantly advises that he has good news and bad news. The good news is he knows exactly where the book is, he hid it from them after all. The bad news is that Latal has taken control of the library so he cannot give them the book until they flush the Chaos Seed out of the Crystal in the Control Core. He can lead them there, but the really bad news is that 343 has been ordered to attack the players along the way. 343 asks that the party does not destroy him while he attacks or they may not be able to fix the Control Room, and by the way ROLL INITIATIVE.

### Cleansing the Library

The party shouldn't kill 343 as he is the only one who knows where the manuscript is, and he cannot tell them until they have removed the chaos seed. He will however try to help them as long as they don't attack him. He however is forced to attack them.

The party will need to make their way to the Control Core with or without the guilty shade's help. Use the guidelines below to run this scene.

- Every round 343 attacks, using his Poke attack as long as the party doesn't attack him. He uses his full abilities if the party attacks. As he attacks he begins to give the Pcs directions to the control core. Explaining kindly that he does not want to attack them at all.
- **Crophius.** After a few rounds 343 says the following (if the party hasn't attacked him). If they have attacked he doesn't provide them any warning. **Read or Paraphrase:**

Just around that bend is Crophius. He was mean in life and death hasn't made him any more pleasant. He is the head librarian, and he'll actually try to kill you. Good luck and sorry I keep having to attack you.

**Setup**
Crophius, Head Librarian

***Tactics:*** With the advanced warning the party may get a surprise round. Either way the librarian attacks with extreme prejudice. He uses "Ssssh" on any spell casters, and uses "Zip It" as often as possible.

- **Roaming Shades.** A few rounds after the librarian fight, 343 warns the party that a patrol is coming. With his warning the party is allowed a groups stealth check to avoid the following fight. If they fail the check or have continued to fight 343 they face 2 Hall Monitors and 1 Curator. These specters will fight to the death.
- **Shelf Golem.** A few rounds after the previous check, 343 (again assuming the party isn't attacking him) warns them of some kind of trap ahead, he can't recall what exactly. With a successful DC 12 group Stealth check, the party can bypass the area. Otherwise, the shelf golem from Encounter 4.5 arrives and attacks the party.
- **Control Core.** A few rounds after the last fight, 343 points the party to a door and states what they are looking for rests inside. See The Control Core below for more details.

### The Control Core

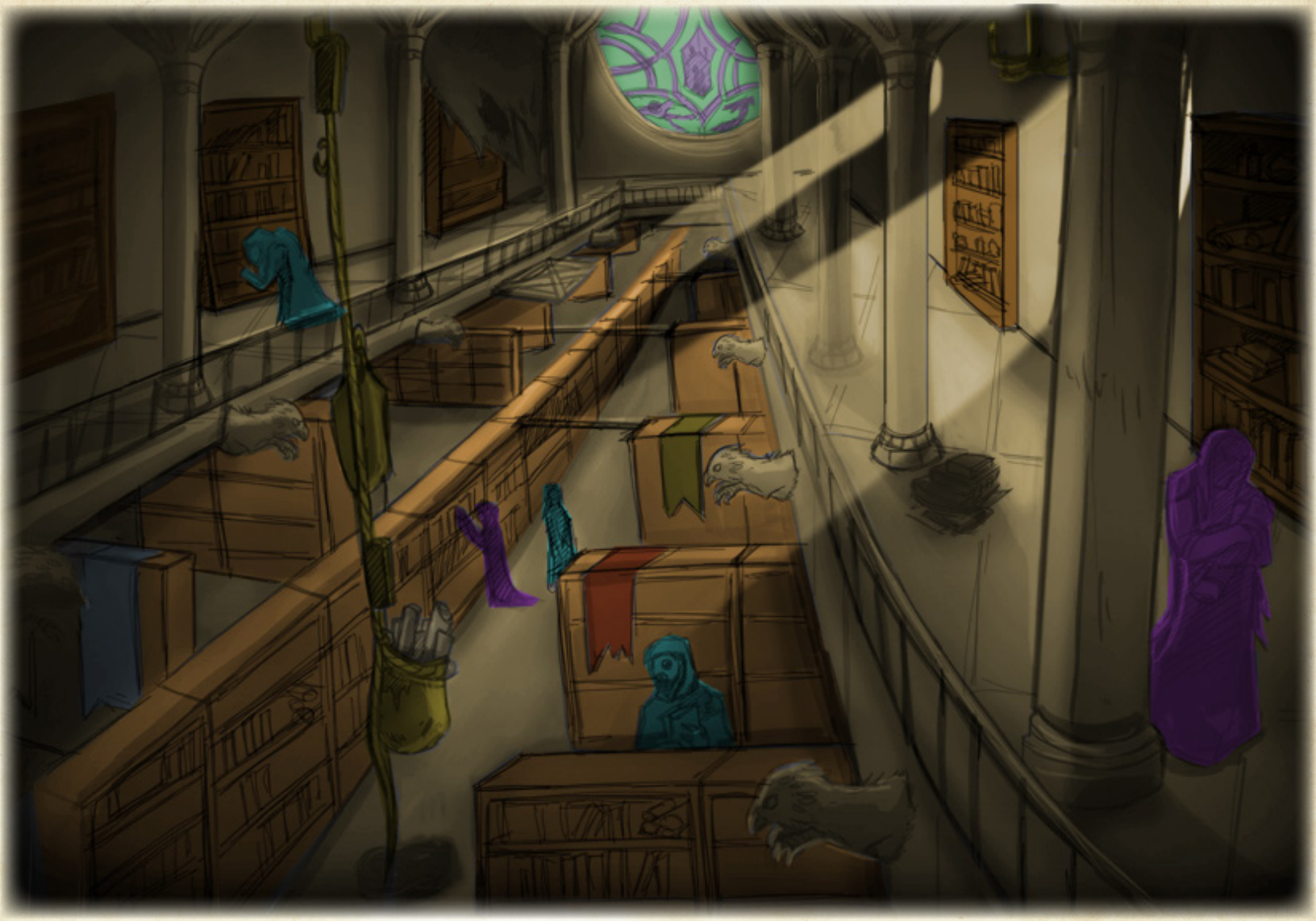
**Read or Paraphrase:**

This large octagonal room thrums with dark power. Pulses of dark purple energy radiate outward from a large crystal in the center of the room. Weird dark tendrils envelope the crystal and where they touch it radiates bright white light as if it is in pain.

### Control Core Attunement

In this fight the party has to try to attune with the Crystal during a fight, which is an no simple task.

To attune to the control core and cleanse Latal's corruption, members of the party must use their actions to make attunement checks while



touching the crystal. To make an attunement check, a creature touching the control core must make a DC 13 Charisma check or a DC 13 Arcana check (their choice). On a successful check, the party becomes one step closer to attunement. On a failed check, that creature takes 1d8 (4) psychic damage and cannot attempt an attunement check on the following round. Once the party has achieved 3 successful checks total, the core is cleansed of corruption, ending the encounter.

Of course, there are a few complications, detailed below:

- Each round, 1d6 Thin Shades enter the room by walking through the walls, then attack the party. Roll initiative for each group separately. Once the core has been cleansed, all shades in the room immediately fade away.
- No matter how many people succeed on an attunement check in a single round, only one success per round can be earned. Further successful checks in the same round have no effect, but failed checks still deal damage and prevent attunement the following round as normal.
- No one creature can make an attunement check twice in a row. If a character attempts to make a second attunement check before another character makes an attempt (even across multiple rounds), the result is an automatic failure, including the damage and attunement prevention that would occur on a normal failed check.

Once the core has been attuned and successfully cleansed of corruption, the denizens of the library are no longer hostile to the party. 343 will immediately become incredibly apologetic and cooperative. He will direct them to the manuscript immediately.

## Sidebar: Kia's Manuscript

Most of Kia's manuscript has been damaged severely or has faded with time. However, the party can study the manuscript to gain at least a snippet of the information Latal already possesses. After her death, Kia was entombed in a cavern roughly half way through Velbore Pass. Though the parts of the manuscript referencing the Throne of Creation are all long gone, the party does find multiple references to Kia's tomb as a site of particularly powerful magic. Beyond that, there is little other information of value.

***Treasure:*** Madman's Lexicon, and if the Party kept 343 alive, a Pocket Shade (see Appendix C: Magic Items).

## Encounter 4.5 – Shelf 1138

As you approach the shelf reserved for potent spellbooks and other magical lore, you immediately realize something is wrong. The shelf is moving! It forms a crude face with fiery eyes and a vellum tongue. Spell script glows to life on its "limbs" and it lurches to life gesturing at you with surprisingly nimble fingers

**Setup**
1 Shelf Golem

This shelf was originally used to store ancient and powerful magical texts. Over time, the power of those texts bled into the shelving, animating it and giving it a semblance of sentience. The golem uses the tomes still lining its shelves to channel magical power, making it an unpredictable foe.

***Tactics:*** The shelf golem will use its various recharge abilities before wading into melee.

***Development:*** Once the shelf golem is defeated, the party will quickly realize that nothing of value regarding Kia can be found here.

***Treasure:*** Spellbook with the following spells: 1st Alarm, False Life, Silt Trap, Sleg's Slicer Unseen Servant, 2nd Abrupt Animation, Acid Arrow, Knock, Misty Step, 3rd Blink, Sleg's Slurry, Tiny Hut, 4th Choking Fog, Stone Shape, 5th Sleg's Slammer

## Encounter 4.6 – A Garden to die for

**Read or Paraphrase:**

After the weirdness of the library, the cold crisp air is refreshing. Before you have much time to enjoy the wintery air, you notice the copses of trees have moved….are moving... are charging to attack you!

**Setup**
4 Rotten Treants

The trees were once noble treant guardians gifted to the library by the elven mage lords of the distant lands. Now time, neglect, and necrotic energy have turned them into rotten undead versions of their former noble selves. Some aspect of their old pact must remain as they appear intent on killing the enemies of the library. Unfortunately that, in their minds, includes the party members who were recently attacking the library's guardian spirits.

***Tactics:*** The rotting treants have lost nearly all of their sanity. They will simply attack the nearest enemy, unless someone attacks with fire. That will enrage them, and they will focus on that character exclusively.

***Development:*** Once the group defeats the treants they are free to leave.

***Treasure:*** None

# Episode 5 – Velbore Pass

**Episode Summary:** With information from Kia's Manuscript the party must trek to the site of her burial in Velbore Pass. Due to Latal's ritual the fabric of time is shifted allowing glimpses of the past that may help save the present.

### Velbore Pass

Finally, Velbore Pass comes into view. It was once an avenue for trade with some forgotten country beyond the God's Peak Mountains, but it was never quite a safe passage. It is formed in the valley between two gargantuan peaks that cast their massive shadows upon it throughout the day.

Now, it is something very different. The pass glows with warm light, in some places pale blue, in others dark green. It is still clear of snow and even has a cloud of steam hovering over it, as if it gives off its own warmth. Wilder chooses a clearing near the west entrance that she feels is protected enough from the winds and lands the ship.

The area before them is more like a swamp than a mountain pass. A few feet from where the snow ends plants spring from the ground, further on there are wet tangles of vines, mounds of moss, pools of water, and all of it giving off steam in the cold mountain air. But interspersed amidst all the life are huge columns of crystal much like the palisade. They jut at odd angles out of the plant life, as if they sprang from the same source.

As the party steps off the landing platform and onto the ground, day gives way to night, green to white, warmth to cold...

## Cut Scene – Long Since Fallen

**Read or Paraphrase:**

As you step off the landing platform, day suddenly gives way to night. The lush plant life and massive crystal gives way to snow-covered outcroppings. Your sense of self fades, replaced with that of another. The wind howls in your ears, driving snow fills your vision, and your adrenaline spikes as you see a horde of tentacled horrors racing down the pass toward you.

### Capturing the Feel

In this cut scene, the party will play as members of Kia's crew, fighting a pitched battle against the forces of the Low God. This scene also serves to hint toward previously unknown abilities, as Kia and some of her crew were the first to learn to attune to

the crystals, allowing them to empower and control smaller tetratauns. This heavily foreshadows one of the climactic scenes in Season 4. They are still visions in essence. Any hit points lost or resources expended will not actually count against the heroes.

## Kia's Crew

The players assume the roles of Kia Kren's crew at the Battle of Velbore Pass, and are already engaged in a pitched battle. Each player is attuned to a smaller, less developed version of the modern tetrataun. Unlike most cut scenes, they won't be getting new characters. This scene is better described as a vision. Their characters are actually experiencing this through the eyes of Kia's crew. Provide each player with the Primitive Tetrataun statistics.

### Attunement

In much the same manner as attuning to a ship, the character's class or classes determine new abilities their tetratauns will get. However, this is somewhat simplified. If a character has at least one level of a given class, they can add the corresponding ability to their tetratauns.

- **Barbarian.** Reckless Smash, bonus action. Make a melee attack with advantage. You grant advantage to attackers until the start of your next turn.
- **Bard.** Inspiring Roar, bonus action. Choose another tetrataun within sight. That creature adds 1d10 to its next attack roll.
- **Cleric.** Channel the High, action, recharge 5-6. Each enemy within 100 feet must make a Wisdom saving throw DC 18 or become frightened for one hour. Taking damage will end this effect.
- **Druid.** Shifter, passive. Each round, choose one of the following benefits at the start of your turn:
  - *Razor Pincers.* +1d10 damage on melee attacks.
  - *Iron Shell.* +4 to Armor Class.
- **Fighter.** Action Surge, bonus action, recharge 6. Take an extra action this turn.
- **Monk.** Flurry, bonus action. Take two extra melee attacks this turn. These attacks do not add Strength to damage. You can only use this ability if you took the attack action on your turn.
- **Paladin.** Smite the Low, bonus action, recharge 5-6. Your next attack that hits this turn deals an additional 5d8 damage.
- **Ranger.** Blood Hunter. You deal an additional 2d10 damage to creatures that are below their maximum hit points. You can deal this bonus damage once per round.
- **Revenant.** Eldritch Shroud, bonus action, recharge 5-6. Your tetratauns gains 30 temporary hit points. While it has temporary hit points, creatures attacking you in melee take 1d10 cold damage.
- **Rogue.** Sneak Attack. Your tetratauns has 5d6 sneak attack dice, as the rogue class feature, and can make sneak attacks with its natural weapons even though they aren't finesse weapons.
- **Sorcerer.** Font of Power, bonus action, recharge 5-6. Choose a touch spell that you know. You tetratauns next melee attack that hits also delivers the effects of that spell to its target.
- **Warlock.** Deep Pact, passive. Your tetratauns gains the benefits of all of your warlock invocations. Any invocation that alters eldritch blast loses its normal effect and instead increases the damage of your tetrataun's Slam attack by 1d6.
- **Wizard.** Arcane Conduit, bonus action, recharge 5-6. Your tetrataun can use its next action to cast a spell you have prepared without expending one of your spell slots.

**Setup**
4 Primitive Abominations

***Tactics:*** The abominations use their tentacles to try and grapple the tetratauns and tear them limb from limb. They will fight to the death.

***Development:*** Once the party defeats the abominations or are defeated themselves, the cut scene ends.

***Treasure:*** If the abominations are defeated, the party will find Purple Splint in the remains of the battlefield. If the abominations are victorious, the party will find nothing (see Appendix C: Magic Items).

## Encounter 5.2 – Snap Back to Reality

**Read or Paraphrase:**

As you come back to your senses, you quickly realize you are much deeper into the pass. You can no longer see *New Legacy*. All around you, you see the signs of the ancient battleground inw hich you just fought. Where ancient abominations and tetratauns fell, you now see pools of sulfur and gas. While disconcerting, you are not lost. You clearly remember your way back to *New Legacy*.

As the party comes to, they find themselves in a swamp-like area, covered in vegetation and littered with small pools of sulfurous water steaming away.

Before they can begin to explore their surroundings, however, a low moan fills the air of the pass. The pools that, in their memory, were formed by the fallen agents and spawn of the low god begin to bubble and produce a few horrifying remnants of the low god's power.

**Setup**
2 Unformed Horrors
2 Sulfurmongers

***Tactics:*** The horrors will immediately close to melee, attempting to lock down as many creatures as possible with their grappling abilities. The sulfurmongers will stay near the various pools, drawing power from them to fuel their various ranged abilities.

***Development:*** The horrors and sulfurmongers have been called to service by Latal, and will fight to the death.

***Treasure:*** None.

After the party slays the creatures, they can continue examining their surroundings. The patches of swamp continue, though there is much more crystal growth here. The crystal glows slightly and is warm to the touch; it almost feels as though it is vibrating. Being near any sizable chunk of it brings a sort of serenity, an appreciation of order, a feeling of acceptance, but at the same time a distance from self, a loss of identity. The swamp patches, on the other hand, while still warm and glowing, give off an aura of uncertainty, of threat. Where the crystal and swamp meet, there are small pockets of blooming life and energy.

A search of the area reveals a clear, if overrun, path further into the pass.

## Encounter 5.3 – Oops, There Goes Sanity

**Read or Paraphrase:**

> After traveling for roughly an hour into the pass, you crest a rise and look down at an unsettling vista. You can see a group of 6 cultists surrounding a large sulfur pool. They appear to be chanting, but the howling winds drown out their cries completely. Whatever they intend, it can't be good. Two of the cultists stop chanting and walk toward you, eldritch power coursing through their hands. Their brethren pay you no heed.

**Setup**
6 Baelfire Cultists
1 Half-formed Low God Abomination

***Tactics:*** Two of the cultists immediately break off and rush toward the party, throwing spells each round. If the party attacks the channeling cultists, they will not fight back, and continue to channel.

***Development:*** As the party fights the cultists, describe the sulfur pool roiling and boiling, as though filled with an enraged sentience. Each time a cultist dies or is knocked unconscious, the roiling builds, until the final cultist goes down. The pool erupts like a geyser, then calms. Give the party just enough time to feel like they've succeeded, then have the abomination erupt from the pool and charge the nearest party member. The abomination will fight to the death.

***Treasure:*** Each cultist has a potion of Sea Legs and 50gp in assorted semi-precious gems.

After defeating the abomination, the group can continue into the pass. They can sense the energy and power of the place increasing as they move closer to Kia's Tomb.

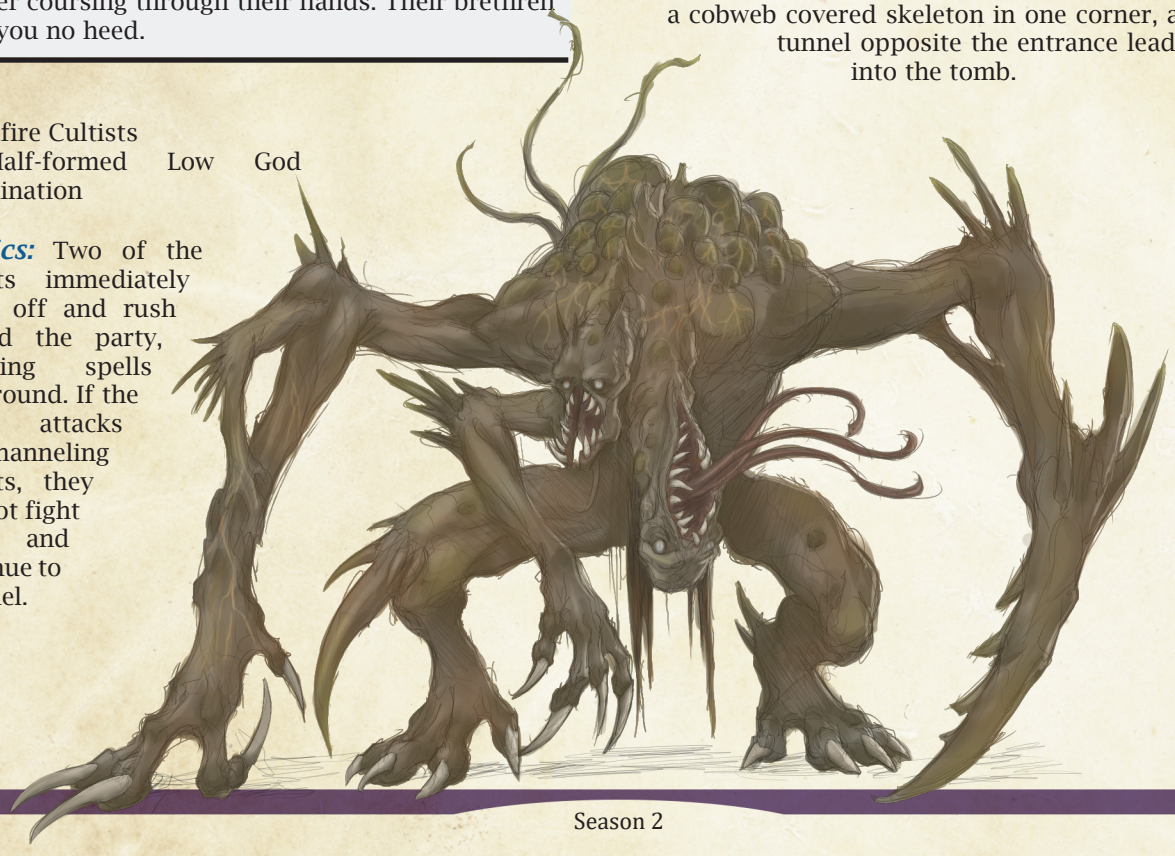
## Encounter 5.4 - Kia's Tomb

Further into the pass they come to a small cave in the mountainside. Crystal grows all around. Though the swamp and the plant life encroach on this space, it seems more peaceful. The only tree in the pass stands watch beside the opening. Next to it a single granite stone with two holes bored into it stands like a grave.

**Read or Paraphrase:**

> As you near the cave, a ghostly figment forms at the entrance. Though you've never seen her likeness, you know beyond a doubt that you gaze upon the spirit of Kia Kren, the greatest of the Brigand Princesses and, most agree, the greatest of the Princes as well. You feel her gaze roving over you, inquisitive. After a moment, the figment turns and steps into the small cavern, fading as she does.

Inside, the cavern widens into a small room. There is a cobweb covered skeleton in one corner, and a small tunnel opposite the entrance leading further into the tomb.



## Capturing the Feel

The next three encounters are used to tell Kia's story. Each room of the cavern will be nearly empty, but prompt a sudden and overwhelming vision (and encounter). After each encounter ends, the vision fades and Kia's specter appears. She will comment on the scene, then beckon the group further into the cavern. Unlike the previous cut scene, these vision's effects are real and lasting. Any damage taken still exists, and any resources expended are still used once the visions end.

## Encounter 5.4a – Finding the Throne

**Read or Paraphrase:**

As you step into the cavern, your vision is filled with blinding white light. As you blink your vision clear, you find yourselves standing in a completely different cavern, styled like a cathedral but much larger.

There is a blockaded door set in the stone at the far end from you. Kia, somehow alive and vibrant, is nearby. She is bent over a robed figure, whom she has pinned to a blood-crusted altar. Her scimitar is piercing his shoulder, and she is clearly interrogating him. The door to the cathedral booms as a battering ram smashes into it.

Kia turns to you. "Hold them off! If he knows his rescue has failed, he'll talk!" She turns back to the robed figure and slams her fist into his stomach as the doors to the cathedral burst open in a spray of splinters.

**Setup**
2 Domination Priests
6 Possessed Warriors

***Tactics:*** The cultists will immediately begin flinging spells at the group, while the possessed thugs move forward methodically. The thugs show no reaction to damage, and completely ignore pain. They focus on one or two opponents, hoping to reduce them to zero hit points and transfer their possession to the new host.

***Development:*** The cultists and warriors will fight to the death. When the last cultist dies, the vision ends.

***Treasure:*** The skeleton in the corner of the cavern can be searched to reveal a scroll of Harmonic Bridge.

The vision fades and you find yourself back in Kia's Tomb. Kia's ghostly outline is standing in front of you.

**Read or Paraphrase:**

"I was right, you know. Bastard knew exactly where the Throne was located. I gathered my crew and they followed me here, then to the Throne itself. I rewarded their loyalty with nothing but pain and death."

She turns and glances down the tunnel leading further into her tomb. "If I had known what fighting the Low God would cost me and mine…" She pauses, shakes her head, then looks back at you. "Keep coming, if you've got the stomach for it. You'll find what you seek."

## Encounter 5.4b – Punished Hubris

The small tunnel leads into the mountainside for roughly 100 yards. It then opens into a large cavern with a small pool to the left side. Unlike all of the other pools in Velbore Pass, this one smells of clear spring water rather than sulfur. There in an opening leading to another cavern to the right. It looks as though that entrance was sealed in carved marble until very recently.

**Read or Paraphrase:**

Much like the previous cavern, as soon as you set foot inside this one, you are overcome by that same white light. The transition is much less disorienting now that you are expecting it. You find yourself standing in an idyllic pasture covered in bright green grass. Kia stands facing a monstrously large man carrying a massive claymore. He watches her solemnly, waiting.

Kia turns to glance in your direction. "This one is mine. Without the high god's boon I doubt your weapons could harm him. But watch my back…something isn't right."

She turns back to the man, shows her teeth in a feral grin, and leaps toward him with her scimitar flashing.

**Setup**
4 Low God Elite Guard

***Tactics:*** The low god elite guard are those that have willingly embraced the Low God, and will gladly die in his service. They are roughly humanoid, but warped by the patron's chaotic touch. They begin combat invisible, and are roughly 100 feet from the party. Give the group a round of Perception checks to avoid a surprise round by seeing the telltale scuffs and/or hearing the guards approaching. The invisibility ends if the guards take any action that would normally end the invisibility spell.

***Development:*** The guards fight to the death. Describe the fierce battle raging between Kia and the low god's avatar as the party holds off the guards. Before the last guard is slain, **Read or Paraphrase:**

The final guardsman looks past you toward Kia's battle, then collapses like a sack of potatoes. As you look toward Kia, she is standing over the corpse of the low god's avatar with a weary but triumphant smile on her face.

"Looks like it's finally done. Let's get…" Her statement is cut short as a bolt of black lightning

slams down out of the sky into the low god's avatar, hammering her dozens of feet backwards where she rolls to a stop. The lightning arcs into the guardsmen you slew just as the vision fades.

***Treasure:*** None.

**Read or Paraphrase:**

The vision fades and you find yourself near the pool in Kia's tomb. She is standing ghostly before you once more.

"Gods above, I was so naïve. To think I had so much power that I could slay the avatar of a god." She snorts harshly. "You can slay the avatar no more than you can slay the god itself. You can only hope that your sacrifice is enough to force it back into its discontented slumber."

"The man who unearthed my cairn will show you the truth of this, should he manage to awaken the Low God." She turns and walks through the cracked marble entrance to her final resting place, gesturing for you to follow even as she fades.



## Encounter 5.4c – Self Sacrifice

After stepping through the marble, the party finds themselves in a small cavern, with a large coffin set in the center.

**Read or Paraphrase:**

Gazing at the coffin, you know what is soon to happen. The light is no longer blinding, but is instead warm and rejuvenating. Your vision clears with no disorientation, even though you find yourself in a pitched battle. Kia is trading blows with a horrific monstrosity some 40 feet in the air. On the ground in front of you, the guardsmen you just slew are rising to their feet haltingly. Each is wreathed in black lightning and headed straight for you.

**Setup**
4 Low God Elite Guard (Empowered)

***Tactics:*** The elite guard will fight to the death again, fighting chaotically. They will alternate between melee and ranged attacks as the encounter progresses.

***Development:*** At the start of this encounter, all of the party is rejuvenated, restoring them to maximum health. During this encounter, the fight between Kia and the Low God's avatar will have a massive impact. Each time they trade blows, the landscape shifts. A blocked blow unleashes peals of thunder, a miss slices a gouge into the mountainside. Raw magic erupts around them constantly.

### Throne of Creation Lair Actions

Unlike normal lair actions, this lair alternates between Kia and the low god avatar. On initiative count 20 (losing all ties), choose one of the following lair actions. On odd number rounds, you choose the action and the party is the enemy. On even numbered rounds, the party chooses the action and the low god's elite guard are the enemies.

- **Raging Magic.** Each enemy is buffeted by the raw magic being unleashed in Kia's battle, and must make a Wisdom saving throw at DC 14. On a failed save, a creature take 1d10 radiant and 1d10 necrotic damage. On a successful save, a creature takes half damage.
- **Erupting Earth.** Choose a point within 1000 feet of Kia and the low god's avatar. The earth ruptures under each enemy within 30 feet of that point. Enemies in the area must make a Strength saving throw at DC 14 or be knocked prone. In addition the area becomes difficult terrain permanently.
- **Godly Bolt.** Choose one enemy. That creature must make a Dexterity saving throw at DC 15 or take 10d6 lightning damage. It takes half damage on a successful save.

Once the party has slain the elite guard, **Read or Paraphrase:**

As you dispatch the final guardsman, you turn back toward Kia. Her battle with the low god's avatar has ravaged the landscape. The low god's avatar beats down her defenses until a devastating blow slips past her defenses. With her free hand she latches on to the blade impaling her as her eyes flash with muted golden light. You can just make out her death's head grin as the low god's avatar begins frantically, futilely trying to escape her grasp.

A brilliant bolt of white lightning engulfs the pair, flashing white hot across your skin as the vision fades, leaving you heaving breathlessly. When your vision clears in Kia's tomb, smoke still rises from each of you.

Kia's ghostly figment sits carelessly on the edge of her own coffin. "Now you begin to see the cost of returning the low god to his slumber. My sacrifice did not end the cycle, it perpetuated it. The cycle is never-ending. The high god and low god have already chosen their avatars. If the low god awakens, there is only one outcome."

She pauses, looking over each of you. "Now that you know my sacrifice, you must convince the High god's avatar that this is his fate." She begins to fade, but whispers one final warning.

"Stop the low god from waking at the Throne of Creation. Should you fail, finding Authion Nerandis will be your last hope…and the last hope of Skyfall."

The throne is closer than you think. Can you not feel it? Directly above us, and just to the north, on the mountain that forms the northern wall of this pass."

# Episode 6 – The Throne of Creation

**Episode Summary:** In this episode the party must approach the Throne of Creation in *New Legacy*, then disembark to hunt Latal throughout the Throne on foot. They'll need to overcome powerful minions left in Latal's wake. Luckily, they gain extraordinary power the deeper they go into the Throne.

## Approaching the Summit

Wilder takes the ship nearly straight up, keeping the deck as level as possible. Meanwhile the weather has been steadily getting worse since the party arrived at Library. Gale force winds buffet New Legacy like a child's bauble, and everyone on board stays busy by shoveling snow off the deck or breaking the ice forming on everything, slowing the ship down.

After a while the ship is in a white-out; the party can see nothing but wind-driven snow and cloud, and there is no discernible difference between day and night. One of the crew, an apprentice shanty man, begins singing a callback song.

The haze above lightens up and suddenly New Legacy breaks through the fog into a clear blue sky. The clouds below spread out to infinity like a snow covered tundra brightly lit by an enormous sun. They seem to rise and pile up at the base of the only visible peak, blending in and becoming the snow drifts that crawl up its slopes.

The peak itself must be the Throne of Creation. It is unreal to behold, so massive that it seems to dwarf the infinite plain of clouds that surrounds it. It is topped by a huge crater, and from the center of the crater rises... something. One second it seems to be a peak, another it has the shape of a statue, then it becomes a geyser of light and sound, and suddenly it appears to be a gigantic throne that has been split unevenly down the middle as if struck by a massive hammer and chisel.

### Sidebar: The Throne of Creation

The Throne of Creation is a place of powerful and surreal magic. Originally the caldera of a dormant volcano, the presence of the high and low gods so many eons ago has warped this place beyond recognition. Spending time in the throne will eventually bestow incredible power upon a creature, granting them the ability to manipulate reality to their desires. However, nothing gained from this newfound power can ever leave the caldera. Only the high and low gods were ever able to retain the power found in this unnatural place.

## Atop the Throne

Inside the crater the land dips steeply down and forms a plateau surrounding the Throne. The land is filled with a chaotic mix of habitats, ancient cities gleaming as if built the day before, archaic forests, raging rivers, lakes and oceans, and stuff even more impossible to imagine or describe. It looks like the floor of a child's playroom, if that child were a god. The environment seems still and yet it changes fluidly; when one glances back at something they saw, it is often gone and replaced by something else, and sometimes things change right in front of people.

The landscape seems to be influenced by the people walking through it. Indeed concentrated effort of will can alter the terrain, weather, and other facets of the environs.

### Capturing the Feel

To your players, this episode should feel like they are tripping through a fever dream. Think of movies like What Dreams May Come, where reality becomes a surreal dreamscape full of unexplained but unquestioned phenomena. One moment they could be in a frozen winter landscape, and in another they could be in an orchard where each

tree exists in a different season. As the party delves further into the Throne of Creation while they hunt Latal, the magic of the Throne will take over more and more. Of course, Latal is already here, and has left a few cultist-shaped time bombs in his wake.

From your perspective, this episode is simply a string of encounters one after another as the party moves from transformed cultist to transformed cultist (Deceit, Time, and Death). With each encounter, the party gains more and more control over the environment as they are infused with the power of creation. Latal has also gained power, but not to the extent of the party. By the time they reach Latal, they should feel like masters of the universe. However, at the center of the caldera, there is a small cabin in a simple plain of grass. This cabin is the ancient home of the high and low god, and is the only place within the Throne that is in harmony. After Latal retreats there, the party will face him on even footing. It is vital that you explain this transition as jarring and abrupt. The party may even attempt to continue exerting control over reality, but when they do they are overcome with a sense of emptiness and longing. Defeating Latal will leave them with a sense of peace and the pride of victory, but that hint of emptiness never truly fades.

The following encounters should effectively happen back to back. The party never really has a sense of traveling or moving. They simply will themselves forward and suddenly find themselves moving forward. This entire episode should feel extremely surreal at all times.

## Encounter 6.1 – Deception Made Real

**Read or Paraphrase:**

Shortly after setting down, you began your trek into the throne. The power of creation thrums palpably through the air. In one moment you are walking toward your goal, in the next you are primal gods, shaping the very fabric of reality to your whims. You certainly aren't belowdecks anymore.

Suddenly and without warning there is a blinding flash, or is it pitch blackness? A cacophonous silence and a silent thunder fill the air. Before you stands a being unlike any other. It's form shifts and writhes, at times it is the more complete version of the abominations above at other times it wears the face of those who have wronged you.

**Setup**
Deceit

This cultist has completed his transformation. He is infused with the essence of deception. Despite attacking the party savagely, his many guises will beseech the party to turn around, or threaten them, or try to negotiation. He spouts all manner of lies, half-truths, and falsehoods.

***Tactics:*** Deceit constantly changes targets, trying to use "Touch of Lies" on as many targets as possible. It will prioritize Insidious Falsehoods over anything else.

***Development:*** The party has advantage on every roll. Do not tell them why. It is due to their proximity to the throne. They are starting to gain control over reality.

***Treasure:*** None.

## Encounter 6.2 – Time Is Not On Your Side

**Read or Paraphrase:**

In the eons since you defeated deceit, the world has cooled, empires have risen dedicated to you, and fallen to dust. As you descend into the valley you witness the birth of stars, and the death of the wind. It all makes so much sense for a second, and then it's gone, a fleeting dream of a memory. In its place a large egg rests before you, the first cracks of a newborn seeking the sun appear on its surface.

**Setup**
Time Dragon

This cultist has come to embody time, and its cyclical nature. As its dragon form ages from hatchling to wyrm, it offers glimpses of the PC's past and future.

***Tactics:*** Time wades into melee freely, and prioritizes his Entropic Breath. If he shifts to Wyrmling, he will attempt to distance himself if he can do so safely. As an adult, he is far more reckless.

***Development:*** In addition to having advantage on every roll, the environment itself beings reacting to the party's whims. Use the list of lair actions below to randomly aid the party. Should the players ask if they can control the environment, they realize they can. Let them choose what the environment does.

**Player Lair Actions**
On initiative 20 (losing all ties), choose one of the following lair actions. The same lair action cannot be used twice in a row.

- **Control Earth.** Choose an enemy creature you can see. A spike of earth slams upward into them (even if they are flying). That creature must make a DC 17 Dexterity saving throw or take 6d10 (33) bludgeoning damage and be knocked prone.
- **Control Weather.** You call a storm into being in the blink of an eye, then channel a bolt of lightning into a creature of your choice that you can see. That creature must make a Dexterity saving throw or take 10d10 (55) lightning damage.
- **Control Gravity.** You can choose to increase or decrease gravity for one creature. If you increase gravity, that creature cannot fly (taking falling damage as appropriate) and is restrained until the next lair action. If you decrease gravity, that creature floats into

the air but cannot fly or control its movement, and is restrained until the next lair action. If it has a fly speed when this effect ends it can begin flying, otherwise it will fall and take falling damage as normal.
- **Control Elements.** Choose one creature within range. It must make a DC 17 Constitution saving throw. On a failed save, the creature takes 2d10 (11) fire damage, 2d10 (11) cold damage, 2d10 (11) acid damage, and 2d10 (11) thunder damage.
- **Control Magic.** Choose one spell on any spell list of 3rd level or lower, and one character. That character casts that spell without expending any spell slots (even if they can't normally cast spells.

***Treasure:*** None

## Encounter 6.3 – The Cycle begins anew

**Read or Paraphrase:**

> You find yourself in an orchard that runs endlessly in all directions. The trees appear to shift endlessly through their cycle of life apparently at random. A riot of color blossoms as seasons appear to effect each tree differently from its neighbors. Suddenly from the Horizon a shadow soars through the air. A massive avian, phoenix-like but comprised of shadows and death, swoops to attack.

**Setup**
Deathhawk

This cultist has been infused by Latal with the power of Death and Rebirth. The Deathhawk undergoes a cycle of rebirth regularly throughout the fight.

***Tactics:*** Rebirth will attempt to use On Death's Wing right away, then will try to stay as centered as possible to catch the most possible targets in Cycle of Rebirth.

***Development:*** The party has advantage on every roll, plus the following lair actions (if they did not discover their ability to control lair actions last round, alert them that they can). They also each get one legendary action, which they can use to make an attack or cast a cantrip.

**Player Lair Actions**
On initiative count 20 and 10 (losing all ties), choose one of the following lair actions. The same lair action cannot be used twice in a row.
- **Control Earth.** Choose an enemy creature you can see. A spike of earth slams upward into them (even if they are flying). That creature must make a DC 17 Dexterity saving throw or take 6d10 (33) bludgeoning damage and be knocked prone.
- **Control Weather.** You call a storm into being in the blink of an eye, then channel a bolt of lightning into a creature of your choice that you can see. That creature must make a Dexterity saving throw or take 10d10 (55) lightning damage.
- **Control Gravity.** You can choose to increase or decrease gravity for one creature. If you increase gravity, that creature cannot fly (taking falling damage as appropriate) and is restrained until the next lair action. If you decrease gravity, that creature floats into the air but cannot fly or control its movement, and is restrained until the next lair action. If it has a fly speed when this effect ends it can begin flying, otherwise it will fall and take falling damage as normal.
- **Control Elements.** Choose one creature within range. It must make a DC 17 Constitution saving throw. On a failed save, the creature takes 2d10 (11) fire damage, 2d10 (11) cold damage, 2d10 (11) acid damage, and 2d10 (11) thunder damage.
- **Control Magic.** Choose one spell on any spell list of 3rd level or lower, and one character. That character casts that spell without expending any spell slots (even if they can't normally cast spells.

***Treasure:*** none

## Encounter 6.4 – Sacrifice

**Read or Paraphrase:**

> You have reached your zenith, the power of creation is yours to command. Reality is your lucid dream, you are only bound by the rules you choose. In the space of your next blink, you find yourselves standing at the base of the mountainous, cracked throne. Henrik Latal stands before you; something about his form unsettles you to your core.

The party, infused with the power of the throne, are essentially gods. Latal is easily as powerful as a CR 30; the party at this point have transcended and are no more threatened by him than by a kobold. Let the party narrate the fight as long as they have fun. No dice are needed, but you should encourage creative collaboration of a truly epic fight (and die rolls may help with that). Latal fights back viciously, but has nothing with which to harm the party. After a few rounds of back and forth combat, **Read or Paraphrase:**

> Latal suddenly shouts, "Enough! I tire of this game." Latal seems disturbed by his inability to harm any of you, but continues doggedly. "See the truth I have been shown, and know that your path is futile." Your vision fades and a powerful voice fills your mind.

### The Voice of a God

> Here at the Throne once sat something like a god. The great being shaped the plateau at the top of the world where the planes thinned so that it could practice creation, for although it was nearly godlike, it was not a god. It created, unhindered by the world, for millenia. It often

marveled at its own creations, but found that the great ocean it did not create called to it even more.

After eternities, the being died, splitting asunder to form two siblings, the low one composed of fecund creation and will, and the high one made of rule, form, and knowledge. The passing of their former self was a great sadness for them both, because even though they were greater now, they had to give up so much to become so.

The two lived for a while together, and created more like they had when they were one, only now they would compete with each other, and their creations became things of greatness which far outreached the work of their whole self.

They began to argue over who was responsible for the new greatness. Discord grew, and they began to fight over each other, the high one wanting to control the world through action, the low one wanting to control it's sibling through manipulation and brute force.

At the end of one great fight, they decided to leave the Throne and travel to the sea, which their whole self had always looked to with hope. Along the way they crafted the world of the Besieged Cliffs, each trying to prove to the other that they were right. Finally, at the sea, the beauty of the world was lost to them and they fought again. The high god struck down the low, who sank into the sand and died. The high god, overcome with true grief, knelt at its sibling's body and passed away from despair.

## The Trail's End

After delivering the vision, **Read or Paraphrase:**

> You find yourselves in a small, dim cabin as your vision clears. It is a simple place: two cots, a small table, a tiny wood-burning stove, and little else. Though you can sense that you are still in the crater, you no longer hold power over its environs. The absence of your god-like power is a cold shock, as though you had a gaping hole in the center of your being.

Allow the players to look around the cabin for a moment. There is one door and no windows. The door will not open under any circumstances, and the party cannot escape the room through any physical or magical means. After a few moments, hand one player the following note:

> "You begin to hear strange chanting, as though from a great distance."

Unlike the previous cut scene, none of these notes should tell the player how they react to the chanting. Begin giving out additional notes like the examples below. While the character may not realize what is happening, the party will surely recognize the signs from the previous cut scene. Again, feel free to add your own notes, and continue the scene for as long as it is entertaining.

> "You feel an overwhelming urge to make an inappropriate comment about another character's sister."

> "You are overcome with a flash of rage. Smash your weapon against (or through) the table."

> "Read this note, look at any other player in shock, then shake your head."

> "You hear soft chanting in the back of your mind. You don't see anything that could be making the sounds."

After the tension has built a bit, go ahead and give out the final note below to the first person to hear the chanting.

> "The chanting in your head rises to a crescendo, and you feel your self-control slipping away. Calmly walk to your nearest ally and attempt to slit their throat."

As soon as the player describes their attempted murder, have them roll a DC 15 Wisdom saving throw. If they fail by 5 or more, have them go ahead and roll the attack against their ally. If they fail by less than 5, they stop mid-swing, but have not overcome the urge to kill. If they succeed, they catch themselves mid-swing and begin to lower their weapon. Then, **Read or Paraphrase:**

> The sudden outbreak of violence sets off a chain reaction of rage and vitriol in your mind. You feel your self-control wavering as your hand moves toward your weapon.

At this point, have the entire group roll a DC 15 Wisdom saving throw. If no one passes, have them all draw their weapons and roll initiative. However, you should give them another saving throw as soon as combat starts. If by some terrible luck no one has passed the saving throw at that point, let them play out the combat, but give each person a new saving throw each time they attack until someone passes the save. Once at least one person has passed the save, describe to the group how each of the characters who failed draw their weapons and bare their teeth in feral grins. If all of the characters pass, skip to the boxed text below.

Allow the characters who passed the save to try and shake their allies out of the dominance. There is no check required. Allow the player to narrate



their plea or actions to help their allies, then **Read or Paraphrase:**

> Just when you begin to think the only possible outcome is bloodshed, you all manage to shake off the sickening power controlling your minds. You hear slow clapping from outside the cabin, and the door the cabin is gone, as though it had never been there in the first place. Henrik Latal stands roughly 100 feet outside the cabin on an idyllic grassy plain.
>
> "Not very many people have the strength of will to overcome the low god's influence in the very seat of his power. It matters not. In this place you cannot hope to withstand my power."
>
> Henrik extends an arm as though to snuff out your life. After a moment, you see his eyes narrow slightly as absolutely nothing happens.

Roll initiative.

**Setup**
Henrik Latal

***Tactics:*** Henrik will try to keep the distance, using Vile Blast, Sickening Transposition, and the spells granted by the Staff of Corruption to keep the party at bay.

***Development:*** Henrik fights to the death. Though all of his (and the party's) godlike powers do not function here, he is incredibly deadly. While Henrik is not the actual avatar of the low god, he has been gifted with extraordinary power in order to sell the deception.

***Treasure:*** Throne Blade and Amulet of Latal (See Appendix C: Magic Items).

## Last Words of a Prophet

Henrik is completely baffled by his own death, so sure he was of his ascension. His eyes glisten with a hidden truth, and he opens his mouth to speak it when the light suddenly leaves him and he collapses in on himself. Whatever secrets he intended to share die with him. Skyfall is for the moment at least, safe from the influence of the Low God.

When they return to Skyfall, the city greets them indifferently, unaware of the danger that was narrowly avoided. The Senate, grateful for their deeds, has nonetheless decided to keep the majority of the city in the dark in order to preserve the peace. Karstan, however, is thrilled. The heroes' successes have propelled him ever skyward in the Senate's eyes; as a result, his increased responsibilities mean he no longer has time to serve as a platinum of the Twelve. The thieves' guild, breaking with a tradition that is in truth less than two decades old, has agreed with his assessment; in his stead, the entire party should be promoted to platinum royals, the essential leaders of the Twelve. It will take a few days to become official, but soon they will be amongst the most powerful citizens of Skyfall.

Compared to the events of the past few weeks, the next months pass relatively without incident. That isn't to say there aren't plenty of opportunities for adventure.

# Behind Enemy Lines

## *Legacy's Wake, Season 3*



*Cathin H'fmon*

Newly minted leaders of the thieves' guild, the party is thrust into action when a drow prince rallies his army against the city. Can they stop the prince when their assassination attempt goes awry and they are stranded behind enemy lines?

# Season Introduction

Six months have passed since the heroes saved Skyfall from the machinations of Henrik Latal, earning them accolades from the Senate and promotion within the Twelve. Karstan Gotogan, now a senator himself, has stepped down from his position as one of the Royals of the Twelve and has convinced the eleven other platinum dogs to promote all of the heroes to his position. The first episode is a montage of the events of the past six months, letting the heroes cement their reputations and get used to running a guild.

As they earn new contacts and forge new allies, the party learns of drow prince Ardul Vraye's planned assault on Fenrot Firsthold, a necromancer stronghold protecting Skyfall. Acting for the greater good of the city, they forge a plan with the Senate to assassinate the prince using their newly established power with the Twelve before his army can march on Skyfall.

Somehow they are betrayed, teleporting into an ambush well behind the already advancing army. They escape and must fight their way through the drow army to reach Firsthold. Along the way, they'll recruit allies to their cause and enact a plan to retake the fallen Hold and defeat the Prince. Unfortunately, the plan involves slaying a massive swarm dragon.

Once the prince is destroyed (or so they think), they return triumphant once again to the Senate, only to discover their mission isn't quite over. They'll have to get the senators to safety before taking to the skies in *New Legacy* to take down the prince (in his true form as an even larger swarm dragon) once and for all.

DM's Note: If you are using the available side quests from Appendix A, the party should complete the second side quest before this module starts.

# Episode 1 - Royal Dogs

**Episode Summary:** This episode is told as a montage of flashbacks. The heroes, on the eve of their mission, relate some of the events of the past six months to Tar Drasiw, the high magister and another platinum dog of the Twelve. They will tell the tale of their defeat of the Jarl of a tribe of squall giants, talk about how they chose a new majordomo, and reminisce about some of their newfound contacts and accolades, including a coven of sea hag sorceresses who alerted the party to a dire situation facing the city.

While the heroes relate the story in a private dining room in The Crow's Nest, the stories themselves take place in several different interesting locales. They battle in the charred remains of a squall giant throne room, the caverns of a sea hag coven, and the Twelve's hidden training site outside Skyfall.

## Encounter 1.1 – Squall Giants are Toast

**Read or Paraphrase:**

A sudden wind whips through the air of the chamber. All around you the temple trembles slightly. Before you on a twisted throne sits the pirate lord Kojh, king of the Squall Giants. He's the first challenger you've had since taking over the Twelve, and personally ending him will go a long way to convincing your guild that Karstan's faith was not misplaced. With a roar he lifts his weapon and hurls himself at you.

### Capturing the Feel

Why are we in combat? We are jumping right into combat for two reasons, one it's a fun way to start a session, and two the pacing of this mod lends itself to it. The party is now quite important in the city; they are the Royal Dogs of the Thieves Guild. This episode lays in just how important they are by a montaging several key battles they have had in the last six (or so) months and by showing off just how powerful the guild has become under their leadership.

The party is fighting the King of the Squall giants (notorious pirate raiders) in his throne room in the driftwood fortress. The party has waged a successful campaign against the giants in the last few months, and this is the final battle of that conflict. You can incorporate the player's desires and goals to craft a summary of what has happened, or perhaps let the players tell you how they got to this point. What really matters is that this should be a fun combat setting the stage for the party as very powerful individuals both in and out of the city.

**Setup**
Squall Giant Jarl
Squall Giant Driftknight

In this scene, the party jumps right into the action. The jarl has finished his monologue and the battle is starting. The Jarl begins atop his driftwood throne, his guardian is at the base of the throne in front of him.

***Tactics:*** The Jarl opens by rushing the party and uses Hailstorm before wading into combat, while the Driftknight unleashes creeping frost on someone that appears to be in heavy armor. The driftknight uses his Shield Bash to harass and annoy anyone closing to melee with the Jarl, who will save gust of wind and lightning bolt for opportune moments.

***Development:*** The fortress is burning, whether from the party or the Giants is up to the party. On round two billowing smoke begins filling the area granting disadvantage on ranged attacks.

***Treasure:*** The Jarl is wearing the Squall Crown (see Appendix C: Magic Items).

## Cut Scene – Staff Meeting

**Read or Paraphrase:**

The last six months have been a whirlwind. Karstan ran this place like a well-oiled machine, but these new folks? They've taken it to a whole other level. The Twelve has never been such a powerhouse. The bosses are back from their latest epic excursion, now it's your chance to show them that you are the best bet to be their majordomo.

### Finding the Majordomo

In this cut scene, the players take on the roles of lieutenants in the thieves' guild. The party has called a meeting to decide on their new majordomo, and the lieutenants in the room have made the final cut. The lieutenants are all vying for the top spot and have to pitch themselves as the right person for the job. Each lieutenant can be found in Appendix E: Player Handouts.

To play this simple cut scene, begin with the player to the DMs left. That player must state why they are the best suited to be the Majordomo. Based on how well they roleplay their response allow them to roll 1 (no roleplaying) to 4 (terrific roleplaying) d6s. The highest number rolled is added to their score.

The other players may then react to the statement if they want. The following are the reactions (each may only be used once in this cut scene):

- **Disprove.** You have gathered evidence that your opponent's statement is a lie. Roll a d4 and subtract it from your opponents roll.
- **Affirm.** You agree with your opponent, this has the effect of strengthening their argument and also making yourself seem honest and well meaning. Add 2 points to your opponents score, and one to your own.
- **Deception.** Using clever words or shading the truth you cast doubts about your opponent. Getting caught in a lie is dangerous Roll a D6, your opponent rolls a d4. If you roll higher, subtract that number from the opponents score. If they roll higher subtract their roll from yours.
- **Rhetoric.** Nothing solves a good argument like unrelated but popular rhetoric. Roll a d6, if the number is even subtract it from your opponents score; if it is odd, the rhetoric backfires as the bosses see through you, subtract the number from your score.

After any actions are taken against the first player, the next player makes their statement. Once the last player has spoken, the first may choose to replace their score with the result of a single d6 (no actions can be taken against this roll). Whoever has the highest score wins.

# The Crow's Nest

The next four encounters are flashbacks to scenes that have happened in the previous six months. The party is sitting at The Crow's Nest drinking with Bonk and a handful of regulars at the Nest, as well as some of their allies within The Twelve.

### Capturing the Feel

Each of these encounters stands on its own, but all of them are tied together through the party's storytelling. Depending on your group, you can handwave the storytelling section, or you can use it as a fantastic opportunity for roleplaying. If you do, you should give the party some knowledge of the event and let them tell the story somewhat, using the details they provide to embellish the encounters below.

## Encounter 1.2 – The Master Arcane

**Read or Paraphrase:**

Deep within the dregs lies a surprisingly well-built home. Runes engraved along the beams and planks cast a clean blue light illuminating the interior of the home well. Thick carpets and drifting mystic incense complete the picture of this arcane sanctum.

The party is meeting with Tar Draziw, the Grothik high magister of the Twelve. Tar is something of an arcane savant. He lacks the aptitude for much in the way of combat, but when it comes to studying magical theory there are few in the city with more skill. The party is paying Tar a visit to get an update on his most recent project, the teleportation Orb.

**Points to Get Across:**

- The party's spy network has uncovered evidence of the Drow in the Lightless depths having access to potent teleportation magic. Specifically they seem to have been working toward special orbs that will allow them to crack the wards against teleporting into the Palisade.
- Luckily the party put a stop to that when they slew the Drow Matriarch.
- They recovered a "teleport orb" which appears to be the key to what the drow were trying to accomplish.
- Tar is trying to unlock the secret of the orb which would allow the party to teleport into warded areas, even into the Drow Palace or perhaps the Palisade.

At some point Tar says, 'I cannot imagine what you went through to get this, slogging all the way into the Depths to catch the Matriarch as she was travelling."

When he says that the party flashes back to:

### Flashback

The party has trekked through miles of the Lightless depths to take out the Drow Matriarch. There has been a great deal of belligerent warmongering on her part, and your sources indicate she has gone viciously off the deep end and into the wicked embrace of whatever spider cult she leads. After weeks of work they have set an ambush for her as she travels to one of her holdings to sacrifice her consorts to the spider cult and obtain new lovers from amongst her warrior slaves.

**Setup**
1 Drow Matriarch
2 Drow Consorts

**Read or Paraphrase:**

> Your spy network has paid off again, the Matriarch is right where she is supposed to be, and indeed even her pet dragon Athraxus is absent. Today you strike a blow that will help ensure the safety of the city and weaken the regime of the Drow for decades.

***Tactics:*** The matriarch uses her spellcasting to protect herself and harass the party, while the consorts do everything in their power to protect her.

***Development:*** The drow fight to the death.

***Treasure:*** After the flashback, Tar Draziw mentions that the rest of the matriarch's possessions have been examined and are safe for use. He provides the party with a Green Glass Scepter and a two Alchemical Grenades (Bane, Maddening). If Valen Highmantle is the party's majordomo, Tar will also slip them 2 potions of Hoarfrost Oil (see Appendix C: Magic Items).

## Encounter 1.4 – A New Record

**Read or Paraphrase:**

> In the jungle north of the city lies a forlorn ruin with a deadly secret. Deep under the crumbling stone the Twelve have a hidden lair. The lair is their last hold, their hiding place should the city ever fall. It is also site of the initiation of those deemed worthy of admittance into the highest ranks of the guild.
>
> Since your elevation in the guild came so quickly, it is no surprise you did not have the chance to be initiated. Luckily you found some time to make the trek north. Considering the death rampaging down the tunnel toward you, you might have made the wrong choice.

The party is about half way through the trap maze, a magical dungeon maintained by Tar Draziw to initiate members of the highest ranks. Currently the party is doing quite well, and indeed are on pace to set a new record. All they have to do is survive and get through the next three areas. Each area has a minor combat as well as a trap or obstacle to overcome.

### Hallway of Rampaging Death

**Setup**
Animated Statue (Minotaur)

This is a 60 foot long hallway roughly 10 feet wide. At the far end is a statue of a Minotaur holding a greataxe standing in front of the exit. If anyone moves within 30 feet of the statue, the doors at both ends slam shut and are magically barred. The doors have 100 hit points, or can be opened with a DC 18 Thieves' Tools check.

Once the statue has animated, it will charge the party and attack to the best of its ability. At the same time, the hallway begins flooding with water. Each round, the water level increases by 2.5 feet. In the first round, the entire hallway is treated as difficult terrain for medium or smaller creatures. In the second and third rounds, anyone medium size or smaller must swim to move, and larger creatures treat the hallway as difficult terrain. After the fourth round, large and smaller creatures must swim to move (except the statue, which sinks and continues to treat the room as difficult terrain. Creatures that can't breathe water must hold their breath or begin suffocating. Once the statue is defeated, the room drains rapidly and the doors open.

### Room of Crushing Despair

**Setup**
4 Screeching Shades

This is a large room, measuring 30 feet by 30 feet, with a 10 foot high ceiling. As soon as the entire group enters the room, the doors slam shut and the party begins to hear a keening wail. Roll initiative now, but the monsters will not arrive until round 3.

At the start of each round, the ceiling of one half of the room (your choice) drops into the room, stopping at a height of 3 and half feet. Any corporeal creatures in that area take 1d10 bludgeoning damage and are squeezing. At the start of the next round, that same area of ceiling falls the rest of the way to the floor. Any corporeal creatures still dumb enough to be in the area take 6d10 bludgeoning damage and are paralyzed under the weight of the ceiling until it retracts. At the start of the 3rd round, the ceiling retracts to its full normal height, and in the area where it collapsed stand the four screeching shades, who immediately attack on their initiative. On the next round, start this three round cycle over, using a different half of the room. Once the shades are slain, the ceilings all retract and the doors open.

### Flaming Cellar of Righteousness

**Setup**
1 Flame Archon

This cellar is filled with a variety of casks. Once the group enters the room, the doors again close. One of the large casks explodes suddenly as a flame archon erupts from its confines.

The remaining casks are filled with a variety of unpleasant flammable substances, of which there are 8 total. Whenever the flame archon uses its firebolt cantrip, it does not target a player. Instead, it targets a cask. The cask will immediately explode, causing each character within 10 feet of it to make a DC 15 Dexterity saving throw. On a failed save, a creature takes 2d10 fire damage and catches on fire. On a successful save the creature takes no damage and does not catch on fire. Creatures on fire take 1d6 fire damage at the start of their turns unless the creature (or an ally) takes an action to pat out the flames.

***Development:*** The party has 12 total rounds to clear the rooms (don't count non-combat rounds) and break the record. If they do it in 15 they are well respected, more than 20 and they are laughed at behind their backs.

***Treasure:*** If the party manages to break the record, they will be rewarded by the Twelve with a Collapsible Tunnel (see Appendix C: Magic Items).

## Encounter 1.5 – Eye Spy

**Read or Paraphrase:**

Bubbling caldrons and steaming vapors fill this small cave. Agatha, Sotwa, and Saryv, hag sisters beholden to the guild, live here, providing both mystical clairvoyance and a surprisingly effective leadership to your more mundane spies.



The sisters provide regular reports the Royal Dogs of the Twelve, giving them valuable intel on the comings and goings to threats both foreign and domestic. Today they have urgent news and have called their masters here to impart a warning.

The Hags have very important news, but as always they are mystic and fond of riddles and the dramatic. They demand the party answers the following riddle:

**Read or Paraphrase:**

'What has three eyes and thousands, lives trapped in a cave yet ranges as far as the Twelve reach, honors its commitments and yet plots to stab you in the back?"

The answer of course is the coven.

Once the party has solved the riddle the Hags cackle with laughter.

**Read or Paraphrase:**

"So, the riddle is answered, the cookies were adequate, all that is left is for you to prove your continued worthiness of our help before we impart our knowledge." The oldest of the sisters licks her lips and says, "I do love this part…"

### Flashback

**Setup**

3 Sea Hag Sorceresses

You came across rumors in your travels, three sisters with the ability to see distant lands, times, peoples. You have tracked these hags to their lair at the senate's request. Deciding they could be a powerful resource to the Twelve, you "convinced" them to swear a pact to you.

Your contributions are to ensure the hags are treated well. You give strength to the rumor that they are dangerous, malicious, and insane to help them maintain their image amongst the citizenry. And finally, you must always bring cookies and introduce any prospective romance interests you have to the Sisters for their approval. Also, before every reading, you must fight the sisters to prove your worthiness of their help.

The cookies aren't such a problem, but considering the size of the claws the hags have, the fight always gets interesting.

***Tactics:*** The sea hags use their spellcasting abilities to coordinate against the party to the best of their ability. They will not close to melee unless forced.

***Development:*** Once they have each been reduced to at least half health, the hags concede and agree to give their message.

***Treasure:*** After the vision ends, one of the hags hands a character of your choice a small bundle, and mentions keeping their strength up. Inside is Sleg's Scrumptious Soupbowl (see Appendix C: Magic Items). Should the party be dumb enough to eat soup from a coven of hags, they will be incapacitated with sickness until the end of their next long rest.

As the Hags chant, visions appear floating in the strange mist over the cauldron.

**Read or Paraphrase:**

A dark shape resolves into a male drow dressed regally. Though his physique is powerful he lacks the grace generally ascribed to his people, and his mouth is just a bit too wide to be comforting. When he speaks, sharp teeth glisten in the torch light. He seems to be rallying an army. A shouted phrase echoes through the chamber. "To Skyfall! We must bring down the hanging city for the glory of the swarm!" Legions of warriors cheer as the Drow yells, 'Tomorrow we march!" With a swirl of his cloak he strides into a palace of twisted black glass.

The hags smile their wicked smiles, "See we thought this might be important. I suppose you had better figure out how to save the city, just be sure to come back with cookies this weekend."



## Encounter 1.6 – How To Save A City When You Run The Thieves' Guild

The hags' vision is important, the size of that Drow Army will certainly give the Necromancers of Fenrot some trouble, and in all likelihood roll right over them. It's time to come up with a plan. The party should quickly realize that the contacts and items gained during the past six months will be immensely useful to them. If the party reaches out to Karstan, read or paraphrase the following. If they don't, he will hear of the news anyway, at which point he will find them himself (in which case you can use something similar to the text below).

**Read or Paraphrase:**

Karstan frowns in thought for a moment, then looks up at you all. "We need to strike. The Prince must have obtained some new power to swell his ranks so quickly. We keep regular tabs on the power players in the Depths, and we saw no indication that something like this was coming. Perhaps if you could cut the head off the spider, so to speak, his army would no longer be compelled to serving him in his warmongering. I will speak to the senate on your behalf once your plan is in place."

The party has no realistic hope of gathering forces in time to stop the Prince's assault on Fenrot. However, they do have the ability to reach the prince directly using the teleportation orb they found on the drow matriarch. They can use it to enter the prince's throne room with a team of assassins, slay him and any retainers, then teleport back to Skyfall. The disarray should allow ample time for Fenrot to receive word and shore up its defenses even if the army doesn't falter at the loss of their leader and his newfound power.
The party can call upon their contacts within the Thieves' guild to gain additional information and resources before attempting their assassination on the prince.

### The Hags

The coven can provide additional reconnaissance of the Prince's palace, as well as provide the party with a direct contact method that will let them reach the Hags should anything go wrong. Of course, they hags will need to be convinced to help the party. The party will need to make a group Diplomacy check (DC 15). Provide the following information based on their successes. If they remember to bring the hags cookies, they have advantage on the check. The party receives one free success if Fala is their majordomo.

- **No success:** The hags will not provide any additional information to the party. They are affronted at the lack of cookies.
- **One success:** The hags will provide the party with a rough layout of the palace, and will mention that the palace seems to be running on a skeleton crew in preparation for the upcoming battle.
- **Two successes:** The hags will also provide the party with a small charm bracelet. It can be activated with a bonus action to allow the party to communicate with the Hags for one minute. It has one charge, and becomes a normal charm bracelet after use.
- **Three+ successes:** The hags will show the party a vision of what appears to be a Master at Arms in the palace armor, polishing a fine blade.

### Tar Draziw

Tar is hard at work cracking the teleportation device the party found on the drow matriarch. The party can assist him with the final process, saving time. The party should make a DC 15 Arcana check if proficient, or an Intelligence check if not. If the party gets at least two successes, they will receive a surprise round against the drow ambush at the start of Episode Two. Of course the party doesn't know it's an ambush, so be sure to relate how much time they are saving by assisting Tar (you can even imply that it will benefit them later). You can also use their number of successes to "determine" how close to the throne room they will be when they teleport. Of course since this is all a set up by Karsten and the Drow prince, they will automatically end up in the throne room to be ambushed. The party receives one free success if Valen is their majordomo.

### The Assassins

Karsten will suggest (if they don't think of it themselves) that bringing along trained assassins would be very beneficial in an assassination attempt. However, the Assassins do not work for free, even in a crisis. The party will need to negotiate rates with the assassins. If Krast is their majordomo, they do not need to negotiate, all twelve assassins will volunteer at his command. If the party does have to negotiate, roleplay the scene and allow each player to contribute as they see fit and have them roll any appropriate social checks. For each successful check, three assassins will teleport with them to the throne room, to a maximum of 12. The party can obtain the services of the remaining assassins (again to a maximum of 12) at a rate of 100 gold per assassin. If they do not have at least 6 assassins, remove one of their unit abilities in Encounter 4.1 and 4.5 (see those encounters for more information).

Once the party has completed their plan, they can execute it and activate the teleportation orb.

## Episode 2 - To What Lightless Depths Have We Sunk?

**Episode Summary:** After scrying on the Prince and using the Teleportation Orb to enter the throne room, the party will immediately realize that the Prince is an illusion and an ambush has been set. They'll need to fight their way out of the Drow Prince's palace without the benefit of their teleportation magic. They'll also find signs that that these are not normal spider-worshiping drow, but instead worshippers of some obscure swarm god. Once outside the palace, they'll bet set upon by the Prince's prized hunting hounds.

In the Drow tongue, Dar'Tyr Nagash means the Palace of Glorious Death, and as its name suggests, Drow Prince Vraye is not known for his subtlety. This sweeping expanse of green volcanic glass, sharp spires, faceted walls and strange mists rests in the darkest bowels of the Lightless Depths, or at least further than any recorded expedition from Skyfall has returned from. Unlike much of the deeps, this area has been fully tamed by the drow. Of course all that means is instead of a few dozen different threats all the party needs worry about are thousands of blood thirsty drow warriors.

Since the party is arriving by teleport, they don't know all the details of the palace until after they arrive. They do have a rough map courtesy of the hags, and may have scryed the area.

### Encounter 2.1 – I've got a Bad Feeling About This...

**Read or Paraphrase:**

> You teleport into the prince's throne room, weapons drawn and ready to strike. You realize immediately that something isn't right. The prince hasn't reacted to your arrival at all, and the throne room seems to be completely empty. You have just enough time to realize you've been had by the drow before the doors to the throne room slam shut and the crossbow bolts are loosed.

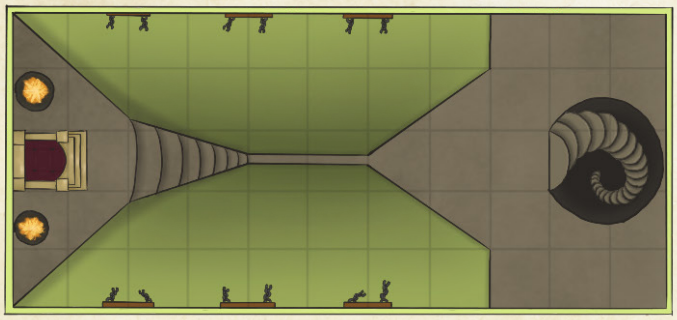
The prince's palace is a large square room, with wide steps leading to a dais where a large and ornate throne sits. There are a number of drow invisible near the doors to the throne room. Give the party a DC 17 Perception check to realize that invisible creatures are present. Anyone that succeeds can act in the surprise round. The prince sitting on the throne is actually just a very high quality illusion. If their work on the orb with Tar Draziw was successful enough, the party may instead receive a surprise round of their own.

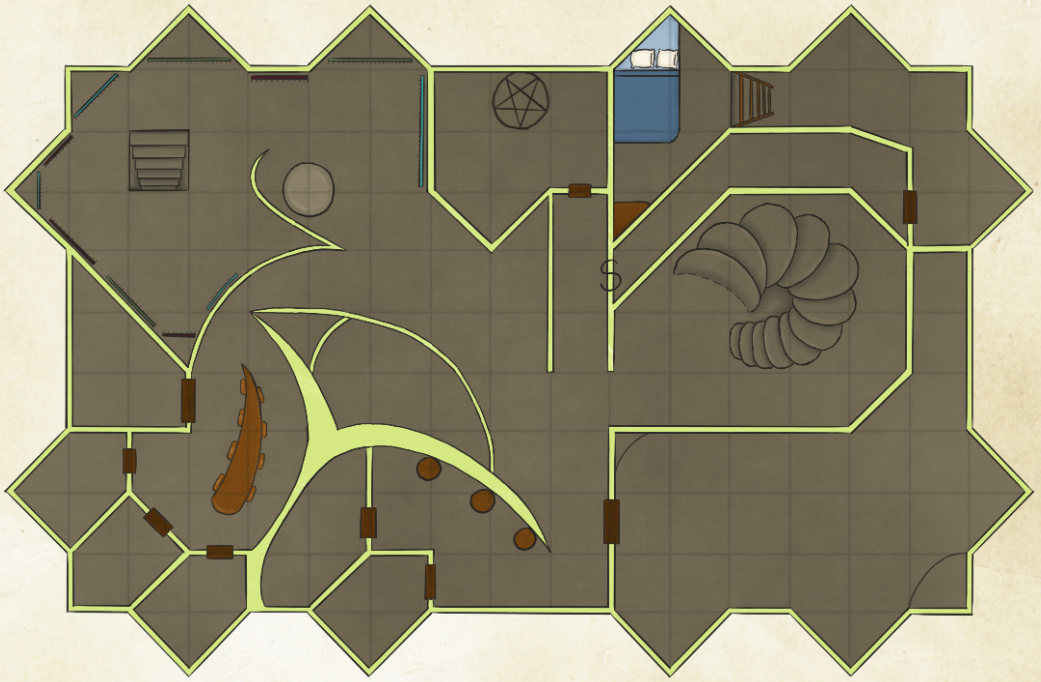
**Setup**
1 Drow Contagion Priest
2 Drow Blackblade
2 Drow Swarmborn (wasp)

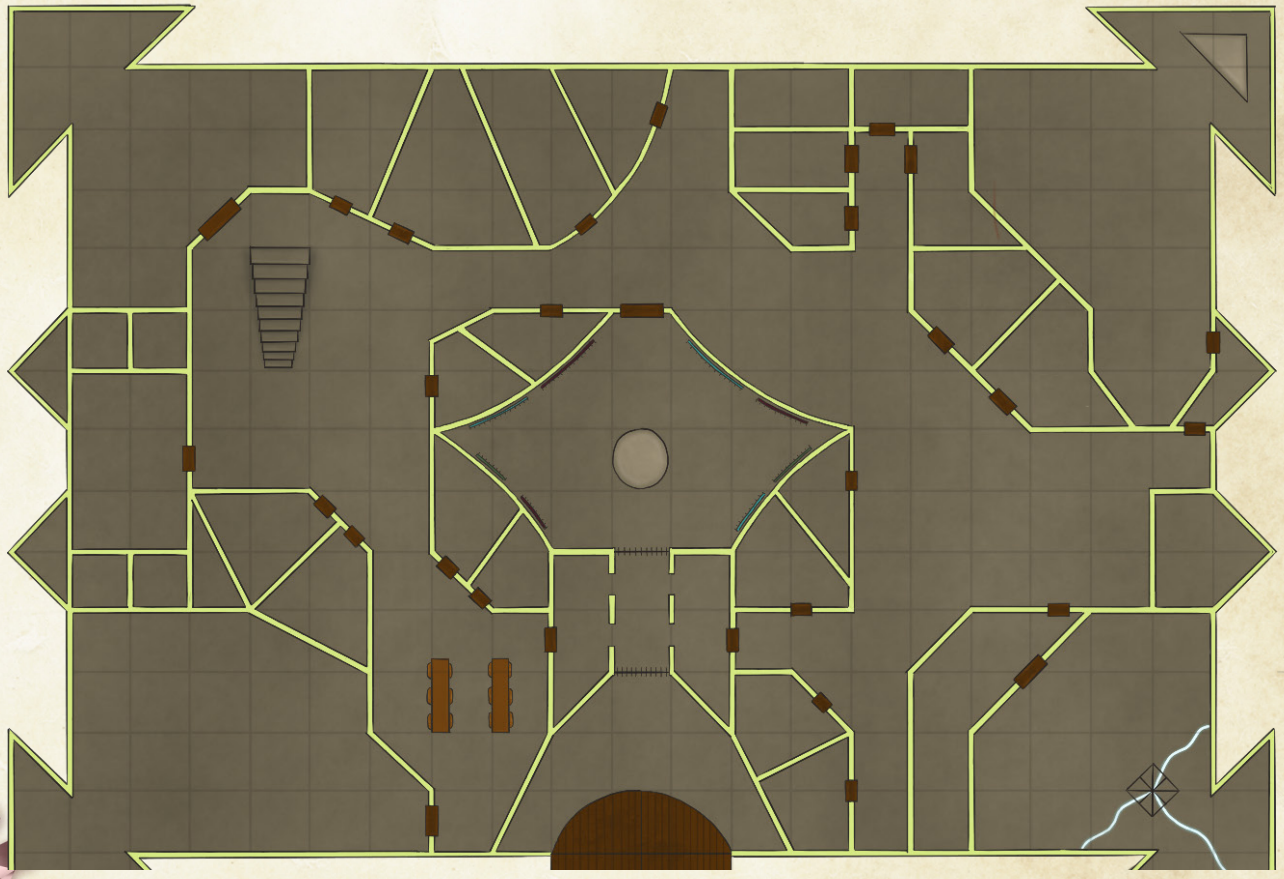
***Tactics:*** The blackblades focus on throwing their poisoned daggers in the surprise round, then close to melee with the weakest looking character. The two wasp swarmborn leap to the air and use their flyby attack to pester the party until they reach half health, at which point they simply choose a target to focus on while in swarm form. The priest will stay near the doors and launch spells at the party or assist his allies, reserving his contagion breath to make sure he catches at least two enemies with it.

***Development:*** The drow fight to the death. After the ambush is defeated, the party can hear shouts of alarm in another section of the palace. The only exit to the throne room is through the main doors. If anyone attempts to use the Teleportation Orb, it immediately crumbles to dust. If they attempt to use their own teleportation magic, the item or spellcaster takes 10d6 (35) force damage and the teleportation fails. Feel free to give the party a DC 12 Intelligence check after trying to use the Teleportation Orb to realize that attempting to teleport really isn't a good idea.

# The Drow Palace







### Good Advice From Bad People

After the fight is over, the party hears the voices of the Hags in their minds. The connection is tenuous like whispers from down a long hall.

> It…. was…. a trap. The Prince…. Marches to Fenrot…. Show him what happens… when you leave…. Underlings to do… your dirty work. Save Fenrot… Or the city falls… Kill the Prince… Return to us… above… all… do… not… forget… … … cookies…

The Hags cackle and the party realizes much of the seemingly whispered and disjointed nature of the conversation is due to the Hags twisted sense of humor. Despite this their time is limited and the same magic that bars teleportation is also clamping down on this conversation. Do not let this conversation run too long.

The Hags can certainly relate the following information (if the party asks other questions, you can improvise) :

- Vraye marches on Fenrot with the bulk of his warhost. The defenses are unlikely to hold as many of the Necromancers are at the Library trying to reclaim it.
- Vraye appears to have rushed his plan, his supply lines are thin and weak.
- Anything the Heroes can do to disrupt his forces and generally cause havoc will A) amuse the hags greatly, and B) probably help Fenrot in the fight.
- Causing enough destruction in the palace might convince the drow to deal with the threat behind them, weakening their assault on Fenrot.
- There is a tale of many deaths in the armory. It is written on blood soaked parchment, and while many seek to write its equal, none have succeeded. Reading it may help slay the prince. [See What's a Weapon Story? below]
- The assassins the heroes brought with them appear to have been redirected at the last second by the teleport lock. From what the hags can tell, they survived the trip.

## What's A Weapon Story?

This cryptic clue should feel out of place, and indeed the hags were tapping into something beyond their normal power when they gave it to the heroes. The Prince knew that in trying to become an avatar he would fight other avatars, and so sought weapons that might destroy demigods. If the party recovers the weapon (Fables End) they have a real asset in the fight against the prince later. Anyone trained in History can make a DC 15 History check to recall additional information about the sword. If they do, provide the Fable's End player handout (see Appendix E: Player Handouts).

Inside the armory is the sword, Fable's End. A legendary Katana created of a single sheet of tightly folded origami. It is said that were it to be unfolded, the sheet would contain the end of the last story ever told. The intricacies of unfolding a razor sharp magical blade are such that the feat is impossible. Most who have tried gave up after losing a finger or two. The most stubborn to date lost eight.

***Treasure:*** There is a painting of the prince set in a fine frame hanging in the throne room worth 750 gp.

## Encounter 2.2 – Hunted Through the Halls

**Read or Paraphrase:**

> You hear alarms and footsteps. Another group of guards approaches.

## Capturing the Feel

Though the group has a rough map provided by the Hag Coven, they may choose to go off script here. That's totally fine, just have them take a little longer to accomplish their goals. If the party does not understand the Hags advice or choose to ignore it, they do not have to destroy the palace. It will likely mean skipping several listed encounters and the palace not breaking. Have them fight some drow patrols and let them enjoy doing their own thing. It will make the fight at the end a bit more difficult, but that's what happens when you don't listen to your coven of nagging hag grannies.

Anytime the party attracts attention in the Palace they are likely to run into a patrol. They may also randomly run into one through sheer bad luck.

Moving through the halls of a draw palace after you teleported into the throne room of its prince to assassinate him is a somewhat dangerous proposition. Luckily for the party (if not for Fenrot or Skyfall), the palace is being manned by a skeleton crew since most of the able-bodied fighters are with the army.

The glass walls of the palace cast strange reflections, and often hallways appear to be reflections and reflections hallways. It is maddening to try to explore the place as rooms and walls appear to shift with based on the angles of any light sources.

As they move throughout the palace between these encounters, describe the eerie sense of emptiness. Nearly every room they pass is empty, and was clearly left in a massive rush. Only the minimum staff and guards are present currently.

## Moving Through The Palace

Obviously stomping through the hallways will attract more than one patrol at a time, and should quickly lead to disaster. If the group does attempt to avoid the patrols as best they can, have them make a DC 15 group check for every 5 minutes

spent skulking through the halls. It should take 10 minutes to reach each of the following rooms, which would require two group checks.

A character can contribute to the group check in multiple ways. The most likely options are Deception, Perception, and Stealth, but you should reward any creativity that the players use to avoid the patrols. For each group check, the number of failures determines the size of the patrol, as shown below.

**Drow Patrol**

- **0 Failures.** The drow patrol notices nothing (no encounter).
- **1 Failure.** The drow patrol doesn't notice the party, but suspicions grow as they meet other patrols and trade information. Increase the next group check DC by 1.
- **2 Failures.** There is a shout of alarm as the drow come across your group. Use Drow Patrol A.
- **3+ Failures.** There is a shout of alarm as the drow come across the party. Use Drow Patrol B.

**Setup**
*Drow Patrol A*
2 Drow Palace Guards
2 Drow Blackblades

*Drow Patrol B*
2 Drow Palace Guards
2 Drow Scouts
1 Drow Polearm Master

***Tactics:*** Regardless of whether the party encounters Patrol A or Patrol B, the Drow tend to use the same tactics. Aware of the grave threat the party poses, the Drow do not rush blindly in. Where possible they will maximize their advantages of stealth, knowledge of the terrain, and generally dirty tactics.

***Development:*** The drow patrol fights to the death.

***Treasure:*** None.

## Encounter 2.2a – The Prince's Armory

**Read or Paraphrase:**

As you make your way through the palace, you come across a large glass door etched with runes of death and power. Inside you can also hear a soft grinding noise, as though someone was using a whetstone.

This is the door to the armory. Inside is the Swordsmith and his apprentices. They are busy crafting weapons and divining secrets from the legendary sword inside. The party can attempt to surprise the drow in the Armory by making a group Stealth check at DC 15. If at least half the party succeeds, the entire party should get a surprise round. When they enter, **Read or Paraphrase:**

This is clearly the armory and a smithy, or at least it used to be. Racks of weapons stand empty and stacked in one corner are the trappings of a blacksmith (tongs, hammers, etc.). In their place throughout the room are large tables covered in sheets of fine paper. Various crumpled attempts and what appears to be folded paper swords litter the floor. Two drow with several missing fingers and thousands of paper cuts stand bent over the tables folding away. At the far end of the room, folding an unsheathed paper sword of stunning quality is a wizened drow with a flowing beard. He shares the paper cuts and missing fingers of his peers, but the gleam in his eye speaks of an insanity much more dangerous.

**Setup**
Daer Thulin
2 Drow Papersmiths

Warsmith Daer Thulin and his apprentices are trying to unlock the secrets of Fable's End. Despite the insanity of their task, their vicious paper blades speak to how near success they may be. With the sound of wrinkling paper, they rise and set upon the party with the strength and efficiency of smiths and the precision of origami masters.

***Tactics:*** The papersmiths will spring in and out of the fray, while Daer Thulin wades into melee trusting Fable's End to carry the day.

***Development:*** The drow defending the armory fight to the death.

***Treasure:*** Daer Thulin is wielding Fable's End. In addition, if the party takes the time to search the armory, they will find Agafan's Cudgel in a rack near the back of the room (see Appendix C: Magic Items). They can also find three weapons with jewel encrusted pommels in various states of cleaning. Carefully removing the gems takes 5 minutes. There are 3 amethysts (100 gp each) and a topaz (500 gp).

## Encounter 2.2b – Freeing the matriarchs

**Read or Paraphrase:**

As you wind your way deeper into the palace, you begin to notice a low wailing sound. As you approach the dull grey door ahead of you, the sound increases. The door appears to be crafted of a sheet of lead at least three inches thick.

The lead door is trapped with a Symbol of Doubt.

**Symbol of Doubt**
*Magic Trap*
This trap is activated whenever anyone touches the door, which will unleash the energy stored as a wave of miasma. The trap can be detected with a DC 15

Arcana check. A detect magic spell will reveal an aura of necromancy on the door.

When the trap activates, every creature within 30 feet of the door must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 4d10 (22) psychic damage and suffers from the Curse of Doubt. The curse can be removed through normal means, such as the remove curse spell. A successful dispel magic (DC 15) cast on the door will destroy the trap.

*Curse of Doubt*
Until the curse is removed, a creature suffering from this curse must make a DC 15 Wisdom saving throw at the start of each of its turns. On a failed saving throw, the creature is incapacitated by doubt for that turn.

Assuming the party opens the door they enter a room that is part cathedral part prison. Chained along the walls are the husks of drow matriarchs. On the central dais a twisted, cracked crystal envelopes a living (barely) drow queen. It quickly becomes apparent that the palace, like so much in the region is connected to a magical crystal. This crystal has been twisted and broken from chaotic influence. What experiment or torture or religious ceremony the prince was up to is not immediately apparent. Whatever the purpose, the result is that the matriarch is in immense pain and also intimately connected to the magical structure of the palace itself. Her destruction should sufficiently damage if not destroy the palace.

After a moment the crystal covered matriarch lurches to her feet, the crystals molding to form a humanoid shell over her damaged limbs. She stands nearly 10 feet tall. She takes a crashing step toward you, a pained and saddened look on her face. Looking at the crystal itself hurts the eyes; something is not right about it, and it seems to be drawing power from or feeding off of the drow matriarch.

**Setup**
1 Tortured Crystal Golem

***Tactics:*** The golem will open with Mind Blast, then wade into melee. It prefers to use its Shatter legendary action if it can hit at least two creatures, otherwise it will use Slam.

***Development:*** When the matriarch falls she looks almost relieved. **Read or Paraphrase:**

> For a second you glimpse a person, with a soul instead of the evil matriarch of a civilization bent on your destruction. She mouths "thank you" before slipping away to her final peace.

***Treasure:*** The Drow places a dark blessing on the party equivalent to the aid spell cast using a 5th level spell slot.

As the crystal shatters and the matriarch dies, the entire palace seems to break. Cracks begin to spread from the matriarch's corpse through the walls. The sound of crystal shattering echoes through the halls. Clearly, the Torture Golem was somehow holding the place together...

## Encounter 2.2c – People in Glass Palaces Shouldn't Anger the Twelve

**Read or Paraphrase:**

> Before you have time to think about it, the loud crack of a shattering mirror resounds through the air. The tinkling of broken glass continues as the walls begin to shatter and break. Daggers of glass drop from the ceiling, the palace is collapsing in a pile of razor sharp death! Time to move!

### Collapsing Palace

The party will need to make their way through the crystalline palace as it collapses around them. One minute they could be moving through a hallway, the next they are launched across a shattering room as the crystal structure of the palace heaves and buckles. Drow and other races can be seen trying to escape the chaos much like the party. To represent the madcap dash through the palace, use a modified version of the chase rules. No one is actually chasing the party; instead each member of the party must travel a total of 500 feet as the palace crumbles around them. Use the complications table below in the same way you would use the complication table in a chase scene.

**Collapsing Palace Complications**

1. The crystal ceiling begins to collapse, dropping razor sharp shards of glass near you. Make a DC 12 Dexterity saving throw, taking 2d10 (11) slashing damage on a failed save.
2. You are running down a hallway when the floor shatters. Make a DC 12 Acrobatics check. On a failed check, you treat the last 15 feet of the hallway as difficult terrain.
3. You turn a corner and come face to face with a terrified drow servant. Make a DC 12 Athletics, Acrobatics, or Intimidation check (your choice) to make your way past the drow. On a failed check the servant counts as 5 feet of difficult terrain.
4. As you dash past an open doorway, a drow warrior just inside the room makes an opportunity attack against you (+6 to hit, 1d10+3 (8) slashing damage).
5. A collapsed crystal wall partially blocks your path. Make a DC 12 Athletics or Acrobatics check to make your way past the barrier. On a failed check, overcoming the wall counts as 15 feet of difficult terrain.

6. A once beautiful room of marble statues has been uprooted as the palace shudders and breaks. Make a DC 12 Acrobatics or Intelligence check (your choice) to navigate the crowded room. On a failed check, the room counts as 10 feet of difficult terrain.
7. You stumble across what appears to be a confused prisoner of the drow. You can ignore the creature, or attempt to free it by cutting the ropes binding its hands behind it. If you do, the prisoner counts as 15 feet of difficult terrain.
8. A lamp or torch has fallen and shattered, setting a rug in your path aflame. Make a DC 12 Dexterity saving throw, taking 3d6 (10) fire damage on a failed saving throw.
9. As you cross a seemingly undamaged room, the floor buckles underneath you. Make a DC 12 Dexterity saving throw or fall prone.
10. An escaping drow running alongside you is suddenly crushed by a collapsing section of wall or ceiling. Make a DC 12 Constitution saving throw or become incapacitated this round as the ruptured body covers you in gore.
11. through 20. No complication occurs.

***Development:*** After the first party member reaches 500 feet, **Read or Paraphrase:**

> You finally reach a section of the palace that seems to be far enough away from the matriarch's death throes that it isn't going to collapse. Just as you start to catch your breath, a drow patrol rounds the corner and shouts a challenge as they see you.

Use Drow Patrol A from Encounter 2.2 – Hunted through the Halls. Note that this may be very dangerous if one of the party reached the 500 foot mark long before the other party members, as they will still need to finish escaping the collapse before they can contribute to the encounter!

***Treasure:*** None.

## Encounter 2.3 – Escaping the Palace

**Read or Paraphrase:**

> Rounding a final bend in the hallway, you reach an entry chamber filled with impressive tapestries. The floor, walls, and ceiling are made of heavy black stone instead of the shattering Green glass and despite the cacophony, this room seems stable. Strange tapestries hang on the walls but you have little time to look at them as you are more interested in the large party of well-armed drow in front of you. ""That's quite far enough!" a loud voice booms, its owner leveling a longsword at you, followed by a number of drow warriors. His gleaming armor carries the rank insignia of a drow captain. "You've defiled our Prince's home, stolen his blade, slain his mother, and



most importantly delayed his plans. For this you die!"

Just another day in Skyfall.

**Setup**
1 Drow Warleader
1 Drow Swarmborn (Scorpion)
2 Drow Scouts

***Tactics:*** The warleader will focus on using Incite Action at the best possible time, while the swarmborn will charge into melee. The scouts will use their skirmish ability to deal significant damage at range.

***Development:*** Once the party defeats the Captain and his lackeys, they can escape the palace.

***Treasure:*** The warleader is wearing a set of Green Glass Armor (see Appendix C: Magic Items).

## Encounter 2.4 – Do Kill The Messenger

**Read or Paraphrase:**

After escaping the palace, you make your way into a system of tunnels and small caverns. It is clear that the army passed this way, as they have taken no effort to disguise their passing. After resting for about an hour, the hags pass along a warning: the drow have sent a reinforced patrol to warn the prince that you've escaped, and it is crossing through a nearby tunnel system as they speak.

The party has an opportunity to attempt to surprise the patrol and prevent the prince from learning of their escape. Allow them to approach the patrol as they see fit. They have the time to set up a strong ambush if they are creative, or they can simple charge into the tunnels and take on the patrol head on.

**Setup**
1 Drow Huntsman (The Messenger)
2 Contagion Hounds
2 Drow Swarmborn (Wasp)

***Tactics:*** The swarmborn will immediately take to the air, using the full height of the 20 foot tall cavern. The huntsman will unleash the contagion hounds who charge the party, while he launches a barrage of arrows. He will use his poisoned arrows as needed.

***Development:*** After defeating the patrol, they can move on toward Fenrot.

***Treasure:*** If the huntsman is slain before using them, the party can collect any of his remaining poisoned arrows.

# Episode 3 - Behind Enemy Lines

**Episode Summary:**
After laying waste to the prince's palace and fighting his lieutenants, the party finds themselves trapped behind enemy lines, still unable to teleport out of the Lightless Depths. They'll need to make their way past the rear echelons of the drow army to make it to the caves surrounding Fenrot. Along the way they'll have the opportunity to sabotage the drow army's resources.

## Encounters 3.1 – 3.4 Breaking the Drow Army

**Read or Paraphrase:**

You seem to have finally lost the remaining drow pursuing you from the palace. Unfortunately, you're still stuck behind enemy lines. Your only way back to Skyfall is through the army currently sitting between you and Fenrot. After a few hours of careful reconnaissance, you think you've found a way past the army, but you'll need to cause a few distractions in order to get through without being captured.

In order to have a shot at getting past the army to Fenrot, the party must fracture the drow army's cohesion. There are four key areas where they can do so:

- The Stables
- The Infirmary
- The Warsmith
- The Blood Circle

Each of these options is described below as separate encounters. The party can tackle these problems in any order they choose.

## Encounter 3.1 – The Stables

**Read or Paraphrase:**

The drow have set aside a large cavern to house their war mounts, battle trained centipedes, spiders, scorpions and more. The stables are watched over by a pair of drow scorpion riders, who patrol the area on terrifying black scorpions. From your vantage point you can hear them regularly calling to the penned vermin in a calming manner.

**Setup**
2 Drow Scorpion Riders
2 War-trained Scorpions
4 War-trained Scorpions (Caged)

***Tactics:*** The drow riders and their scorpion mounts fight in tandem, trying to isolate one or two members of the party if possible.

***Development:*** The drow and their scorpion mounts fight to the death. If the party successfully slays



the drow scorpion riders, remove the two War-trained Scorpions from Encounter 3.5 – Breaking Through.

If the caged scorpions are freed while the scorpion riders are still alive, they will immediately join the encounter. This could force the party to run away, as the resulting combat would be extremely deadly. If the scorpion riders are killed, the penned mounts begin threatening to break free shortly thereafter.

***Treasure:*** None.

## Encounter 3.2 – The Infirmary

**Read or Paraphrase:**

> It appears not all of the drow have succumbed to the call of the god of swarms. As you study the infirmary the drow have set up, you can see what appear to be drow females with thick collars around their necks. The collars are connected to an iron chain, perhaps 10 feet long, that is being held by more of the drow swarm worshipers.

The drow swarm worshipers have enslaved any drow priestess who refuses to follow the swarm god. They are being forced to act as healers for the drow army. If the party studies the scene a bit longer, they see one of the drow priestesses attempt to cast a spell on her captor. The spell fails utterly as the collar and chain flash with a sickly green light, followed shortly by the priestess collapsing into a fit of convulsions.

**Setup**
3 Drow Chainmasters
3 Enslaved Drow Priestesses

***Tactics:*** The drow chainmasters will use their Dominating Chain ability to force the priestess they have chained to act on their behalf.

***Development:*** The chainmasters will fight to the death, as will the injured drow. However, once a chainmaster has been slain or when the chain is severed, the priestess he had chained will immediately change sides and begin assaulting the chainmasters and injured drow. The chains have an AC of 14, resistance to piercing damage, and 35 hit points.

After the party defeats the chainmasters and frees any surviving priestesses, they will begrudgingly thank the party and attempt to leave. If the party allows the priestesses to leave unmolested, all enemies in Encounter 3.5 – Breaking Through will have 20 less hit points.

***Treasure:*** None.

## Encounter 3.3 – The Warsmith

**Read or Paraphrase:**

> The sounds of hammer on anvil echo down the tunnel toward you as you scout the next cavern.

Turning a bend, you see a massive black-skinned dwarf hunched over a bellows. Apparently the drow have hired a duergar master smith to supply their army in the field.

The sounds of the smith are so loud, the party can easily sneak up on the dwarf and his drow accomplices with a DC 13 Stealth check, which will grant them a surprise round.

**Setup**
Duergar Warsmith
2 Duergar Stonesingers

***Tactics:*** The duergar smith wades into melee with his massive hammer, while the runecrafter stays back to support the smith until forced to combat.

***Development:*** The duergar will fight to the death. If the party defeats him, they will find that the duergar had just finished a masterfully crafted sword. In Encounter 3.5 – Breaking Through, remove the Drow Warleader's magic weapon.

***Treasure:*** The sword is actually a Bone Blade. (see Appendix C: Magic Items).

## Encounter 3.4 – The Blood Circle

**Read or Paraphrase:**

This cavern is dimly lit from below by a massive red circle of glyphs gouged into the bedrock. A row of prisoners of various races sit chained to the rear wall. Dead bodies lay near the center of the circle, their throats slit wide. The blood that pours out is absorbed by the circle, making it glow with fetid power. A robed drow stands near the back of the circle, his face contorted in concentration. In his hands is an ornate glass dagger dripping with blood.

**Setup**
3 Drow Prison Guards
1 Drow Bloodmagus
1 Bloodleech Swarm

The drow bloodmagus is sacrificing prisoners to the blood circle in order to complete a ritual that will summon a bloodleech swarm. The bloodleech swarm will only arrive if enough blood is spilled. Track each creature that is reduced to half its maximum hit points (or reduced to zero, including sacrificed slaves) within 20 feet of the blood circle. If this total count ever reaches 5, the bloodleech swarm is summoned as long as the bloodmagus is still alive.

***Tactics:*** The bloodmagus will wait for the guards to close with the party, then direct the bloodleech ooze to assault any backline casters or ranged attackers. He will move to include as much of the party as possible in his Draw Power ability and enrage the guards using Boiling Blood.

***Development:*** The drow fight to the death, as does the swarm if it is summoned. If the party defeats the bloodmagus and prevents the swarm from being summoned (or destroys it), remove one of the bloodleech swarms from Encounter 3.5 – Breaking Through. If any prisoners survive, they can be set free and will hide in the caves until the army has been defeated. They are terrified and will not accompany the party into any danger.

***Treasure:*** The Bloodmagus carries a Wand of Sandblast (see Appendix C: Magic Items).

## Encounter 3.5 – Breaking Through

**Read or Paraphrase:**

You seem to have truly kicked the hornet's nest. Through your actions, the rearguard of the army is in complete disarray. This is your chance! One hundred feet of well-guarded tunnel is all that stands between you and the cavern system outside Fenrot.

## Unique Mechanics

If the party was unsuccessful at all of the previous encounters, this encounter will most likely be far too deadly to approach. Of course that is incredibly unlikely. Each prior encounter's development section details how this encounter is altered by their success; these benefits are summarized here as well.

- **The Stables.** If the party defeated the Drow Scorpion Riders, remove the two War-Trained Scorpions.
- **The Infirmary.** If the party freed the Drow Priestesses, reduce the hit points of every monster in this encounter by twenty.
- **The Warsmith.** If the party defeated the Duergar Master Smith, the party has the Drow Warleader's magic sword, the Bone Blade.
- **The Blood Circle.** If the party defeated the Drow Bloodmagus and prevented the summoning of (or killed) the Bloodleech Swarm, remove one of the Bloodleech Swarms.

**Setup**
2 Drow Scorpion Riders
2 War-Trained Scorpions
2 Bloodleech Swarms
1 Drow Warleader with Bone Blade

If the party successfully completed all four previous encounters, the setup is actually:

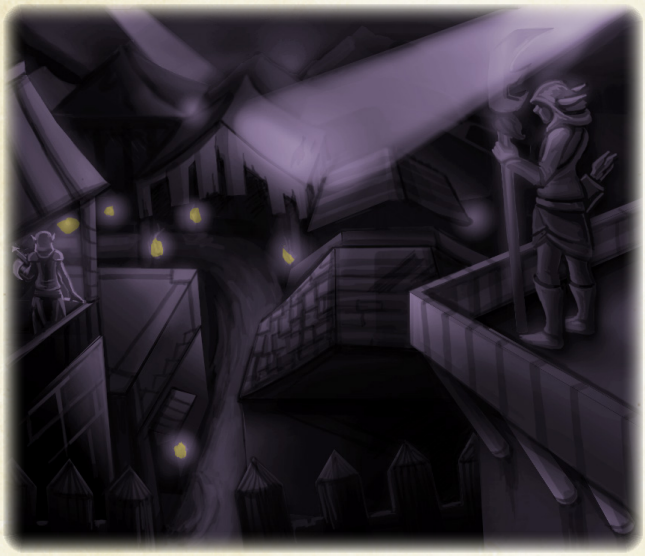
2 Drow Scorpion Riders
1 Bloodleech Swarm
1 Drow Warleader

***Tactics:*** The warleader uses Incite Action and his rapid movement to harass the party. The remaining monsters use tactics as described in previous encounters with them.

***Development:*** The drow fight to the death. Once the party defeats them, they can continue into the caverns surrounding Fenrot.

***Treasure:*** The party will find the Bone Blade here if they didn't defeat the warsmith in Encounter 3.3, as well as a Tentacle Cloak on one of the scorpion riders (see Appendix C: Magic Items). When the bloodleech ooze is slain, the party will find a superior potion of healing and a creeping frost alchemical grenade.

# Episode 4 - Maybe Bringing An Army Down On Your Heads Isn't The Best Plan



**Episode Summary:** After breaking through the rear lines of the drow army, the players take control of a group of necromancers tasked with escaping the Fall of Fenrot. The party will then run into those necromancers after an extended chase scene. Depending on their success with the necromancers in the chase scene, the necromancers can fill the party in on additional allies they might recruit to their cause. The episode ends with a climactic battle between the party and a swarm dragon, while their allies fight off the drow army.

This episode is set in the caverns outside Fenrot. The army is encamped outside the walls of the fort, but otherwise has not ventured far from the security of their encampments.

## Cut Scene – The Fall of Fenrot

In this cut scene, the party will take on the role of a team of necromancers who have been tasked with escaping Fenrot and evading the drow army long enough to either get work to the nearest necromancer stronghold or find reinforcements. They will quickly be discovered as they leave Fenrot, and will be chased by a drow scout patrol. The chase will have slightly more structure than a typical chase scene, since some of the areas the chase moves through will be important in the following encounters.

**Read or Paraphrase:**

> The Garrison Commander of Fenrot looks you over carefully, even with the sounds of pitched combat nearby. "Fenrot will fall within the hour. I don't know which hell the drow conjured that monstrosity from, but we cannot stand against it. You and your companions must escape Fenrot and evade the army at our wall. Find help, or failing that, get word to the nearest Warden stronghold and Skyfall. With warning at least they may yet hold this horde off. Now go!"

### Capturing the Feel

> This scene should feel like a hectic madcap sprint through dark caverns with unknown hazards while being chased by a horde of drow and who knows what else. Be sure to familiarize yourself with the chase rules, as they will be vital to this scene. We also highly recommend the use of a battle mat for this scene, just to keep track of distances.

Provide the Fenrot Necromancers to the group and let them choose which they will play. After the players have had a chance to review their abilities, **Read or Paraphrase:**

> With the sounds of battle behind you, your team slips out of Fenrot and quickly huddles behind a stalagmite. Just when you think you made it out unseen, a piercing cry goes up. Looks like you're going to have to make a run for it!

### Chase Setup

2 Drow Scouts per player
1 Fenrot Necromancer per player

A drow scouting party has noticed the team of necromancers and gives chase immediately. When the chase begins the lead pursuer is 60 feet away, with his team spread out in a 15 foot square behind him. It is highly recommended that all participants in the chase use the Dash action each round (the drow will do so). To do anything less is to be overrun almost immediately. All of the drow scouts have a base speed of 35 feet, while the necromancers have a base speed of 30 feet. Because of this, the drow will overtake the party in 6 rounds if everyone uses the Dash action each round, since the drow will move 10 additional feet each round.

If the party thinks to stop and fight without running for at least 6 rounds, have them make a DC 10 Wisdom check. It is clear to anyone that succeeds that stopping to fight without getting quite far from the army is tantamount to suicide.

In a chase scene, you don't need to keep track of

actual movement, just relative distances. So in a round where no complications cause any issues, the drow will simply move 10 feet closer to the party. Of course there are always complications. Use the Lightless Depths Complications table below, having each participant roll after their turn in order to determine the next participant's complication as normal.

**Lightless Depths Complications Table**

1. There is a sudden crack in the cavern floor. Make a DC 10 Dexterity saving throw, falling prone on a failed save.
2. You're forced to make your way through a maze of stalagmites. Make a DC 10 Acrobatics check or Intelligence check (your choice) to find your way through the maze. On a failed save the maze counts as 10 feet of difficult terrain.
3. You accidently step on a patch of fungus that releases a cloud of sickening spores. Make a DC 10 Constitution saving throw. On a failed save you are incapacitated this round.
4. The cavern floor suddenly drops off in front of you. Make a DC 10 Dexterity saving throw or fall 1d4x5 feet down and you fall prone. You take falling damage as normal for the distance fallen.
5. You step too close to a dark puddle on the cavern floor. The ooze makes an attack of opportunity against you (+4 to hit, 2d6+3 (10) bludgeoning damage).
6. You stumble into a thick spider web. Make a DC 10 Athletics or Acrobatics check (your choice) to escape the webs. On a failed check, the webbing counts as 10 feet of difficult terrain.
7. The tunnel slopes upward at an awkward angle. Make a DC 10 Acrobatics check to traverse the tunnel. On a failed check, the tunnel counts as 10 feet of difficult terrain.
8. You round a corner to see a crazed duergar in front of you. Make your choice of an Athletics, Acrobatics, or Intimidation check at DC 10 to get past the lone duergar. On a failed check, the duergar counts as 5 feet of difficult terrain.
9. An earth elemental has turned a small section of the cavern floor to mud. Make a DC 10 Strength or Dexterity saving throw (your choice). On a failed save, you treat the mud as 15 feet of difficult terrain.
10. You somehow manage to stumble into a grimlock hunting trap. Make a DC 15 Dexterity saving throw to avoid the trap. On a failed save, you are trapped in a net and restrained. You can escape the net by making a DC 10 Strength check as an action, or by dealing 5 slashing damage to the net.
11. through 20. No complication occurs.

## A Deadly Realm

Unlike a normal chase, there are additional complications that everyone must deal with. Before each even numbered round (second, fourth, sixth), insert one of the complications below. Everyone in the chase must deal with this complication instead of rolling a random complication. So the flow of this scene should be Random, scripted, random, scripted, etc. until the third scripted complication, at which point the chase continues with random complications each round as normal.

### Undead Warren

**Read or Paraphrase:**

Your headlong sprint through the tunnels and caverns takes a sudden turn for the worse. You round a corner into a cavern literally filled to the brim with skeletons and zombies. It appears a large number of undead have gathered in this cavern after their necromancer masters were slain.

Every participant in the room must make a DC 13 Acrobatics check to make their way past the undead without provoking attacks of opportunity. Any creature that fails reduces their speed by 5 this turn, and suffers an attack of opportunity from one of the random undead in the room. Remember that a 5 foot speed reduction will result in 10 feet of total distance lost in the round.

Roll on the table below if someone receives an attack of opportunity to determine which undead takes a swipe at them:

1. Skeleton. +4 to hit, 1d6+2 damage
2. Zombie. +5 to hit, 1d8+2 damage
3. Ghoul. +6 to hit, 1d10+3 damage, and the target's speed is reduced another 5 feet this turn
4. Ghast. +7 to hit, 1d12+3 damage, and the target's speed is reduced another 5 feet this turn.

### The "Brig"

**Read or Paraphrase:**

As you continue sprinting down the tunnels toward freedom, you hear the rattle of chains and crack of whips from a cavern ahead. Entering the cavern at a full run, you realize that must have gotten turned around. You've somehow stumbled across a cavern with a number of drow, who seem to be holding a large number of your necromancer brethren in chains. There is no time to stop though, as a handful of longbow-wielding drow watching over the prisons draw and fire in your direction!

Unlike the undead warren, the drow archers will not shoot at the pursuing drow. Make an attack at +4

against each of the necromancers. Any necromancer hit by an arrow takes 1d8+4 piercing damage and loses 5 feet of speed for the round as they slip or falter from the shot. Any necromancer who stops in this room will be pin cushioned with arrows and die.

Comically, on the other side of the cavern, let the necromancers spot a small group of guild assassins hiding in ambush. The two groups look confused about why each other are here, but the look only lasts a second as the drow attack snaps everyone back to reality. Before the necromancers can reach the assassins, they are forced out another tunnel.

### Frozen Tunnel

**Read or Paraphrase:**

As you round a corner in a particularly wide tunnel, the scene ahead fills you with dread. A grimlock hunting party is in a pitched battle with a large hoarfrost worm. Though the grimlock's aren't paying you any attention, the worm could easily swallow you whole if you draw its attention.

Every participant in the chase except the lead quarry and the last pursuer will be caught in the hoarfrost worm's icy breath attack. Each of those participants must make a DC 15 Dexterity saving throw. On a failed save, that participant takes 3d6 cold damage and its speed is reduced by 5 feet for the round. On a successful save the participant takes half that damage and its speed is not reduced.

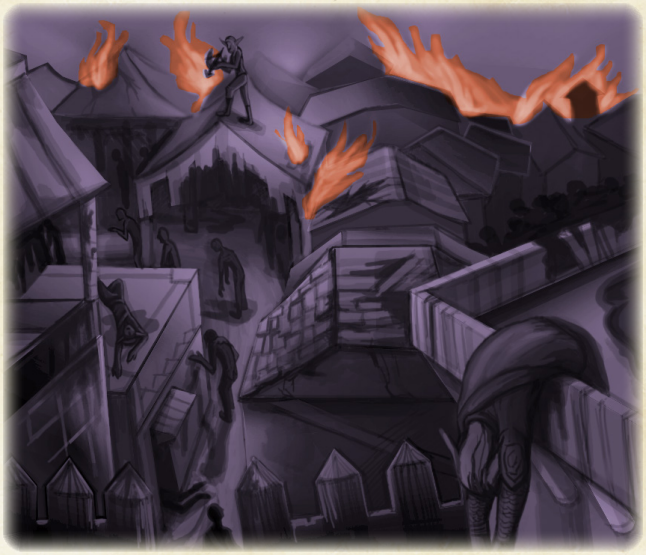
### Ending the Chase

The chase ends when the necromancers get at least 120 feet ahead of the lead pursuer (at which point they can make Stealth checks to lose their pursuers as normal), when the rearmost drow pursuer catches up to the rearmost necromancer, or when all of the necromancers or drow are dead.

Depending on their success in the chase scene, the necromancers should experience all three of the scripted events in the scene. If they do not make it through all three before the drow catch up to them, make a note of any events they did not reach, as they will not be able to tell the party about them in the next scene.

Should all of the necromancers die in the chase, you will need to modify Encounter 4.1 – Unexpected Allies by removing the necromancers, which will make the fight with the swarm dragon in Encounter 4.5 – Assault on Fenrot significantly more difficult. Should this happen, you can still allow the players to stumble across one or two of the encounters after Encounter 4.1 in order to make the combat in Encounter 4.5 more palatable.

Once the necromancers get away or the drow catch up to them, end the scene immediately. A few minutes after the group stops to catch their breath, they are joined by the assassins, the remnants of the Twelve's advance force that were misdirected by the teleportation spell. Proceed to Encounter 4.1.



## Encounter 4.1 – Unexpected Allies

**Read or Paraphrase:**

After traveling through the caves and tunnels heading toward Fenrot for most of an uneventful day, you suddenly hear the sounds of pitched combat and shouting ahead. As you glance around a bend in the tunnel, you can see a large drow force engaged in combat with a group of Fenrot necromancers wearing their telltale robes, as well as the team of assassins from the failed attempt to slay the prince!

### Unique Mechanics

The necromancers and assassins are soon to be overwhelmed by the drow forces. The party has arrived just in the nick of time. Rather than deal with a huge combat with four different groups of combatants, the party will battle the drow directly. The assassins and necromancers will each be represented by Lair Actions that the players can take each round (see Appendix E: Player Handouts). This also sets up the main mechanic of the battle in Encounter 4.5, albeit on a smaller scale.

**Setup**
3 Drow Scouts
2 Drow Sharpshooters
1 Drow Polearm Master
1 Drow Warleader

***Tactics:*** The drow will immediately focus on the greater threat of the party once they join the battle.

***Development:*** The drow all fight to the death. This normally deadly encounter should be manageable with assistance of the lair actions granted by the assassins and necromancers. Once the drow are defeated, the party will have a chance to be brought up to speed on the Fenrot situation by the necromancers, as well as

finding out what happened to their team of assassins.

***Treasure:*** After the combat, the survivors will consolidate their supplies and allow the party to pick and choose anything they need. If the necromancers survived the chase, they have a bag of Reaper's Bones, as well as a scroll of parch. If the party brought at least 6 assassins with them in Encounter 1.6, they have a pouch of Ghost Shuriken, as well as three greater potions of healing (see Appendix C: Magic Items).

### Speaking with the Necromancers

After the battle, the party has a chance to speak with the necromancers. The Fenrot necromancers (that the party just played in the previous cut scene) will tell the party their story, detailing their mission and the results of the chase cut scene. In addition to relating the basics of their story, the necromancers should relay the following important information:

- Fenrot has almost certainly fallen to the drow army by this point.
- The drow have managed to summon and contain a dragon made entirely from monstrous insect swarms, and it prowls outside the walls of Fenrot.
- With the party's help and some creative planning, they have a shot at making an assault on the prince's new stronghold in Fenrot, but they can't do anything without dealing with the swarm dragon first.

The necromancers will also relay the following information (only if they experienced the related event in the chase scene by outrunning the drow long enough):

- They passed a huge group of mindless undead during the chase. With the party's help holding them off, the necromancers think they could regain control of the undead.
- They know the location of a large group of prisoners from Fenrot, including a large number of surviving necromancers. Were they freed, they could be a valuable asset in the assault on Fenrot.
- They stumbled across a group of grimlocks battling a hoarfrost worm off one of the tunnels. The necromancers occasionally trade with the grimlocks, who might be willing to help the cause if given enough incentive.

### Speaking with the Assassins

Unlike the necromancers, the assassins' story is much simpler. Their teleportation spell failed in some way, leaving them stranded in the caverns near Fenrot. They've been keeping tabs on the drow army, using their impressive stealth to remain unseen, right up until a panting group of necromancers led a drow raiding party right to them unknowingly.

### Moving Forward

The party should be able to approach any of the following three encounters in any order as they see fit. If the necromancers did not tell them about a specific event from their chase, the party will not know to go looking for it now, and will have a harder time in the final encounter of this episode.



## Encounter 4.2 – Unruly Undead

If or when the players decide to gather their army of undead, **Read or Paraphrase:**

> The necromancers quickly lead you to a large cavern literally teeming with undead. As they pick up the scent of your flesh, a few start shuffling toward your group, then slow and turn as the necromancers begin to exert control over them. After a few tense moments, a raspy voice from somewhere within the horde shouts, "Enough!" The mass of undead shifts, clearing a path to a mummy staring at you malevolently. One of the necromancers pipes up from behind you, "That's the one. We can hold off his control of the little ones, but that mummy has to be destroyed!"

**Setup**
1 Mummy Necromancer
2 Centaur Skeletons

***Tactics:*** The skeletons will try and repeatedly use their charge ability, while the necromancer stays back and lays into the party with a barrage of spells, resorting to melee only if forced.

***Development:*** Once the mummy and his lieutenants have been defeated, the necromancers are able to regain control of the mindless undead comprising the rest of the horde. The will be a valuable tool in the assault on Fenrot.

***Treasure:*** After the mummy is defeated, one of the undead comes forward and kneels before the party, presenting a Shield of Fenrot (see Appendix C: Magic Items).

## Encounter 4.3 – Rescuing the Prisoners

If or when the players decide to rescue the imprisoned necromancers, **Read or Paraphrase:**

> The necromancers lead you toward a deep cavern. As you approach they stop, warning you that going further would reveal yourselves to the drow guarding the prisoners. You can just make out the sounds of cracking whips and the cries of pained prisoners.

If the party attempts to find an alternate approach to the cavern, they can do so with a DC 15 Survival check. Any that succeed on the check will find a small crawlspace leading to a covered cleft in the cavern where the prisoners are held. If the group takes this approach, they will begin the encounter on the east side of the cavern and can gain a surprise round with a group Stealth check at DC 14. Any that succeed can act in the surprise round. The cleft is 10 feet above the floor of the cavern and provides partial cover to anyone behind it. Crossing the lip of the cleft counts as difficult terrain, as does the sloping wall leading up to it.

If the group chooses to approach the cavern using the tunnel shown by the necromancers, they will begin the encounter on the south side of the cavern, and will not gain a surprise round.

Either way, once the party enters the cavern, **Read or Paraphrase:**

> As you enter the cavern, you can see a row of prisoners along the west wall. They are chained at neck, wrist, and ankle, huddled together as far from their drow captors as they can get. There are at least 100 prisoners, and you can identify a large number of Fenrot necromancers seeded throughout the crowd.

**Setup**
3 Drow Sharpshooter
3 Drow Prison Guards
1 Drow Polearm Master

***Tactics:*** The polearm master will use the prison guards to soak up initial attacks from the party, then wade into melee and try to take advantage of his reach. The sharpshooters will stay back and attack from range as long as possible.

***Development:*** The drow fight to the death. Once they have been defeated, the party's necromancer allies will free the prisoners and bring rescued necromancers up to speed. They will gladly fight to take back their homes.

***Treasure:*** The drow polearm master is wearing a pair of Exquisite Boots, though he has no idea they are magical (see Appendix C: Magic Items).

## Encounter 4.4 – Cold and Grim

The party finds the remains of the grimlocks, and completes a mini investigation to track the one surviving grimlock. He turns out to be a powerful clan leader, who will bring his clan to the party's side if they hunt and slay the hoarfrost worm that killed his hunting party.

**Read or Paraphrase:**

> Though they have a bit of trouble finding their way back to the tunnel, the necromancers eventually lead you to the location of the battle they witnessed between the hoarfrost worm and the grimlocks. Though the worm is gone, you can see the corpses of the grimlock hunting party strewn about the tunnel. You also notice a blood trail leading away from the tunnel, in the opposite direction of the obvious tunnel trail left by the hoarfrost worm.

The worm has slain all of the hunting party except for Gramack, the leader of both the hunting party and the grimlock clan. The blood trail is his. The necromancers mention that there is at least one member of the hunting party not accounted for, and will recommend following the blood trail to find the missing grimlocks.

If the party decides to chase the worm first, you'll need to adapt this scene slightly. Instead of Gramack offering his clan's services in return for slaying the worm, they will need to slay the worm and then find Gramack and try to negotiate his clan's services. Of course if they thought to gather proof of the slain worm, he will agree that their actions have already earned the service of his clan.

### Gramack

After following the blood trail through about a hundred yards of winding tunnel, you see a grimlock sitting on the tunnel floor ahead of you, propped against the wall. Even from here you can tell he is seriously injured.

As they approach within the range of his blindsight, Gramack bristles and shouts a challenge in Undercommon. The necromancers can translate if no one in the party speaks Undercommon.

Gramack is hurt badly, but will recover in time on his own. He will begrudgingly accept assistance from the party if offered. The party can negotiate the services of Gramack's clan, but his only goal is to see the worm that destroyed his hunting party slain. If they can track it down and bring proof of its demise to Gramack, he will pledge the services of his clan to the party for the upcoming assault on Fenrot.

### Tracking the Worm

The tunnel trail left by the worm can be followed easily for roughly 200 feet. Then the trail seems to go cold as the worm entered a preexisting cavern system. To track down the worm, the party can make a DC 15 group check, using their choice of Investigation, Perception, or Survival (not everyone has to use the same skill). If at least half of the party succeeds, they pick up the trail again. It leads them deeper into the tunnels nearby. After about an hour spent tracking the worm, the air begins to grow colder.

Have the party make Perception checks at DC 17. The worm has actually picked up the movement of the party through the tunnels and circled back to devour them. Anyone who succeeds on the Perception check can act in the surprise round. **Read or Paraphrase:**

> Just as you sense the air starting to grow colder, the cavern wall beside you ruptures, spraying dirt and debris at you. The hoarfrost worm rears its head from behind the explosion of cavern wall and prepares to devour you.

**Setup**
1 Hoarfrost Worm

***Tactics:*** The hoarfrost worm will open with Frozen Breath, then immediately attempt to swallow party members in order of who is closest.

***Development:*** Once the hoarfrost worm has been slain, the party can take proof of its demise back to Gramack, who will pledge his clan to the party's cause for the duration of the assault on Fenrot.

***Treasure:*** None.

## Encounter 4.5 – Assault on Fenrot

This scene opens with a planning section, where the party has four freeform objectives to eliminate using their assassins, undead, necromancers, and grimlocks. They will be given control over planning their assault, but the end result will be that every objective they solve with one of their armies will take away one of the swarm dragon's army lair actions.

### Planning the Assault

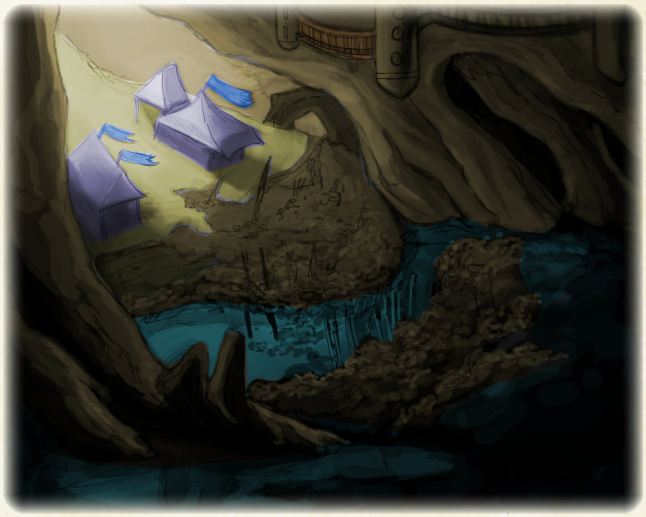
After the party has completed their "recruitment" for the assault, their assassins will offer to scout the drow encampment surrounding Fenrot. A few hours later, they return with the following information:

- The swarm dragon prowls the wall. Even the drow give it a wide berth.
- The drow officers have bivouacked together on the far side of the cavern housing Fenrot. A surgical strike could cause mass confusion if executed properly.
- There is a team of drow scout archers that could cause serious problems while the party fights the swarm dragon.
- The drow have set up an altar near the center of the cavern. It is surrounded by chanting drow, who often fade in and out of view even though they never move.
- The main vanguard is between the party and the swarm dragon. It will need to be drawn off or destroyed.

The necromancers also mention that once the swarm dragon is slain, they can reactivate Fenrot's wall of undead guardians, which will help the party gain entrance to Fenrot.

In this scene, the players should be allowed to assign their teams as they see fit. In general it should take one team (assassins, necromancers, undead, and grimlocks) to handle one of the problems above. If the party failed to recruit one of those groups, allow them to exercise their creativity in using the groups they did manage to recruit.

If the party suggests that anyone other than themselves handle the swarm dragon, the idea is laughable. The party is the only force strong enough to stand against the swarm dragon.



### The Assault on Fenrot

Rather than dealing with a massive battle with hundreds of combatants, the drow army and the party's recruited allies will be represented in this encounter as various Lair Actions. The four lair actions for the Swarm Dragon are the Drow Officers, Drow Scout Archers, Drow Ritualists, and Swarmborn Vanguard. The four lair actions for the party are the Assassins, the Fenrot Necromancers,

the Undead Horde, and the Grimlock Army.

Unlike normal lair actions, these are groups of combatants being represented by lair actions. As such, they have some additional statistics that are required. Each of these lair actions will be referred to as units moving forward.

Each unit has three distinct lair action options, as well as the following statistics: 60 hit points, an AC of 14, a save DC (if applicable) of 11, and a saving throw bonus of +3. Whenever a unit takes damage, it loses abilities and becomes weaker. For every 20 hit points lost by a unit, one of its abilities (chosen at random using a d6) is lost. If the unit reaches 0 hit points, it has been defeated and cannot be used for the remainder of the encounter. Whenever an ability calls for a saving throw from a lair action, the DC is always 11, and all units have a saving throw bonus of +3.

## The Drow Army

The Swarm Dragon's units take lair actions on initiative counts of 20, 15, 10, and 5 in the order shown below. The results of Encounters 3.1 through 3.4 while the party was behind enemy lines will also have a direct impact on the Swarm Dragon's units.

**Drow Officers**
On initiative 20 (losing all ties), the dragon can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the party.

- Sally. +5 to hit, 1d8+3 slashing damage.
- Give Orders. Choose another drow unit. That unit immediately uses one of its lair actions. That action does not count against that unit's action for the turn.
- Rallying Cry. One other drow unit regains 1d8+3 hit points.

**Drow Archers**
On initiative 15 (losing all ties), the dragon can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the party.

- Volley. +5 to hit, 1d8+3 piercing damage.
- Hammer the Gap. +5 to hit, 1d6+3 damage. If the target has taken damage since the last action taken by the archers, this attack deals an additional 5 damage.
- Split Fire. This unit makes two Volley attacks, with a -2 penalty to each attack.

**Swarmborn Vanguard**
On initiative 10 (losing all ties), the dragon can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or



the party.

- Sting. +5 to hit, 1d6+3 piercing damage, and the targeted unit must make a saving throw or take an additional 2d6 poison damage (unless they are undead, who are immune to poison).
- Swarm. +5 to hit, 4d4 piercing damage, or 2d4 piercing damage if the vanguard is below half of its maximum hit points.
- Blind. One unit must make a saving throw or be blinded a swarm of winged insects (blind units have disadvantage on attack rolls).

**Drow Blood Ritualists**
On initiative 5 (losing all ties), the dragon can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the party.

- Sacrifice. The ritualists gain 5 temporary hit points and have advantage on their next attack roll.
- Enervate. +5 to hit, 1d10 necrotic damage, and the targeted unit has disadvantage on its next attack roll.
- Stunning Wave. One unit must make a saving throw or take 1d8 force damage and be stunned for one round.

## Behind Enemy Lines

Each of the first four encounters in Episode 3 will impact this encounter.

**Encounter 3.1 – The Stables**
If the party successfully defeated the stable guardians and sabotaged the stables, their units will go first on each lair action initiative count. Otherwise, the swarm dragon's units will go first.

**Encounter 3.2 – The Infirmary**
If the party successfully freed the enslaved drow priestesses, each of the swarm dragon's units start this encounter with 1d12 damage (roll separately for each unit).

**Encounter 3.3 – The Warsmith**
If the party successfully killed the duergar warsmith and sabotaged the bellows, each of the swarm dragon's units has a -1 penalty to attack and damage for this encounter.

**Encounter 3.4 – The Blood Circle**
If the party successfully destroyed the bloodleech ooze, the drow ritualists cannot use their "Sacrifice" ability.

### A Motley Army

The party's units take lair actions on initiative counts of 20, 15, 10, and 5 in the order shown on the unit card (see Appendix E: Player Handouts). The results of Encounters 3.1 through 3.4 while the party was behind enemy lines will determine which unit goes first on each initiative count.

**Setup**
1 Swarm Dragon

Once the party has finalized their preparations and launched their assault, you should describe their plan unfolding. Be sure to tailor the description to the teams that dealt with each specific problem, adding any fun flavor or notes as their plan seems to go off without a hitch (assuming all the issues were dealt with. If not, describe their partial success or even failure to deal with an issue). Then **Read or Paraphrase:**

As your unlikely allies charge into battle, you head toward the swarm dragon. Up close it is much more grotesque than you could have imagined. The entire creature's body looks as if made from pieces of insects, as though someone had used dead bugs to create a dragon shape.

***Tactics:*** The swarm dragon typically alternates its breath weapon options, using its multiattack option on other turns. If surrounded in melee, it will prioritize Wing Attack with its legendary action, otherwise it will use Tail Attack.

***Development:*** Once the swarm dragon is slain, **Read or Paraphrase:**

The surviving necromancers rush toward the wall near the party and immediately begin channeling necromantic energy into the wall. The lead necromancer points to the wall and shouts "Go! The wall will not harm you now!"

As you near the wall, the grasping limbs latch on and begin carting you swiftly over the wall and into Fenrot.

***Treasure:*** None

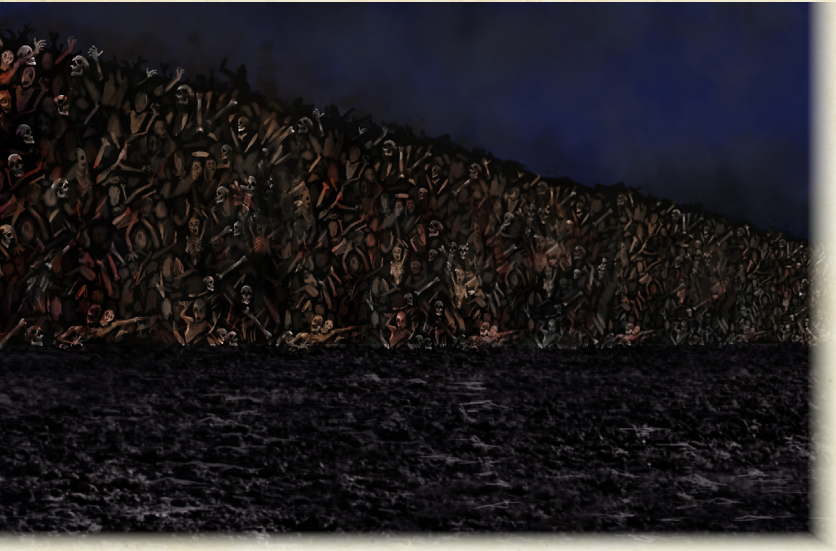
# Episode 5 - Retaking Fenrot

**Episode Summary:** The swarm dragon is slain and Prince Vraye's forces are in disarray under the sustained assault by the party's ragtag army. The necromancers get the party over the wall where they must fight their way into the inner sanctum to end Vraye's threat once and for all. This episode begins at the wall and takes place fighting through occupied Fenrot, culminating in an assault on the citadel.

## Encounter 5.1 – Occupied Fenrot

**Read or Paraphrase:**

Despite your victories here against the prince's forces, you are aware there are many battles left to fight before you are victorious. You have little doubt that the Prince will continue his insane attack against the city unless you can stop him. With his forces in disarray and yours pressing the attack you'll never have a better chance to take the Prince down.



**Setup**
The Necromancers reactivate the dead wall and it identifies the party as friendly. The bodies of the wall quickly lift the party up and over the wall depositing them safely in the outskirts of the town. With the Dragon dead and his forces in disarray, the Necromancers and assassins along with the party's new allies will press the attack and keep the Prince occupied. The party must sneak through Fenrot dealing with everything the Prince has held in reserve.

Though most of the Necromancers have been slain (or are outside fighting for the party) many of the non-combatant residents of the town remain. They remain hidden and huddled in their homes and generally try to avoid notice.

The bulk of the foes left in Fenrot are drow soldiers. The Patrols are quite cautious and alert after the death of the swarm dragon. The party is a known threat. If possible, the Patrol will try to retreat to gain reinforcements. If any member of a patrol survives, be sure to spring a larger more dangerous encounter on the party later at an inopportune time.

## Moving Through Fenrot

When the party scales the wall, and again after each encounter in this episode up until they face the prince's personal guard, they will need to try to avoid patrols of drow soldiers. Each member of the group can make a Stealth check at DC 14 to avoid the patrols. Of course if a player can suggest an alternative, you should allow other skills and reward any player creativity. If at least half the party succeeds, they can avoid the patrol. If not, roll on the following table to determine the patrol they encounter.

**Drow Patrols**

1. Trivial Patrol. 4 Drow Palace Guards.
2. Easy Patrol. 2 Drow Palace Guards, 2 Drow Blackblades, and 2 Drow Sharpshooters.
3. Scouting Party. 4 Drow Scouts, 1 Drow Warleader.
4. Recon in Force. 3 Drow Scouts, 1 Drow Swarmborn (Wasp), 1 Drow Swarmborn (Scorpion), 1 Drow Contagion Priest

## Encounter 5.2– Kobolds of the Black Legion

The Kobolds of the Black Legion have barricaded an alleyway in the party's path. Effectively, they have backed themselves into a corner, rather than the other way around.

**Read or Paraphrase:**

As you dart through the alleys of Fenrot you come upon a section that seems to have been hastily fortified and covered in traps. You hear the cackling bark of many kobold, and a massive specimen of the Black Legion steps from behind the barricade. He points his blood caked sword at you, and the cackling turns to hoots of rage.

## Sidebar: The Black Legion

The Kobolds of the Black Legion were summarily drummed out of Skyfall during the Night of Fires for their barbaric tactics and practices. While they single-handedly held several boroughs from the ravages of the lightless depths, the rumor is that the building of both their siege weapons and fortifications involved the use of civilian hostages, who generally did not survive the engagement. Nonetheless they were certainly effective, winning every engagement they joined.

After the war they must have signed on with the Drow who clearly have fewer qualms about civilian casualties.

**Setup**
1 Black Legion Brigadier
2 Black Legion Confessors
4 Black Legion Soldiers

***Tactics:*** The black legion Kobolds are crazed out of their minds, and fight as such. They have no qualms hurting each other if it hurts the party more. They even barricaded themselves into the party's path so that their natural cowardice wouldn't be able to overcome them, forcing them to fight all the harder.

***Development:*** Naturally, the trapped Kobolds fight to the death.

***Treasure:*** If the party takes the time to search the barricade, they can find Magnus' Left Hand in the rubbish with a DC 15 Investigation check (see Appendix C: Magic Items).

## Encounter 5.3– Giant Bats

The party is assaulted by the bat riders while crossing a

road intersection with a building on each corner.

**Read or Paraphrase:**

> With a barely perceptible rustle of leathery wings suddenly lancers astride giant bats are winging out of the darkness flying straight at you, screeching a kobold war cry. Apparently they came hunting for you after you slayed their leader in the alleyway.

The Batriders are some of the Black Legion's most feared soldiers. The Bats themselves are well trained and fearsome in their own right.

**Setup**
4 Black Legion Bat Riders
4 Razorfang War Bats

Smart players may try to use the building to their advantage. The bats approach in a pincer formation, two on each side of the party.

***Tactics:*** The bats use their War Dive ability to activate their rider's Diving Charge ability. They try to box the party in and hit them repeatedly with flyby attacks.

***Development:*** The bat riders and their mounts will fight to the death.

***Treasure:*** None

## Encounter 5.4– Necrotic Bomb

**Read or Paraphrase:**

> People don't tend to like Necromancers, but the folk of Skyfall are generally pretty accepting of them due to the services they provide. Still, there is a general dislike for those that practice the magic of the dead. Necrotic Bombs are a prime example of why an attitude of distrust around necromancy is incredibly sane and healthy.

As the party nears the citadel, the Prince grows desperate. He begins lobbing Necrotic bombs into the town indiscriminately, hitting civilians, patrols, and hopefully the party. The bombs are brass and obsidian spheres roughly 18 inches in diameter. When these spheres explode, all creatures caught in their area of effect are bombarded with Necrotic energy. This energy first kills flesh dealing 6d6 Necrotic damage. Those reduced to 0 hit points are not killed, instead their limbs die and are reanimated. They will not "live" long with this horrid condition as the animated limbs first order of business is to rip free and strangle their former host before joining other animated limbs in a horrid limb-Swarm.

These bombs are both incredibly ghastly and devastatingly effective. Few armies that survive the initial blast can endure the sight of their comrades tearing themselves apart. Those few that do, tend to break with the severed limbs come slithering after them to continue their grisly work.

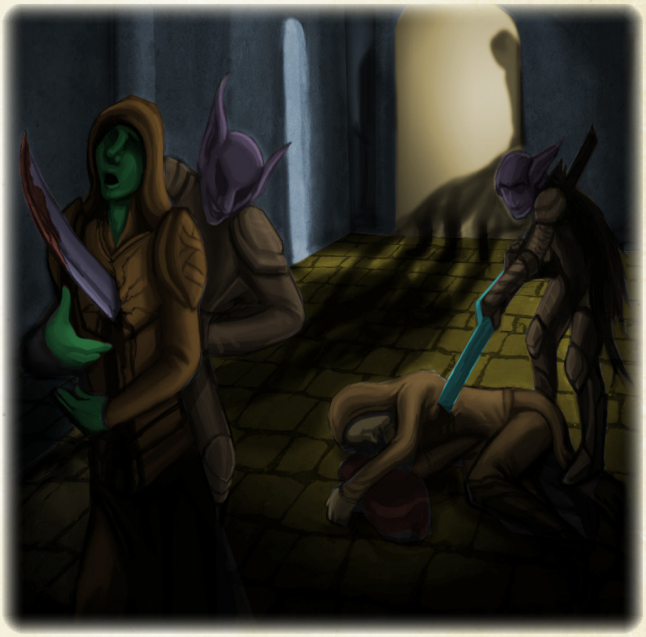
**Setup**
6 Severed Limb Swarms

As the party moves through the city, the bombs begin falling. The first blast lands near the party inflicting the damage, the next lands on some nearby creatures, creating a horrid limbswarm.

***Tactics:*** The severed limb swarms are unintelligent, and will simply assault the party to the best of their ability.

***Development:*** The swarms must be destroyed.

***Treasure:*** None



## Encounter 5.5 – The Prince's Personal Guard

**Read or Paraphrase:**

> Inside the fortress, the attack is underway. The Fire Watch, supported by the Twelve and the Wardens, have pushed through the city-side gate, catching the drow in a pincer maneuver between their forces and yours.
>
> The stony halls of Fenrot Fortress cast weird echoes of the screams of dying drow guards and wounded thieves. Judging from the two spear wielding demons guarding the entry, the prince must be inside.

The demons appear to be imps, though they are larger than any imp the party has ever seen, and have a clear strength and keen intelligence in their eyes. They are wearing armor fitted for their wings and wicked looking spears.

**Setup**
2 Greater Imp Dragoons

***Tactics:*** The dragoons will open with greater invisibility, then start unleashing fireballs until the party spreads out to lessen their impact. They will then move to melee and begin making spear and sting attacks.

***Development:*** The dragoons will fight to the death to protect the prince. Once slain, the party can enter the inner sanctum of the fortress.

***Treasure:*** None.

### Encounter 5.6 – Princely Showdown

**Read or Paraphrase:**

What was once the inner sanctum of the Necromancers has been turned into a throne of sorts. A skittering swarm of many legged insects serves as a make shift throne for the drow prince. Centipedes writhe across his bare skin and it becomes difficult to determine where the swarm ends and the prince begins. Clearly the Swarm Lord has twisted the Prince. He cocks his head and smiles as the swarm beneath him roars toward you.

The prince is a powerful drow spellcaster in his own right. However, with the power of the low god (through his persona as the lord of swarms) coursing through him, he is a force to be reckoned with.

**Setup**
Prince Vraye

***Tactics:*** The prince is a fearsome combatant on his own. He will use his devastating spellcasting abilities to bring down the party, while his swarm throne provides him with a variety of legendary actions.

***Development:*** When destroyed the Prince shrieks in pain, as his skin sloughs off revealing thousands of insects infesting his chest cavity. He is left a horrid husk as the vermin skitter away.

***Treasure:*** The party will find a Swarm Cloak as well as a Ring of Exhaustion on the husk of the prince (see Appendix C: Magic Items).

## Episode 6 - Hits Close to Home

**Episode Summary:** The party returns to the city to celebrate their victory over the drow. In the middle of the party the senate is overrun with swarms. The party did not end the drow threat, they merely completed the transformation of the prince. Now fully consumed by the Swarm he seeks to destroy Skyfall outright.

The party must fight through the chaos to secure what senators they can before taking the fight to the prince in a climactic confrontation in the skies.

The bulk of this episode occurs in the crystal hallways of the senate building in the Palisade. The environment is first one of joyous celebration, which quickly turns to sheer terror in the face of the ravening horde.

### Encounter 6.1 – Celebrate Good Times C'Mon

**Read or Paraphrase:**

Your fight with the Drow is over, and you have returned to the city as conquering heroes. Having made your way to the senate building, you are being toasted as the saviors of the city and the senate in full is here in your honor.

Suddenly the music stops amidst shrieking panic! Insects of every kind are pouring into the rooms from every nook and cranny. Senators and staff alike scream in pain and terror as the stinging swarm rolls over them like a living wave of crawling skittering legs.

#### Capturing the Feel

If you group is the kind that enjoys roleplaying social encounters, hold off on the box text above until they have had a chance to enjoy the party in their honor. Once the swarm is sprung the pace of this episode is breathless and the party will be in grave danger the entire time.

The swarms of bugs are filling the room. Currently the swarms are mindlessly attacking whatever living creatures are nearest to them. They tend to overwhelm and engulf one foe bringing each down before moving to another.

**Setup**
6 Plague Scarab Swarms

***Tactics:*** The swarms do not use tactics beyond swarming over their foes and trying to focus their attacks.

***Development:*** After the initial 6 swarms are slain, before the party has a chance to catch their breath, another 6 swarms show up, and the party can hear even more swarms coming. It should be obvious that the only course of action is to escape with the senators.

Karstan makes a show of fighting alongside the party (for brevity just assume his actions amount to taking the "Aid Another" for whichever character seems to need the help.) Once the party realizes it is hopeless, he requests that they help him and the other senators to safety.

## Escorting Senators

The next three encounters all depict getting the senators from the location of the celebration to the inner sanctum where they can wait out the attack. It isn't just a matter of the party having some fights while the senators are off screen; they must protect the senators every step of the way.

To keep combat fast paced and not get bogged down with a ton of extra NPCS we suggest you hand wave most of the specifics of the Senators. The following general rules should account for most situations.

Twenty senators are alive and still in the room when the party begins their escort quest. They are generally scared, drunk, or both. The senators tend to move as a large pack, huddled closely together. If you are using tactical combat and grids, assume that five senators fit in a five foot square and that generally the senators move as a ten by ten clump.

The senators are stomping on individual bugs when they can, but they are ineffective against any actual monster presented. If a monster attacks the senators, assume the attack hits. Rather than track hit points, assume each attack downs a single senator. The party may heal a downed senator within one round by casting a single target healing spell of first level or higher. If multiple senators are downed the same round, a multiple target heal spell can restore all of them if cast within one round.

Senators move at a speed of 30 feet, they take no action (actually they are taking full defense but we aren't getting that specific with them). Throughout the next three encounters you should sprinkle in various dilemmas involving the senators. Make you own or use some of the following:

- Some of the senators decide to suddenly try to assert power. They order the party to turn around and fight through the swarm. A DC 14 Diplomacy or Intimidate check or a punch to the face of the ring leader will end this little rebellion.
- One of the senators loses their mind to fear and refuses to go on. The party must either carry him, or cajole the other senators into doing it (Diplomacy or Intimidate DC 14). [If the character carries the senators, apply disadvantage to all physical ability checks and all attack rolls]
- A senator finds her bravery and decides to help the party, a DC 14 Diplomacy or Intimidate check will convince her it is a bad idea. If the check fails she will grant aid another to whichever character argued with her to prove them wrong. Roll a d6 each round, on a 1 or a 2 she is slain by an enemy attack.
- A swarm erupts under the senators' feet, causing the herd to scatter, three party members must each make DC 14 Diplomacy, Intimidate, or Acrobatics checks (their choice) to control the situation otherwise senators run in several directions and the party has to collect them, likely provoking a random swarm encounter.

Use these or other ideas to replicate the feel of trying to escort noncombatants through a terrifying situation. In general something requiring an action and a roll from the party should happen every few rounds or as often as you think will be fun.

***Treasure:*** If at least 10 of the Senators make it past the Demon Ant Queen in Encounter 6.4 and reach the safety of the inner sanctum, one of the Senators will give his walking staff to the party. The staff is actually a Staff of the High Seas (see Appendix C: Magic Items). Another senator will give the party her golden brooch, worth 750 gp.

## Encounter 6.2 – Escort 1 – Wait, the Swarm is Smart?

**Read or Paraphrase:**

Barely one step ahead of the swarms you slam the doors behind you. Luckily the craftsman ship is such that there is not space for more than a few of the bugs to slip in at a time. Still you hear the angry clicking and the pressure against the other side of the door as more and more of the insects pile against it. Soon you will be running again.

The party should have a moment to take stock of their situation and calm the senators. Take the time to explain the mechanics of the 'escort" quest to the players now, as the win condition of keeping as many senators alive as possible is a little different than the typical kill all the bad guys mechanics. From here forward the idea is to defeat the major threats and keep moving as the mindless swarm is always just a few rounds behind (at most)

When you are ready proceed with this encounter. The party notices all the sudden that the bugs slipping through are all the same type: a green beetle that spits a corrosive acid. The beetles swarm the hinges and suddenly the doors are crashing down. The party should quickly realize the swarms have a sort of cunning intelligence.

Now instead of a mindless swarm, the party finds they must deal with a tactically brilliant enemy.

Setup
6 Plague Scarab Swarms (Dominated)

***Tactics:*** Unlike the previous swarms, this group of swarms is being directly controlled by the Prince, who has become the embodiment of the swarm. They will use all of the tactics available to a being of the prince's intellect and power. They also gain new legendary actions due to the prince's raw power.

***Development:*** When the Party seems to have gotten the hang of the smart swarms, the swarms begin using the walls and the ceilings. Now the swarms come at them from all sides, above, and below. Once these swarms are slain, they can make a break for it with the remaining senators.

***Treasure:*** None

## Encounter 6.3 – Escort 2 – Giant Demon Bugs

**Read or Paraphrase:**

Though the swarms are still pursuing, you seem to have dealt enough damage to give them pause. Other than regularly smashing beetles, you have had a relatively peaceful few minutes to catch your breath. You round the corner and spot a group of guardsmen in glittering armor. The senators are safe...or so you thought. The armor splits down the middle revealing itself to be the shining carapace of tall man sized cockroaches with fiery eyes. How you could ever have mistaken these for guards you are no longer sure.

**Setup**
3 Cataphract Demons

The Cataphract Demons (basically giant roach demons covered in armor), fresh from places best left unventured are eager to slaughter the senators, the Party, and anyone else foolish enough to get in their way. They make very little sound in combat, the occasional clacking of their shells the only audible indicator of their presence.

***Tactics:*** The demons will open with Stunning Blitz, trying to keep any high damage dealers stunned, then close to melee with any casters, trying to take them out of the fight.

***Development:*** The demons will fight to the death. If at any point one of the demons gets adjacent to the senate herd it attacks and eats a senator in front of his peers. Some of the senators bolt, others faint, and others find foolish courage they should have left lost. Unless at least three party members spend their action controlling the situation the following round, 1d10 senators are slain or lost.

***Treasure:*** None.

## Encounter 6.4 – Escort 3 – Queen of Ants

**Read or Paraphrase:**

After what seems like an eternity fighting through cramped halls and covered in the ichor of bugs, you find yourself before the doors to the inner sanctum. Nearly seamless and constructed of the same indestructible crystal as the palisade, once inside the senators will surely be safe from the swarms.



Suddenly, from behind you a huge ant-like demon, easily larger than a hill giant rounds the corner. Acid drips from its maw and an evil intellect gleams in its eyes. At the same time, swarms of large glowing red ants march in from another corridor. The floors smoke slightly underneath them.

The inner sanctum is at the center of the palisade. All halls in the building eventually lead here to the massive sealed doors. The guards inside are competent, capable, and dead set against opening the doors to the party unless they are sure it is safe to do so. The party must convince the guards to let the senators in so their attention is not split while fighting the queen.

The senators, seeing the door, immediately rush toward it. The ants will initially target the senators causing the party to have to ignore the queen to save their wards. The queen will happily spray acid on the party while their backs are turned and if she can get the senators, so much the better.

If the party can keep the ants back from the doors and succeed at a group DC 14 Diplomacy or Intimidate check the guards inside will crack the doors and allow the senators to rush inside before slamming the doors shut again. This at least will allow the party to focus on the queen.

**Setup**
1 Demon Ant Queen
4 Lava Ant Swarms

***Tactics:*** The swarms are under the direct control of the Demon Ant Queen, and will act with at least some tactical awareness because of her influence. They will focus on back line attacks while the queen wades into melee after using Acid Spray.

***Development:*** Slaying the queen and the ants ends the escort quest, and there is a momentary lull in the assault. The party is able to take a short rest and

get some healing from the senate healers inside the sanctum.

***Treasure:*** None

## Encounter 6.5 – Swarm Dragon

**Read or Paraphrase:**

> Though it has only been a few minutes since sealing the door, the ministrations of the healing staff have you feel more refreshed than you have any right to be. With at least some of the senators safe, the senate guard turns to you for leadership in this attack and soon you have pushed the bulk of the swarm back out of the crystal halls of the senate.
>
> Amidst the cheers of your men, a shockingly loud droning buzz fills the air. Swarms of beetles, wasps, and other flying insects fill the air thick as the spray of an armada storm. The swarms begins to take shape, roughly at first and then very obviously into the shape of a dragon. With a furious howl it flies through the cavern, smashing buildings and tearing bridges.
>
> The guard nearest you turns and says, "You have an airship…right?" his face pale with barely contained terror.

The party will need to board *New Legacy* and take to the skies to defeat the prince in his final form. As soon as the airship launches, the elder swarm dragon will focus on destroying it and the party. The party will be fighting from the deck of *New Legacy* while using it to give them a slight chance of defeating this monstrosity.

**Setup**
Elder Swarm Dragon

**Read or Paraphrase:**

> On the deck of *New Legacy*, you look across the cavern and everywhere see the citizens rising up. Some are aboard airships, others man the catwalks of their districts flinging arrows, rocks, or bottles. Somewhere a bugbear suggests the swarm's mother was of dubious moral character. The city is behind you. The dragon glares balefully at you. What do you do?

***Tactics:*** The elder swarm dragon will do everything in its power to bring down *New Legacy*. Only the power of the party's attunement with the ship will keep it afloat under such a barrage of power.

***Development:*** When the dragon is defeated the swarm explodes outward, blotting the sky and enveloping *New Legacy*. The ship is surrounded by a sphere of insects that expands and contracts like a pulsing heart. With a sickening plop a pile of maggots and worms falls from above onto the deck of the ship and rises as a humanoid shape.
***Treasure:*** None.

## Encounter 6.6 – Heart of the Swarm

**Read or Paraphrase:**

> The disgusting mass of slimy wriggling insect rears up forming a rough humanoid shape. "So, once again you intend to thwart my plans, I am legion, the swarm shall feast upon your grave and infest your rotten city for ages!"

This battle takes place on the deck of *New Legacy*. The sphere of the swarm blocks any real view of the surrounding area let alone help from outside. The prince fights with no mercy and intends to destroy the party one by one taking time to deal death blows to any fallen party members.

**Setup**
Swarm Prince (Use Prince Vraye)

***Tactics:*** The prince fights to the death, intent now on eliminating the party. However, his death is inevitable. Each action he takes causes him to lose 15 hit points. He is simply trying to bring the party down with him.

***Development:*** During the battle, narrate any attack that misses the party as doing massive damage to New Legacy. The ship is slowly being torn apart right under them. When the party has struck the final blow, **Read or Paraphrase:**

> There is a rending crack as if the air itself is being torn. *New Legacy* begins hurtling down toward a sea that looks subtly wrong. Constellations you don't recognize whirl around you. The swarm prince whispers haltingly, "We are all of us betrayed. I was to be the avatar, Karstan, not you…"
>
> With his last words spoken the remaining life of the swarm avatar fades. Millions of insects fall lifeless around you. *New Legacy* is tossed violently and you are swept off the side, falling slowly in a cloud of dead chitin. The last thing you see is cold black water…. And then a strange warm light.

***Treasure:*** None

## Capturing the Feel

What happened? The season ends abruptly on this cliffhanger. This is a phenomenal spot to stop your session, leaving your players wondering what happened to their characters. Even the next season opens with a cut scene just to prolong this sense of tension.

In truth, the prince tried to consume the party entirely, but the high god intervened and plane-shifted the group to a demiplane created as a sanctuary of order long ago. Unfortunately for the party, they will find that the island has been corrupted by the low god.

# Assault on Skyfall

## *Legacy's Wake, Season 4*



*Ganer Dade*

Adrift and betrayed, the party must rally their forces and retake the city. Will they choose to fulfill their roles as avatars of the high god or will they break the cycle?

# Season Introduction

As Season four opens, the party has been swallowed up by the swarm dragon, and should have no idea what has happened to their characters. This will be slightly different if you used the final side quest between Season 3 and Season 4.

Episode 1 opens with a cut scene that will show the players what happened after they left the city on *New Legacy*. They'll then wake up on a completely unfamiliar island and have to make their way around the island until they discover the Crystal Fortress in the mountains at the top of the island.

Episode 2 is a more traditional dungeon crawl. The party will need to explore the Crystal Fortress, finding things somewhat amiss. Celista (who was working for Karstan the whole time) has been using the corrupted crystal at the heart of the island to create a new caliber of abomination.

After defeating Celista and freeing the island from the low god's corruption, the party will be planeshifted back to their normal plane, near Skyfall. They are contacted by the Hags, who bring the party up to speed on Corsair's Drift and some potential allies there (as well as *New Legacy*, Wilder, and her crew). The party has a short amount of time to recover their airship and recruit some allies for the assault.

Episode 4 covers the assault on Skyfall. The party must attune with a group of tetratauns to break through the massive swarm of abominations running rampant in the bay outside the city. After reaching the city, they'll need to make their way across the city to the Palisade.

The party will finally meet their destiny in Episode 5. After rushing through the senate chambers to reach Karstan, they will end up fighting a protracted battle that rages throughout Skyfall's massive cavern. The party will be faced with a decision that will directly impact the fate of the city and perhaps the world.

# Episode 1 – That's No Island...

**Episode Summary:** This episode opens on a cut scene that will show the players some of what is happening in Skyfall while they are away. Afterward, the party wakes up on an unfamiliar island with very little other information. Unlike prior episodes, this episode will be structured very differently (See Capturing the Feel below). The party seems to have no way off the island, and will need to explore it in the hopes of finding a means of escape. Their explorations will take them through all over this mountainous, rainforest covered island. Many of the points of interest on the island will provide subtle (and often not very subtle) glimpses into the past through cave paintings, fallen leviathan skeletons, and more.
Stranded on a strange island with a strange sky the party finds themselves bedraggled and alone. In exploring they come to realize they are on a different plane, and definitely not alone.

## Cutscene – To the Docks!

**Read or Paraphrase:**

Somehow the swarm coalesces into a huge wyrm! With a furious howl it flies through the cavern smashing buildings and tearing down bridges.

The guard nearest the would-be heroes of Skyfall turns to them and says "You have an airship... right?", his face pale with barely contained terror. And that quickly, they are off to the Palisade dock to battle this fresh new horror.

The senators and the Fire Watch crowd the windows, eager to catch a glimpse of *New Legacy*. As the ship engages the Swarm Dragon and forces it out of the cavern the room bursts into a cheer that is echoed by other crowds throughout Skyfall. Senators applaud, embrace, or share stern glances and engage in subdued congratulatory handshakes.

One senator in particular leans against the Palisade Crystal grinning like a redcap and clapping slowly. The shadows around him darken as he begins to chuckle to himself, yet no one seems to take notice. His claps slow and intensify until the last one is so loud, it echoes through the chamber and the crystal cracks, a spider web pattern originating from where he touched the shard.

All eyes turn to the sound of splintered glass, and fall on Karstan Gotugun. "Ladies and gentlemen, I've a few words," he begins, seemingly oblivious to the shattered crystal directly behind him. "As our heroes the Inquiry and thief masters of Skyfall go to secure our safety, I am reminded at this moment of the morning after the Night of Fires. In the hour of this city's greatest need, even as the Twelve sought to secure its safety, the Autumn Council seized absolute power from short-sided leaders and feckless architects of disaster to rebuild Skyfall into a new and glorious form. When they were done, they relinquished power to this body politic, the Senate of Skyfall. And so the cycle repeats."

"Here and now, I ask you all to cease your labors, step aside and make way for the next evolution of this city." The crowd erupts in confused tumult, and a wizened and silvered senator steps forward. "Gotugun, what are you saying? The city is in shambles, it must be rebuilt! And besides, why would the Senate dissolve as the Autumn Council did when we are..."

His words end in a wet croak as a tendril of shadow leaps from Karstan's feet and shoots like a spearhead through the aged senator's throat.

"My friends," Karstan continues, the genuine smile never falling from his lips. "You are not the Autumn Council. You are the incompetent half-wits who have tried to bury this city with your squabbles, your petty attempts to secure your comfort, your blind eye for strength and disdain for power. You are the new reason this city stumbles. I am the selfless council,

the one who prepares the way, and soon I will step down to give over to a new leader, a glorious divinity that will lead this city into its next great age."

"In short, your services are no longer needed."

More tentacles of shadow spring forth, half of them diving directly into the shattered crater in the Palisade crystal, the other half spearing into other senators and Watch guards. The tentacles seem to leach off the crystal, pumping foul darkness into the slain few, and those bodies begin to swell, twist and warp into unnatural abominations of their former selves. One by one they ripen and burst from the tentacles to rampage into the crowd, whilst Karstan sends more shadow, seeking new victims to grow into his army.

One by one he turns everyone in the sanctum into shadow abominations, and afterward, in unison, they march forth from the Palisade and begin spreading through the city. Some flee, others hide, a few drop to their knees and beg for mercy. The response of the hoard is just as varied. Some are hunted and killed, others are turned and join the ranks, and still more are simply ignored.

"Don't run," Karstan assures them all, "If you run, they will give chase. I promise I won't take everyone... Not all at once."

## Unique Mechanics

In this cutscene, the party will play as groups of Skyfall residents struggling valiantly to reach the docks and beg, borrow, or steal their way on board one of the remaining air or naval ships escaping the city.

There are up to 5 groups fleeing the city for the players to choose from. Each group is being chased through Skyfall toward the docks by a horde of abominations unleashed by Karstan. This will be represented by a chase scene, with a few twists to better represent the idea of a group of residents being chased by a large horde while maintaining the simplicity of the chase rules.

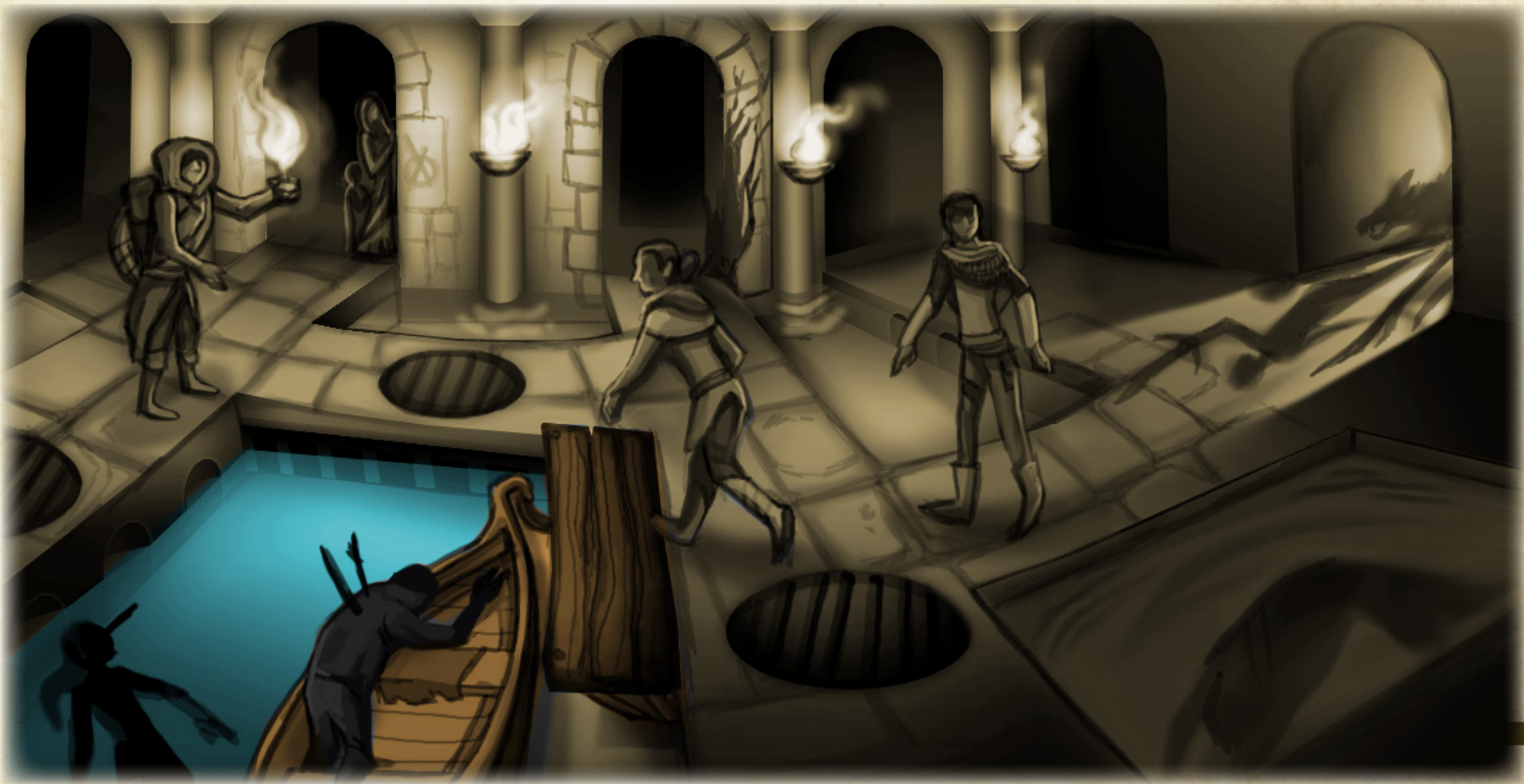
### Beginning the Chase

Even though the various groups fleeing the city are coming from a variety of directions, the normal chase rules still apply. Use a single map to measure distance only as normal. Each group's goal will be to travel 500 "feet" on the map, but their actual distance traveled will be much further. For each group of fleeing residents, you should have one abomination group that starts 60 feet behind the party. Track these separately, as each player's group will be running from their own abomination group and ignoring the others.

## Special Chase Rules

Unlike a normal chase, there are a few extra rules in play. First, each group of fleeing residents has a small number of "hit points". These hit points represent the people within the group, and losing hit points represents a loss of life within the group. A group that reaches zero hit points has no survivors.

If an abomination group ever catches up to the group of fleeing residents it is chasing, that group loses 1d4 hit points and the abomination group immediately falls back 60 feet as it devours the fallen members of the group. Abomination groups do not suffer from complications, do not have hit points, and cannot be defeated.



The residents of Skyfall are not without resources and ingenuity, however. Each group has some unique ability to assist them through the chase. There are five potential groups running for their lives through the streets of Skyfall (see Appendix E: Player Handouts).

## Running the Chase

Use the Skyfall Complications table below to run the chase, but remember the additional rules above.

**Skyfall Complications**

1. through 10. Nothing happens.
11. Chasm. You come across a chasm suddenly. You can see where the bridges used to be attached. Make a DC 11 Physical check to leap the small chasm. On a failed check, your group takes 2 damage.
12. Collapsed Building. A small building has collapsed in your way. Make a DC 11 Physical check to force your way through the wreckage. On a failed check, treat the 15 feet of collapsed building as difficult terrain.
13. Slithering Eye. A slithering eye must be in a nearby building; your group just crosses the edge of its aura of insanity. Make a DC 11 Social check to shake off the madness and escape. On a failed check, your group is incapacitated this round.
14. Maze of Alleys. In your hurry to escape, your group enters a warren of winding alleyways. Make a DC 11 Physical or Social check (your choice) to find your way through the maze of alleys. On a failed check, treat 20 feet of the alleys as difficult terrain.
15. Collapsing Paths. Your group crosses an unstable section of decking, causing it to collapse under their weight. Make a DC 11 Physical check to avoid falling. On a failed check, your group takes 2 damage.
16. Nets. A mass of ropes and netting blocks your path to the docks. Make a DC 11 Physical check to traverse the nets. On a failed check, treat the 15 feet of netting as difficult terrain.
17. Other Survivors. In your hectic fleeing you stumble across another group of refugees heading toward the docks. You can avoid them or fight through them with a DC 11 Physical check, or you can attempt to get them to join your group with a DC 13 Social check. On a successful Social check, your group gains 2 hit points (even if it hasn't taken damage). On a failed Physical or Social check, treat the group as 15 feet of difficult terrain.
18. Rope Bridges. Your group must navigate a set of rope bridges swaying in the wind. Make a DC 11 Physical check to avoid falling. On a failed check, your group takes 2 damage.
19. Looters. You come across a band of looters who see your group as a quick score. Make a DC 11 Physical or Social check (your choice) to fight or talk your way past them. On a failed Physical check, your group takes 1 damage. On a failed Social check, treat the looters as 20 feet of difficult terrain.
20. Rampaging Abominations. Another group of abominations cuts off the path ahead of you. Make a DC 12 Physical check to break past them. On a failed check, your group takes 1d4 damage.

## Ending the Chase

Whenever a group travels 500 "feet" on the map, they have reached the docks and the chase ends for them (though other groups may still be fleeing). If a group's hit points reaches zero, the chase ends for that group. Once the chase has ended for each player's group, the chase is completely over.

If at least one group successfully reaches the docks, **Read or Paraphrase:**

At the docks you spot one last operable airship being defended by the largest troll you've ever laid eyes on swinging an anchor bigger than a full-grown man. "Onto the ship," he yells as he knocks an abomination into the water below. Behind him a bugbear swears as he literally throws people into the waiting vessel. A swarthy gnome mans the wheel, shouting out, "Blade and bow on deck, those without to the cabin! Loose those spring lines and make fast or fall!"

Your group is one of the last aboard before the wall of abominations slams into the anchor-chained troll-blood. He holds his ground by swinging a twenty foot length of chain in a wide circle, knocking some creatures off the catwalk and cutting others in half. The gnome screams out "It's now, Zuth, or not at all!"

Zuth swings one last arc, sending the anchor flying into the horde, then turns and heaves his entire body into the side of the airship, pumping his feet and speeding its retreat from the dock. Just as the catwalk ends he grabs onto the railing above him and pulls his body on deck. Behind, several abominations leap at the airship as it retreats, only to fall to their deaths below.

As you fly from the cavern, he only stares back at the city and sobs. The bugbear stands at his side, an arm on his shoulder.

If none of the groups successfully reach the docks, **Read or Paraphrase:**

Ahead you see salvation, one last ship holding against the hordes and taking on refugees. A bugbear and a large troll swinging a ship's anchor keep the creatures at bay. The troll beckons to you...

Something rips into your back, knocking you off your feet and pinning you to the ground. Your body grows quickly cold and you can't feel your legs. The last thing you see before your sight dims is the troll trying desperately to reach you as the bugbear drags him back to the airship.

Then all is red. Then all is black.

## Multiple Encounters – The Island

No encounters on this island in Episode 1 are actually mandatory. As the party explores the island, they will instead come across Points of Interest, described below.

## Capturing the Feel

Unlike the Season up until now, Karstan is no longer subtly pulling the strings. Season 4 is much more a sandbox for the players to explore than a rollercoaster for them to ride. Accordingly, this portion of the adventure probably requires more preparation from the GM.

In particular this episode is a tribute the Seasons of the earliest editions, a more freeform exploration without a heavy narrative thread. Ultimately the party will be drawn toward the Crystal fortress in the center of the island, but for now they should get a chance to explore and find their own story.

The narrative structure of this episode (and the following one) are significantly different than the rest of this book. Rather than setting up chains of encounters along a common theme, the party has complete freedom to explore the island. As such, we have created this episode to allow that freedom by giving you the tools you need to allow the party to explore and adventure here in any way they choose.

The first, and most important thing to note, is that this is no island. It is, in fact, an utterly massive tetrataun floating in the ocean of a small unnamed demi-plane created by the high god.

### Unnatural Magics

Not only is this island actually a floating tetrataun, there is a powerful and unnatural magic permeating the very air. Teleportation magics and planar travel are completely prevented while on this island. Those that attempt to escape by sea (and survive the terrifying leviathans in the waters) find their senses muddled while sailing, eventually finding themselves sailing back toward the island with no memory of turning around.

The high god originally created this plane as a bastion for his most loyal followers, creatures and constructs of extreme order. Over time, however, the low god managed to insert his own minions and followers into it, disrupting the pure order of the plane. The high god was forced to seal off the island and its inhabitants.

Luckily for the party (though they won't know it at first), time flows very differently on this island. They will surely feel the pressure to return to the prime plane and put a stop to Karstan, but once they escape the island (at the end of Episode 2), they'll realize only hours have passed.

## Exploring the Island

Each Point of Interest on the island will be detailed with various interesting facts, possible encounters, and more. Additionally, danger is a common companion as the party explores the more rugged areas of the island. Anytime they are in the rainforest or the tree covered peaks, they will run the risk of a random encounter. Roll once on the Rainforest Encounters table for every 4 hours the party spends exploring. Some points of interest can modify the frequency of this roll, or alter the possible encounters dramatically. Depending on the specific location the party is exploring, you may need to alter the encounter details slightly (such as changing the description from a fetid pool in the forest to a fetid pool in a cavern, etc.).

**Random Island Encounters**

1. through 12. No Encounter
13. A clacker raiding party begins stalking the party. Give the party a DC 13 Perception check. Anyone that succeeds can act in the surprise round. 2 Clacker Shaman, 3 Clacker Needlers, 6 Clacker Warriors
14. The party hacks through some underbrush into a small grotto, startling the beasts resting there into attacking them. Any combination of 5 Stoneheart Basilisks and/or Crystal Vipers (your choice).
15. As the party travels through a particularly root-infested section of the forest, they are assaulted by a group of treesingers. 3 Corrupted Treesingers, 1 Rotted Rootbeast
16. The party discovers a large fetid pool in the forest, with an assortment of creatures. They can receive a surprise round by making a group Stealth check at DC 15. Anyone that succeeds can act in the surprise round. A Rykk Pack (2 Rykk Hounds, 1 Rykk Spawn Swarm, 2 Rykk Hound Pups), plus 3 Giant Splaytongue Frogs and 2 Corrupted Constrictors.
17. A clacker hunting party is returning to their tribe with a group of splaytongues for food or domestication and the groups cross paths in a clearing. 1 Clacker Shaman, 3 Clacker Needlers, 4 Giant Splaytongue Frogs, 4 Clacker Warriors




18. The island is also overrun with cast-off experiments and vile abominations. The party runs into a group of unformed and unintelligent masses of tentacles and corruption. 7 Unformed Abominations.
19. Powerful abominations roam across the island, venturing from the Forbidden Beach and always hungry. 1 Slithering Eye, 1 False Visage Abomination, 2 Unformed Abominations
20. A pair of abominations have gotten wind of the party's presence on the island, and are hunting them. As soon as they know the party has spotted them, they will rush to the attack (DC 13 Perception). 1 Half-formed Abomination, 1 Slithering Eye

## Introduction

Unless you choose to use the optional side quest, this episode begins with the party washing ashore on an island they do not recognize. **Read or Paraphrase:**

> You wake up, rain pelting your face. You're on an unfamiliar beach under a less familiar sky. As your head clears, you realize there is at least one familiar thing around: the skies are black with boiling clouds; an armada storm is barreling down on your beach at breakneck speed. You'll need to find shelter immediately.

The party must find shelter within one hour before the storm becomes unbearable. Anyone still in the open will be killed by the surging power of the storm. Of course, with a high level party, they should have very little trouble finding or even creating their own shelter. The beach gives way to thick rainforest, rising rapidly in elevation toward a range of small mountains framing the cove they've found themselves in.

Within reason, allow the party a moment to get their bearings. The following can be gleaned from their immediate surroundings:

- The stars are just visible through the leading edge of the storm, and are very different from the stars near the city of Skyfall. The constellations they form seem to have an almost geometric quality to them.
- The water is subtly but noticeably different. It has a higher salinity, and is slightly more viscous.
- Anyone trained in Arcana can sense the strange magics permeating the island. If they attempt to teleport, plane shift, or use any other form of dimensional travel, give them a DC 15 Arcana check to realize it will fail utterly.
- Anyone trained in Arcana can also sense the difference in the flow of time, though not enough to sense the direction (i.e., the wizard knows time flows differently here, but can't say whether they will get back and find that 5 minutes have passed, or 5 years have passed, or indeed if they will find themselves somewhere in the past.

## Points of Interest

There are a number of points of interest around the island. All are detailed below, except the Halls of Order. Once the party reaches the Halls of Order (regardless of how they got there), proceed to Episode 2 – Crystal Fortress of the High God.

## The Southeastern Village

To the southeast of the beach where the party washed ashore, there is what appears to be a small fishing village. However, the inhabitants are not exactly humanoid. They appear to be vaguely humanoid in general body shape, but with the features of a starfish. Their language is indecipherable to the party (if they even have one), but they are not hostile in any way unless threatened.

The strange starfish-like beings are generally welcoming, even with no shared language. The party should be required to use their creativity to come up with a means of communication with the inhabitants of the village, which should lead to fun and interesting roleplaying situations whenever they need to communicate or barter with the villagers.

If the party is peaceful in their approach to the villagers, this is the one safe, or at least partially safe, location on the island for them. They can work through the language barrier to barter for safe harbor, giving them a place to take long rests without worrying about random encounters.

The villagers used to live in the large village to the northeast of the island, until the low god sent his abominations to crush them. These are the only remaining survivors. They will not venture north because of the Forbidden Beach, and are terrified of the abominations inhabiting it. If the party begins to travel north, they will frantically stop the party and try to warn them of the dangers of the beach in whatever method they or the party can contrive.

Other than that, getting information from the inhabitants should be incredibly difficult. They know of the Forbidden Beach and their old village, but little else of the island.

## Abandoned Caverns

In the mountains to the southwest of the party's beach is a series of abandoned caverns. These were once inhabited by an ancient humanoid tribe that used them primarily as protection from the Armada Storms. Finding the caverns is simple if the party explores to the southwest; a recent landslide has made the entrance clearly visible through the jungle from miles away.



If the party decides to explore the caverns, they can find some interesting history in the cave paintings on the walls. Any supplies have long since gone to dust. For each hour spend exploring the caverns, the party can find one of the following pieces of information. Additionally, for each hour, roll a d20. On a result of 1-4, the party stumbles across the lair of a creature (or creatures) making its home in the caverns. Roll on (or choose from) the table below to determine the encounter.

**Cavern Encounters**

1. While exploring the cavern, the party comes across a basilisk nest. They can sneak by (group Stealth, DC 14), or fight past them. 6 Stoneheart Basilisks
2. The party can hear splashing ahead. To make their way further into the caverns, they'll need to get past a Rykk pack. The cavern contains roughly 1 foot of water, making the entire area difficult terrain. 4 Rykk Hounds, 4 Rykk Hound Pups, 4 Rykk Spawn Swarms
3. There is a large crevasse blocking the party's path. They'll need find a way across the 40 foot gap, or climb down and back up (50 feet deep, DC 14 Athletics check to climb). If they do climb down, serpents nesting in the crevasse walls will assault them half way down. 3 Crystal Vipers, 4 Corrupted Pythons
4. The party comes across a large group of strange, pale lizardfolk huddling around a small fire in a cavern. Now that they see them, the cave paintings do have a resemblance to lizardfolk, though these variants appear to be completely scaled in white, not green. These are feral bleachscale lizardfolk, who are perfectly happy to have what looks like an easy meal stumble across their cavern. 9 Bleachscale Lizardfolk
5. A group of rootbeasts has fallen through the ceiling of a cavern in the party's path. Looks like something (probably the bleachscales) has trapped them in this cavern. Reduce the hit points of each rootbeast by 25% to represent the falling damage they took. 4 Rotted Rootbeasts
6. A more powerful group of bleachscales has begun hunting the party through the caverns with their trained basilisks and finally catches up to the group. 3 Stoneheart Basilisks, 4 Bleachscale Lizardfolk.

**Cave Paintings**

The following cave paintings should be found in order, regardless of how the party explores the cavern.

- A cave painting shows an underwater fortress depicted in practically glowing hues being assaulted by a massive leviathan. A careful study of the cave painting (Insight DC 16) reveals that the fortress is being depicted as

some sort of crystalline construction.

- A cave painting depicting a pilgrimage toward the same crystal fortress. A more thorough inspection (Perception or Investigation DC 15) shows that the pilgrimage is actually a retreat from something, though what the humanoids might be retreating from cannot be determined. An extremely deliberate inspection (Perception or Investigation DC 19) reveals that one figure's shadow is darker than the others, and while the figure looks back at what it was fleeing, the shadow looks forward to where it is going.
- A dark painting of what appears to be many statues being watched over by some nondescript seemingly divine being. The divine being appears to be oozing black blood onto the statues. A thoughtful inspection of the painting (Insight DC 14) makes it clear the person painting this image was shaking with fear as it painted the divine being.
- A cave painting of two figures, one in nearly luminous paint, the other in pitch so black it is nearly invisible. In flickering light the figures seem one second to be embracing each other warmly, the next wrestling each other to the ground. In steady light (as from a spell) the two figures are still, melding together to form one being. Closer inspection in steady light (Insight DC 16) unveils clues that the single figure is in torment.

There are many additional cave paintings within the caverns, but none of particular note.

## Shipwreck

On the westernmost side of the island there is a large natural reef just off the shore. A large-masted ship appears to have run aground on the reef, puncturing the hull. Once the party reaches the reef, **Read or Paraphrase:**

> As you clear the rainforest heading toward the waterfront, you can make out a large ship listing just off the island. It appears to have run aground on the reef, now clearly visible with the lowered tide. Sailors scurry frantically over the ship as the rocking waves crack the hull more and more with each swell.

***Tactics:*** Unfortunately for the party, these are no normal sailors stranded on a grounded ship. This ship has been rocking back and forth on the reef for hundreds of years. The warped magics of the island have trapped the sailors here as undead apparitions. The power of the warped magic is so strong that the undead appear completely human. They physically interact as normal, and can appear exactly like normal humanoids. They will use this to lure the party onboard the ship if at all possible.

***Development:*** Their goal is to draw the party onto the ship in order to slay them, hoping that the party's death finally pays their toll to the afterlife. They will use any means necessary to get the party to the ship (begging, pleading, cajoling, bribing, or anything that may work). The party can detect that something is slightly amiss with the sailors by making a DC 18 Insight check. Failing that, they appear completely normal and in need of help.

Once on the ship (if they choose to go), they will realize they've been had. The deck of the ship is caked with the dried blood of hundreds of sacrifices, and the sailors will drop their false appearance, showing their true forms to be blood-splattered shades hungry for the party's life energy.

If the party appears to be ignoring the sailors, the shades will become enraged and charge the party, dropping all pretense at normality and flying over the reef to assault the party.

**Setup**
5 Bloodstained Spirits

If the party explores the ship after defeating the shades, the will find the captain of the ship in his cabin, sitting calmly on his bed. Upon seeing the party, he stands and gazes at them sadly, then draws his saber before stepping toward them menacingly.

**Setup**
1 Bloodstained Captain
2 Bloodstained Spirits

***Treasure:*** After defeating the captain they can search his cabin, finding a chest containing 300 gp, and three Alchemical Grenades (1 Ancient, 2 Dispelling). See Appendix C: Magic Items.

## Leviathan Skeleton

Exploring the rainforest to the northeast of the shipwreck will quickly have the party come across a massive skeleton sitting in a clearing in the rainforest. How the creature got into a rainforest on the slopes of a mountainous island is a mystery. **Read or Paraphrase:**

> You are greeted by a massive armored skull, easily half the size of *New Legacy*, the serrated beak still sharp enough to slice through metal despite untold time rotting in this jungle. Behind it trails the rest of the creature, a strange mix of snake-like vertebrae and overlapping armored plates. The body trails across the jungle floor, up trees and across the canopy, descending back own and disappearing into the undergrowth. The tail, if it is anywhere nearby, remains hidden.

Should the party investigate the skeleton, they can determine the following information:

- DC 15 Nature – This appears similar to the skeleton of the leviathans common to Skyfall, only on a far more massive scale.
- DC 15 Perception – The skeleton has been faintly etched from top to bottom in some unknown script. Anyone using comprehend

languages or a similar effect can determine that the script appears to be some form of indigenous religious text.

- DC 15 Survival – The leviathan clearly did not die peacefully. The skeleton is chipped and pitted with the clear signs of deep battle wounds.
- DC 15 Insight – While studying the skeleton, anyone making this check has a strong feeling that they are being watched.

If anyone touches the leviathan skeleton, all hell breaks loose. Any character not studying the leviathan can make a DC 16 Perception check to act in the surprise round.



**Read or Paraphrase:**

As soon as you touch the skeleton, the forest comes alive with a high pitching combination of whistles and clacking from every direction. The barrage of sudden sound engulfs you, drowning out all other noises as it engulfs your senses. The clicks are so loud you can feel them in your chest. You barely have time to realize you're under attack before the first blowgun darts land.

**Setup**
3 Clacker Blood Shaman
7 Clacker Needlers
4 Clacker Warriors

***Tactics:*** The needlers stay in the surrounding forest, granting them cover from ranged attacks, while the warriors and shaman charge into the fray to keep the party from reaching the needlers.

***Development:*** If Solen (see Fallen Avatar) is with the party, he will wade into combat, slaying the crablike creatures with abandon. If he isn't with the party, remember that he has a chance of arriving to help the party.

***Treasure:*** If the party defeats the clackers, they can search the leviathan skeleton to find an Eye of Leviathan (see Appendix C: Magic Items).

### Fallen Avatar

While they are exploring the rainforest anywhere north of the shipwreck, the party has the opportunity to encounter a fallen avatar of the high god.

## Sidebar: Solen Trianor

Solen Trianor is an elderly elven warrior, nearly 600 years old. Though his hair is long gone to white, he has a lively step and a lively wit, which he uses to mask the darkness that resides inside his heart.

Nearly 450 years ago, Solen was chosen by the high god as a potential avatar to combat the very threat now facing Skyfall. He showed great promise, but could not live up to high god's expectations. Solen turned on a close friend, slaying him to pay off a debt. Though none witnessed his crime, the high god saw fit to punish him anyway, banishing him to this island for the rest of his long life. In the intervening centuries, he has gone quite mad. His sole desire is to ingratiate himself with the party in order to escape the island with them. Unfortunately for the party, he has had literal centuries to plan his escape.

Any time you roll for a random encounter while the party is traveling through the rainforest anywhere north of the shipwreck, there is a 50% chance that the party encounters Solen instead of whatever is rolled. He will spin a tale of being stranded on this island by his companions, who are long since dead (being human). He will make any believable promise or guarantee in order to gain the party's trust. His expertise in Deception, Insight, Intimidation, and Persuasion should make it very difficult for the party to see through his mask. If the party encounters the aboriginal crustaceans from touching the leviathan skeleton, if he is nearby (50% chance), he will come to their aid against those creatures.

If the party accepts Solen as an ally, he can provide a large amount of additional useful information, and will do so freely any time he thinks it will further their

escape from the island. He knows the location of the following points of interest, and will provide basic information about them (general location, obvious information gained from a visual inspection of the location, etc.):

- The Leviathan Skeleton
- The High God's Temple
- The Northeastern Village
- The Halls of Order (Note: he simply calls it the crystal fortress in the mountains. He knows its location well, but is terrified to enter. He will make up monster stories to explain his fear, but the truth is that he fears the high god will sense his escape in a place of such power. He doesn't realize that the corruption at the core of the Halls has cut off the high god from this place).

He has spent his entire time on the island avoiding people, so he knows of the shipwreck, but not their true nature. He has never encountered the leviathan in the bay or any of the efreeti pirates. He is totally unfamiliar with the eastern side of the island.

If the party agrees to help him escape the island, he will assist them to the best of his ability. Once they leave the island, if Solen is with them, he will stick to the party until they reach Corsair's Drift, after which he will slip away during the course of their other activities. Depending on how the party treated Solen during their escape from the island (use your judgement, there are no hard and fast rules governing Solen's estimation of the party's treatment), he may try to help or hinder them in recovering *New Legacy*. Make a note of his disappearance early on in Episode 3, then feel free to have him return to assist the party or hamper them in any encounter in Corsair's Drift. If he is fighting against the party, he will not fight to the death. As soon as he thinks his side is losing, he will attempt to escape. If he is fighting for the party, he will fight to the best of his ability to assist them.

## The High God's Temple

DM's Note: The high god's temple is actually the location from the vision in Kia's cave where she gets the priest to give up the location of the throne. The priest was masquerading as a follower of the high god, and converted the cavern below into a temple to the low god. His failure to keep the secret of the Throne was punished by the low god; he is now forced to reside in the darkness of the cavern below the temple for eternity, bound to the location and given immortality through vampirism. He is little more than skin covering frail bones.

While exploring the northern rainforest, the party can find an ancient temple being overrun by nature. This building is easily at least 6 centuries old, possibly older. The building itself is styled after ancient gothic cathedrals, and is somehow still standing even as the forest overgrows it. The wooden doors have long since rotted, leaving the interior of the temple exposed to the forest as well. Roots grow through the walls and cover the floor in place of pews.

This was once a temple to the high god, and is in fact the location where the party helped Kia Kren learn the location of the Throne of Creation. Back in Kia's time, the leader of this temple became seduced to the service of the low god, and converted the cavern underneath it to the worship of the low god. After Kia wrenched the location of the Throne from him, he was punished by the low god for his failure. He was cursed with vampirism and bound body and soul to the cavern under the temple, and has gone mad with hunger and rage.

The interior of the temple, though overrun by forest, still carries much of its past grandeur. The party will recognize the symbolism of the high god carved into the marble. Exploring the temple reveals the following:

- Anyone searching the marble pulpit (Investigation DC 16 or Perception DC 18) will find a hidden panel. The panel is trapped (see below). If they successfully bypass the trap, they will find a Dagger of Sacrifice that was used by the corrupted priest to make ritual sacrifices to the low god in the cavern below, as well as an Orator's Book and two Alchemical Grenades (1 Cursed, 1 Paralyzing) (see Appendix C: Magic Items).
- Behind the pulpit on a dais is a statue of the first avatar of the high god. The statue is missing a limb, and the features have worn blank with time and exposure. Anyone investigating the statue (DC 14) will find that it moves far more easily than one would expect. After clearing the roots around the statue, it can be shifted aside to reveal a secret passage into the cavern below.

**Marble Pulpit Poison Dart Trap**
*Mechanical Trap*
This trap is activated whenever anyone attempts to open the hidden panel in pulpit. The DC to detect the trap is 15. The trap can be disarmed with Thieves' Tools by disconnecting the pressure switch from the panel.

Whenever a creature attempts to open the panel without disarming the trap, make an attack roll at +10 to hit the creature who opened the panel. On a hit, that creature takes 1 point of piercing damage and must make a DC 18 Constitution saving throw. On a failed saving throw, the creature takes 8d10 (44) poison damage, or half that amount on a successful one.

The cavern under the temple is roughly the same size as the main area of the temple above. There are no light sources of any kind except those the party brings with them. As soon as the party enters the cavern, **Read or Paraphrase:**

As you enter the cavern, a rasping sound draws your attention from the darkness. A raspy voice, not used for centuries, speaks. "Have you come to set me free? Am I finally to be loosed from this cursed place? Has father forgiven my lapse?" The speaker slurps in a

deep breath, tasting the air and considering. "No, not forgiveness, but at least satiation. And perhaps another chance to prove loyalty..."

**Setup**
Drukar, Vampire Priest of the Low God

***Tactics:*** Drukar fights carefully, but with aggressiveness. He has very little to live for, and welcomes death at the party's hands.

***Development:*** The party may try and converse with the priest for a moment (he will not come into the light), but even if they possess all the charm and guile in the world, he will quickly realize they are not agents of the low god. He becomes enraged, raving about his hunger, and will launch into an assault.

***Treasure:*** None.

## Leviathan Bay

This is a seemingly innocuous bay on the northwest side of the island. It is calm and free from all animal life. No random encounters can occur on this beach. In fact, a particularly sensitive character (Insight or Survival DC 17) will realize that the beach is unnaturally quiet. Something particularly dangerous must prowl this region for it to remain so completely free of life.
In truth, the reason for the bay's appearance of calm is the massive leviathan that has made the bay its home. It regularly hunts even along the beach. This leviathan should not be trifled with. If the party spends more than 1 hour on the beach, they have a 10% chance to encounter the leviathan, increasing by 10% for every hour they linger.

If they do encounter the leviathan, it should be obvious that they do not want to tangle with it. If anyone decides to fight the leviathan anyway, have them roll a DC 10 Wisdom check to realize a leviathan of this size is not a realistic challenge to face even at their current strength. Should any persist, the leviathan will launch into an assault and do its best to kill and devour anyone remaining on the beach. As an amphibious monstrosity, it has no issue venturing onto the beach itself to assault them.

**Setup**
Greater Leviathan

***Tactics:*** The leviathan, being amphibious, will attempt to storm the beach, grapple one or two foes, and drag them into the depths.

***Development:*** The leviathan fights to the death.

***Treasure:*** None.

## Pirate's Landing

One of the few creatures with the means and opportunity to actually travel to and from this plane (and this island) is a group of Efreeti Half-blood pirates. Using their stolen brass airship to travel the planes, this group of pirates has begun using this cove as a storage area for their stolen and plundered goods after they stumbled across it a few years ago. Few know of the place and even fewer can reach it, making this a perfect location for their stash.

If the party explores the beach, the will find sections of the white sand blackened and turned to glass from a great heat. This is caused by the landing and launching of the efreeti half-bloods' brass airships, which are powered by some unknown source unrelated to the crystals Skyfall uses. The party can spend one hour to search a section of the beach by making a group Investigation or Survival check (their choice) at DC 15. On a successful group check, they find signs that something has been buried deep beneath the sand. If they take the time to dig it up (4 hours to do so by hand), they will find the pirate's stockpile of magic items (see Treasure, below) However, the pirates are on their way back after a successful raiding attempt. If the party spends more than 6 hours on or near this beach, there is a 10% chance that the pirates show up, increasing by 10% for each hour beyond that.

More likely, the party will find the pirate's treasure and avail themselves of it, then leave the beach. If they do, the pirates will return to the island to find the booty missing, and will scour the island for them. While the party continues to explore the island, if they would face a random encounter, you can replace it with the following encounter (or simply have the pirates show up at a dramatically appropriate time).

**Setup**
6 Efreeti Half-blood Pirates

***Tactics:*** The half-bloods will dive off the ship, using their feather fall ability at the last second. The ship will strafe the battle location, using its lair action to harass the party.

*Brass Airship Lair Action*
On initiative count 20 (losing all ties), the airship takes one of the following lair actions of its choice:

- **Flame Cannon.** Choose a point within 120 feet of the airship. Each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 6d6 (21) fire damage on a failed save, or half that amount on a successful one.
- **Scorch.** The ship flies low to the ground, causing fire damage from the engines in a straight line 60 feet long and 10 feet wide. Each creature in the area must make a DC 14 Dexterity saving throw or take 4d6 (14) fire damage and fall prone.

***Development:*** The pirates will not land or risk their ship being taken. If they are somehow overrun and the party takes over the ship, the pirates will not show the party how to use the ship to plane shift, nor will they assist them in running the ship in general. If the party does somehow miraculously end up in control of a working airship, they will quickly realize this small

demiplane only contains ocean and the island they washed up on. They still won't be able to plane shift home.

***Treasure:*** The ship will not land, and the half-bloods do not carry treasures. If the party searched the beach and discovered the buried pirate treasure, they will find a pile of gold and gems worth 4000gp, as well as a Lightning Ward tunic (see Appendix C: Magic Items), a Necklace of Fireballs with 8 beads, two superior Potions of Healing, a Potion of Gaseous Form, and an Instant Boat (see Appendix C: Magic Items).

### The Northeastern Village

The village on the northeastern arm of the island is long abandoned. It has the same trappings as the strange starfish people's village on the southeastern arm, but no villagers can be found. This village was wiped out in an attack by the low god, who sent his abominations to crush it. Most of those abominations now reside on the Forbidden Beach, preferring to be nearer to the water. However, some particularly nasty abominations remain in the village, biding their time for some unsuspecting fool to stumble into their trap.

If the party enters the village, it is eerily quiet. They get the sense they are being watched. As they near the center of the village, they hear a small thud sounding from one of the huts nearby. As they draw closer to it, the hut explodes outward as an abomination launches itself at them. As battle begins, they can hear more abominations scrambling to surround them.

**Setup**
1 Half-formed Abomination
1 Slithering Eye
2 False Visage Abominations

***Tactics:*** The abominations are hiding in the buildings of the village waiting for prey to enter. They will attempt to surround the party and devour them.

***Development:*** The abominations fight to the death. If the combat lasts more than 10 rounds, another group of abominations arrives (use the Forbidden Beach Encounters table to determine which abominations arrive).

***Treasure:*** None.

### The Forbidden Beach

After the abominations wiped out the village on the northeastern arm, most of them moved to this beach on the eastern side of the island, and have begun using it as their hunting grounds. In the language of the strange starfish people, its name means "Forbidden Beach", for obvious reasons.

Other than the frequent abomination sightings, there is little of interest on this beach. When rolling for random encounters, roll for every hour spent exploring the beach, rather than every 4 hours. Additionally, if an encounter is rolled, replace it with any one of the following options instead. In all cases, the abominations surge up out of the sea and rush the party.

**Forbidden Beach Encounters**

| | |
|---|---|
| 1. | 1 Half-formed Abomination, 1 Slithering Eye, 1 False Visage Abomination |
| 2. | 2 Slithering Eyes, 4 Unformed Abominations |
| 3. | 1 Half-Formed Abomination, 2 False Visage Abominations, 3 Unformed Abominations |
| 4. | 2 Slithering Eyes, 4 False Visage Abominations |

### The Path Forward

Once the party has finished exploring the island (or possibly before, depending on how they proceed), they should understand that the next phase is to explore the crystal fortress in the mountains (See Episode 2). The party may have stumbled across the fortress, or they could have been directed there by Solen or the clues in the abandoned cave.

## Episode 2 – The Crystal Fortress

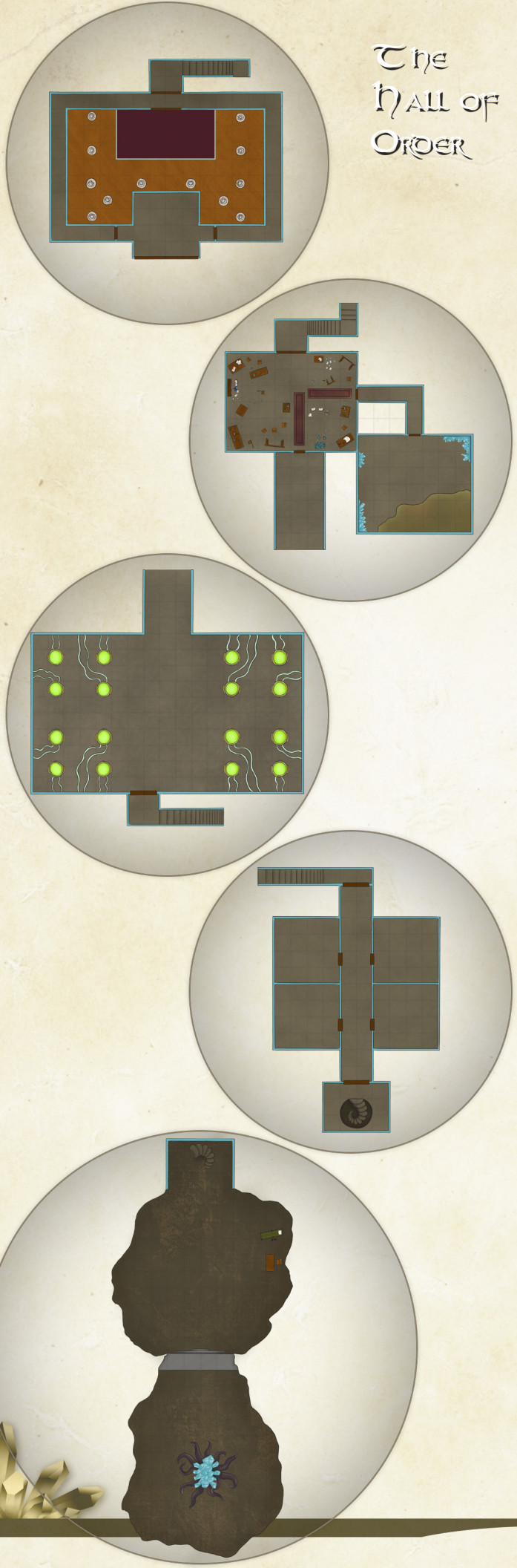
**Episode Summary:** In this episode, the party will explore a crystal fortress high up in the mountains on the island. Long ago, before the island was corrupted by the low god, this place was known as the Hall of Order. The party will need to venture deeper into the hall in order to break the low god's hold. Along the way, they'll battle corrupted servitors of the high god and meet an old enemy. As the party explores the fortress, use the map and room descriptions to flesh out what happens.

Karstan is well aware of this island and the low god's corruption. He sent Celista here shortly after her "death" at the hands of the party at the end of Arc 1. She has been working tirelessly to expand the low god's corruption, going so far as to take over the animated servitors that maintain the Hall and bend them to her own tasks. She is the reason for the Servitors' erratic behavior, and the creator of the horrifying experiments on the lower levels. She even supplied Karstan with some of her first experiments, who seeded them in with Latal's menagerie of horrors as a testing ground.

### Sidebar: The Hall of Order

The Hall of Order is a fortress made entirely of crystal. Before the low god's corruption, statues of every avatar of the high god were give a place of honor here at the time of their death. The first level houses a viewing area for these statues, some of which have fallen to disrepair. While not a massive edifice, the building does spread through multiple floors underground. The second level down has been converted into two rooms, a workshop and vat used to grow corrupted crystals. Celista used the workshop to modify and corrupt the Servitors, letting them free to breed more monstrous forms.

# The Hall of Order



The vat on the same level is being used by Celista to grow corrupted crystals for use in her experiments.

The third level down houses a twisted approximation of an incubation chamber. In this stage of Celista's experiments a variety of creatures are subjected to the influence of the corrupt crystals. The level below has been heavily altered to "safely" house the more advanced experiments. Finally, the last level is a pair of natural caverns. Celista resides in one, using it as a retreat from her work and a quiet place to document her experiments. The other holds the core crystal of this tetrataun island. It is the source of the corruption plaguing this place.

Now, with no Servitors working to maintain it, most of the upper level is covered in the growth of the rainforest. When the players first go to the Hall, **Read or Paraphrase:**

As you crest a small ridge, you gain your first view of the crystalline fortress. The entire construction is covered by ancient trees, vines, and other flora flora try to conquer the massive structure. Though difficult to determine through the layers of growth, you can make out glimpses of shining blue-green crystal underneath. The front side of the fortress is dominated by a massive iron door. Where the rest of the building is overrun by the forest, the doors remain clear. In fact, there is a semi-circle in front of the doors with no vegetation of any kind. Clearly they have been used recently.

The party can approach the doors without issue. They are not trapped, nor are they locked. Though massive, the construction is of such quality that the doors can be moved by a single person making a DC 18 Strength (Athletics) check, or by two people working in tandem (who do not need to make a check).

## 1 – Foyer

The foyer is surprisingly well maintained. There are no windows and the doors have been left closed, preventing the encroachment of the forest. Four servitors occupy this room, all standing in a corner. There are crystalline tables and chairs, some designed for humanoids, some clearly not.

When the party enters the foyer, the 4 servitors snap to life, moving forward to greet the newcomers. They will cycle through a variety of languages until they realize the party understands them. The servitors are trying to live up to their ancient instructions to take their guests' coats and serve refreshments, but they are beginning to malfunction. They continually try to keep taking things from the party members, very politely asking things like "May I take your greatsword, sir?" This will continue until someone refuses to give up the requested item, at which point all four servitors will freeze momentarily, then say "I'm sorry to hear that" before assaulting the party out of the blue.

**Setup**
4 Drone Servitors

***Tactics:*** The servitors fight mechanically, targeting the nearest creature.

***Development:*** Once the servitor's malfunction has been triggered, they will fight to the death.

***Treasure:*** After the combat, the party can search the room, but they will find nothing of interest.

## 2 – Overgrown Halls

This large hallway extends in a large square from the foyer, connected on the east and west sides. It has been heavily overrun by the forest as roots, vines, and other vegetation have grown in through the windows over time. Moving through this hallway is no simple task. The entire hallway is treated as difficult terrain, and anyone attempting to take the Dash action must make a DC 14 Acrobatics check or trip somewhere along their movement.

A group of creatures known as treesingers reside in the branches of the trees growing outside the windows. In many ways they are similar to dryads. They use the roots of the trees similarly to the way a spider uses its web. As soon as the party begins to traverse the hall, the treesingers know immediately. Unfortunately, these treesingers have been corrupted by the low god's influence on the Hall, leading them to hunt and attempt to slay the party once they near the middle of either the eastern or western hallway.

**Setup**
3 Corrupted Treesingers
2 Rotted Rootbeasts

***Tactics:*** The treesingers and rootbeasts try to pincer the party in the hallway, forcing them to fight on two fronts.

***Development:*** The treesingers will fight to the death, viewing the party as trespassing in their home. Once the treesingers are defeated, the party can traverse the root-infested hallway without issue.

***Treasure:*** None.

Opposite the foyer, there are a pair of double doors facing each other in the hallway. Neither are trapped or locked.

## 3 – Statue Garden

This small room is not walled in crystal like most of the rest of the fortress. Instead, it is densely packed with benches and walled in glass, allowing a clear view of the statue garden. Here, all of the fallen avatars to the high god have been sculpted from the same crystal as the palace, to be revered for their sacrifice. The room is otherwise empty. Once the party enters the room, **Read or Paraphrase:**

> As you gaze at the statues, representing millennia of sacrifice, a tiny winged servitor enters your view. It lights on a particularly pristine statue and begins to clean it. With a flash you realize that the statue is carved into the likeness of Authion Nerandis. Moments later, another servitor flaps its way across the garden of statues, then freezes as it notices your presence. A high pitched ringing noise sounds throughout the garden and the glass shatters as the statue of Authion and two other fallen avatars animate and head toward you.

**Setup**
3 Fallen Servant Golems
2 Winged Servitors

***Tactics:*** The servitors will try to hover outside the reach of the party and pelt them with ranged attacks. Once the golems and servitors are defeated, the ringing will stop and the party can search the rest of the statue garden.

***Development:*** The golems are implacable foes, and will fight to the death. If the golems are slain, the servitors will flee through the gaps described below.

***Treasure:*** None.

There is little else of interest in this room, though a diligent search (Investigation or Perception DC 16) reveals that the tiny winged servitors entered the garden through tiny gaps cleverly masked in the crystal walls. Servitors of size tiny or smaller can travel through the walls of the fortress undetected, and can access otherwise closed off areas. The gaps are far too small for anyone larger than tiny to pass through, and are a confusing and directionless maze even then.

## 4 – Crystal Staircase

This is an elegantly carved crystal staircase, leading down to the servitor workshop on the second level of the fortress.

## 5 – Servitor Workshop

This room is a moderately organized madhouse. Celista has directed a group of corrupted servitors to begin assembling additional servitors using the workshop, and they are in full swing when the party arrives. When the party enters the room, **Read or Paraphrase:**

> The room is a chaotic ballet of clockwork sounds and jilting movement. Various servitors are zipping back and forth, or clanging away with hammers and other tools. An assortment of partially completed servitors rests on nearly every table in the very large room.

A particularly strong servitor has been appointed foreman of the shop by Celista, and spots the party almost immediately. He will shout a warning,

causing the entire workshop to turn uniformly toward the party holding whatever tool they happened to be using. All of the servitors are oozing some viscous black fluid from their joints.

**Setup**
1 Servitor Foreman
2 Servitor Drones
2 Winged Servitors

***Tactics:*** The foreman will direct the other servitors in combat, hurling parts and weapons at the party until forced to melee. The remaining servitors follow the foreman's instructions.

***Development:*** The servitors will fight to the death.

***Treasure:*** Once the servitors are defeated, the party can investigate the workshop. They can find the following:

- One section of the workshop is clear of tables or any other clutter. It makes a clear and wide path from the eastern door to the southern door. (Unknown to the party, this path is used by the servitors in the Vattery to transport the corrupted crystals below to the Incubation Chamber).
- A thorough search of the workshop (DC 16 Perception or Investigation) will reveal a number of gems mixed in with all the scattered parts throughout the area. The servitors most likely used these gems in the construction of new servitors. They are unrefined, and worth roughly 1000 gp.

## 6 – Vattery

This room is used by Celista and her servitors to grow and develop the corrupted crystals used to create her experimental abominations. When the party enters, **Read or Paraphrase:**

> This room is dominated on the southeastern side by a roughhewn crystalline pool filled with an inky black substance. Crystal shards the size of your head are being lowered into the pool by a large servitor covered in purple and black crystalline growths, causing a nauseating steam to fill the room. A pair of servitors are loading a purple and black crystal from the pool into a simple rolling cart.

**Setup**
Corrupted Crystal Servitor
2 Drone Servitors

***Tactics:*** The crystal servitor will bellow in rage and charge the party, slamming them with his crystal covered appendages. The other two servitors will hurl crystal shards at the party.

***Development:*** The mist in the room is nauseating. Any living creature that starts its turn inside the vattery must make a Constitution saving throw at DC 13 or become sickened, causing it to have disadvantage on attack rolls until their next turn. Once a creature passes the saving throw, they are acclimated to the effect and no longer need to make saves.



If any living creature touches the pool it must make a DC 15 Constitution saving throw for each round it is touching the pool. Every failed saving throw causes 4d10 (22) necrotic damage. If a creature is more than half submerged in the pool, it must make a DC 15 Constitution saving throw every round it is submerged, dying on a failed saving throw.

***Treasure:*** After the servitors are defeated, there is nothing remaining of value in the vattery.

## 7 – Sloping Tunnel

This long tunnel slows steadily downward as it runs for roughly 300 feet. It is completely without light except

that which the party brings along. At the bottom of the sloping tunnel, there are no doors. It opens directly into the incubation chamber.

### 8 – Incubation Chamber

This large room features 16 grotesque incubation chambers. The chambers are filled with a purple and black fluid that seems to pulse and shift as the creature inside writhes. Each chamber has one of the corrupted crystals from the Vattery embedded in the base underneath the experiments. A pair of servitors is attempting to install a crystal into an incubation chamber at the opposite side of the room. They are distracted and can be surprised if the party takes a cautious or stealth approach, but will notice any players attempting to move to the next crystal staircase as they would need to go through the door without any cover between them and the servitors.

**Setup**
2 Firetrap Servitors
4 Unformed Abominations

***Tactics:*** Once the party engages the servitors, they will fight to the death, trying to keep as many party members within 30 feet as possible.

***Development:*** Whenever the first servitor is reduced to zero hit points, **Read or Paraphrase:**

> As the servitor collapses it explodes in a fiery torrent, damaging anyone nearby and bursting several of the glass incubation tubes.

Each creature within 30 feet must make a DC 14 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half that amount on a successful one. The explosion also severely damages many of the incubation chambers. On initiative count 20 (losing all ties) on the following round, 4 Unformed Abominations burst from their incubation chambers to assault the party.

The remaining servitor will also explode when destroyed (forcing the same saving throw, this self-destruct is included in the servitor's statistics), but the incubation chambers will survive the second blast damaged but intact. After the battle, the party can continue without issue. If they wish to destroy the incubation chambers, they can destroy them physically but will have to fight more experiments to do so. Alternatively, they can be shut down without freeing the experiment with a DC 15 group Arcana check. If the group check succeeds, they can shut down the remaining chambers, taking 5 minutes per chamber.

***Treasure:*** None.

### 9 – Crystal Staircase

This is another elegantly carved crystal staircase, leading down to the holding cells on the fourth level of the fortress.

### 10 – Holding Cells

Once the party enters the holding cells, **Read or Paraphrase:**

> The empty room ahead was once an audience chamber, or perhaps an underground garden, but it is now a twisted menagerie of sorts. Four alcoves, one at each corner, are enclosed in some transparent glass-like material. In front of each one are the toppled remains of the elegant crystalline statues that once filled them. Behind each pane of glass is another twisted creature, obviously the end product of whatever horrid ritual was being enacted in the last room. When they sense you (as some of them don't even seem to have eyes) they lash out in violence, their screams and the rapid hammering of their arms on the glass reduced to silence by whatever material they are trapped behind. The glass appears to hold, for now.

The short hallway between the rooms leads to another door, which is locked and magically barred from the other side. The door is made of the same material as the holding cells, only thicker and opaque. Destroying the doors is virtually impossible (it would most likely take the party many hours, at which point Celista will discover their presence and open all four cells at once from the other side of the door. However, there is a small control panel to one side of the hallway that appears to govern the exit, as well as the glass barriers holding back the abominations.

The control panel is made of brass and crystal and covered in runes. It is obvious that the original function of this panel has been superseded recently as newer runes written in a wobbly twisting hand cover many of the older neat orderly ones.

**Setup**
4 Painwrack Abominations

***Tactics:*** When the abominations are freed (see Development, below), they will launch themselves at the party with abandon, and fight to the death.

## Unique Mechanics

When the party first enters the room there are four glowing ghostly X's illuminated in the air right above the panel, laid out roughly in the same arrangement as the alcoves. Though there are no obvious controls on the panel, it is clearly designed to be operated with magic. If the party touches the panel, the top left X disappears and the northwest alcove opens, freeing one Painwrack Abomination. The remaining alcoves each have a unique mechanic governing their countdown, described below. The door leading further into the crystal palace will only open when the counters for all four alcoves reach zero.

***Development:*** Celista intentionally set the control-panel to open all of the alcoves on a timer, but



## The Control Panel

In addition to the above rules, characters have the following additional ways to interact with the panel:

**Learn the System:** As an action a character can attempt a DC 10 Arcana check to learn how to operate the system. Any character that wishes to manipulate the system must complete this check.

**Add Time:** As an action, a character who has learned the system can make a DC 12 Arcana check to increase the counter on a single alcove by one.

**Change Timer:** As an action, a character who has learned the system can make a DC 14 Arcana check to convert the timer rule for one alcove to any of the other two. Note that this does not change the current number on that alcove.

***Treasure:*** None.

### 11 – Spiral Staircase

Unlike the rest of the fortress, this spiral staircase is hammered out of wrought iron. It cuts through the crystal floor, then descends down into a pair of caverns in the mountain.

### 12 – Celista's Cavern

At the base of the spiral staircase, the party finds themselves in a tiny alcove that opens into a much larger well-lit cavern. When the party reaches the base of the stairs, **Read or Paraphrase:**

> The cavern before you is brightly lit with a variety of torches. A large desk and extensive shelving on one side provide the incongruous image of a well-appointed office, while another section holds a simple cot covered with blankets and pillows. The far side of the cavern is dominated by a massive iron doorway blocking a large tunnel. A woman you recognize immediately leans casually against the front of the desk, facing you. You're pretty sure you killed her the last time you were in a cavern together… but back then she didn't have those scars, or the dark black stitches that writhe and twist of their own accord holding her flesh together.
>
> "Took you long enough", she says, "I was beginning to get bored down here." Celista smiles as she draws her blade, moving far faster than the last time you faced her.

**Setup**
Celista Friel, Servant of the Low God

her incomplete understanding of the device caused only one to open. The rest began this strange series of countdowns. The party will need to hold off the first Painwrack Abomination while attempting to control the remaining alcoves. It should be clear that if multiple alcoves open at once, this could be a very deadly encounter.

- **Alcove 1.** This alcove opens as soon as the players touch the control panel, freeing the first Painwrack Abomination.
- **Alcove 2.** The X ticks to an IX as soon as initiative is rolled. Any time a PC takes an action, this alcove ticks down again VIII, VII, VI, etc. When it gets to zero, the alcove opens and another Painwrack Abomination assaults the party.
- **Alcove 3.** The X ticks down by two (VIII, VI, IV, etc.) at initiative count ten every round. When it gets to zero, the alcove opens and another Painwrack Abomination assaults the party.
- **Alcove 4.** On initiative count 20, roll 1d6. If the number is even tick the alcove down that much. If the number is odd tick the number up that much. Repeat this roll every round and again when one of the other alcove's occupant is defeated. When it gets to zero, the alcove opens and another Painwrack Abomination assaults the party.

***Tactics:*** Celista is far more powerful now that she has truly embraced the boon of the low god. She literally blurs with speed, using her Blink Strike ability regularly while trying to maintain her displacement effect as long as possible.

***Development:*** Once Celista is defeated, if the party is smart enough to capture her alive, she can provide the some information, and will do so, smiling condescendingly to herself the entire time. She fully believes the party is far too late to have any impact on the outcome as Karstan unleashes the low god on Skyfall. She will speak only the truth, save one lie: she will claim that the time dilation effect of this place means Karstan has probably already finished his transformation, so Skyfall is almost certainly already destroyed (Insight DC 17 to see through her lie).
She will provide the following information:

- She will take great pride in explaining that, though the crew was never meant to survive the encounter with Welgan's crew, their victory caused no delay to her true master, and in fact their subsequent actions actually helped Karstan achieve his goal far more rapidly and more easily than he had originally hoped.
- She will confirm that this plan was 16 years in the making, that the seed was planted on the Night of Fires when Karstan recovered an ancient text about the low god from the body of one of the invading duergar he slew.
- She will explain the power of the low god; that every defeat simply feeds strength to the next inevitable victor, and that in the end the avatar will devour all and become the strongest by far.
- She knows this place is on another plane, and that it was an ancient retreat of the high god, a place where his chosen could find ease and solace. Karstan sent her here to prolong her last few minutes of life into an eternity of service, while simultaneously corrupting the island even further. This is the way of the low god, to slowly corrupt and spoil over time.

***Treasure:*** The party can also search Celista and the cavern, finding three scrolls (hysteria, pealing thunder, and ashen blight), as well as a set of Crystal Armor (see Appendix C: Magic Items).

## 13 – Crystal Heart

The door to the Crystal Heart is trapped. Celista has enchanted the door with a Symbol of Agony, detailed below. If they set off the trap and Celista is still alive and conscious, she laughs uproariously at their failure.

**Symbol of Agony Trap**
*Magical Trap*
A Symbol of Agony trap is activated whenever anyone touches the door. The trap can be detected and disarmed with a DC 17 Arcana check. A spell or other effect that can detect the presence of magic, such as detect magic, reveals an aura of necromancy around the door.

Whenever a creature touches the door without speaking the passphrase, it immediately takes 10d6 (35) psychic damage and must make a DC 17 Strength saving throw. On a failed save, the creature is pushed 15 feet away from the door, knocked prone, and stunned for 1 round. On a successful save, the creature is not pushed, knocked prone, or stunned, but will take 10d6 (35) psychic damage at the start of every turn it continues to touch the door.

Once they party gets through the door, **Read or Paraphrase:**

> As you walk down the short hallway behind the door, you begin to feel nausea, anxiety and (if you can admit it) perhaps a bit of fear. It is as if every bite of nourishment you ever had, every sip of water you ever drank, as if even your blood, sweat and saliva itself had suddenly turned rancid. Your joints feel like stones hammering together and scraping past each other, your muscles ache as though they have labored for years, and the stench of your own disease and decay nearly chokes you as it crawls up your nose and scrambles down your throat. Ahead, in the chamber the hallway opens up into, a massive crystal spire juts out of the earth. Around it, undulating to the rhythm of some alien and irregular heartbeat, writhes a mass of purple-black tentacles that grow and strengthen, whither, die, and are replaced by even more, all of them continuously grasping at and trying to devour the crystal.
>
> Something palpable shifts as you feel the malevolence in the room takes notice of you. At first, a few of the tentacles lose interest in engulfing the crystal, wavering without focus. In your mind, you feel breath on your neck, something sniffing the air around you, a not-gentle caress, and then hate, fear, and rage seem to snap around you like jaws.
>
> There are no words, but you know it hates that you have come this far, and that it is pleased you are finally here. Then, the doors behind you slam shut with an echoing bang, and the tentacles of the low god lash out at you.

**Setup**
4 Infesting Tendrils of the Low God
Crystal Heart

***Tactics:*** The tendrils assault the party with abandon, using their Touch of Confusion as often as possible. The Crystal Heart does not move or take action, but has 350 hit points and the following reaction:

*Psychic Wave (Crystal Heart Reaction)*
Whenever the Crystal Heart takes damage, the entire island unleashes a bellow of psychic pain and rage. Each living creature inside the Hall of Order must make a DC 18 Wisdom saving throw, taking 20d6 (70) psychic damage on a failed save, or half that amount on a successful one.

***Development:*** After the first tendril dies, as long as the Crystal Heart hasn't taken damage from the party, the high god will weigh in with one of the following lair actions on initiative count 20 (losing all ties):

- **Restore Order.** Each PC gains 10 temporary hit points.
- **Mortal Enemies.** Choose a PC. Each tendril within 15 feet must make a DC 15 Dexterity saving throw, taking 4d6 (14) radiant damage on a failed save.
- **Crystalline Power.** Each PC deals an additional 1d6 radiant damage on weapon and spell attacks until initiative count 20 on the following round.

Once the party defeats the low god's corruption, proceed immediately to Leaving the Island.

***Treasure:*** None.

### Leaving the Island

Defeating the infestation has an immediate effect on the entire island. The crystal heart begins to glow, its light bringing warmth and healing. As its power emanates outward, any damage, imperfections or changes wrought by low servants begin to crumble in the light. While the decay of the misbegotten happens quickly, the order that replaces it is slow in coming, if it is growing at all.

The players are not harmed by any of this transformation, should they linger at all to view it.

The other rooms in the hall are affected similarly, and outside even the jungle begins to take on a more ordered appearance. The threats are gone, and in fact when the party first reaches the beach they witness what appears to be a continentally massive crystalline tetrataun leg thrashing about in the water purging the last of the leviathans, who are less than annoyances.

While they watch this sight, Kia will fade into view next to them, admiring the fierce but inevitably futile battle the leviathans put up. As before, she speaks to them with warmth, compassion and just an edge of sadness. She congratulates them on vanquishing the low god's intrusion on the island. The high god brought them here in their moment of need, and though it was his greatest bastion of power as they would understand the word, it was in fact poisoned to the core by the low god.

She tells them that they have truly accepted the mantle, and that more importantly the high god has accepted them. The gateway is open now, and they must only guide the island where it must go.

In a moment her composure cracks just a bit, and she reminds the party that while the high god has been helpful, that ultimately he simply wishes an end to the battle. And if he wins or loses, either outcome could be disastrous for her beloved port city.

Reflection (Insight DC 12) will reveal that when she speaks of guiding the island, she is suggesting you attune to the crystal heart.

If the players return to the starfishermen village, they will find the inhabitants standing in the surf very composed, solemn, even serene. One by one they are silently shedding all vestiges of humanoid life and crawling into the sea as the others watch and wait their turn. Any attempts at communication are returned with intonations of gratitude and duty, but they will not be swayed from their retreat. Attacking will cause them to retreat into the water.

When the players return to the Hall of Order, there is little evidence of Celista's machinations. Even the statues in the viewing garden are being repaired, and while Authion no longer stands amongst the avatars, he does occupy a place to the side of the other statues. Where he stood is now a large mound. A difficult investigation (Investigation DC 16) will suggest that this appears to be a statue of more than one person (and specifically as many as are in the group).

At the crystal heart, the players may attune to the island. If they did not understand before, the moment they attune they realize they are astride a massive tetrataun. The creature rises gracefully out of the water, and the moment any character thinks of Skyfall (whether by name or by thinking of home), a hazy distortion like a heat mirage forms to the east. The tetrataun lumbers forward and crosses the rift to their original plane.

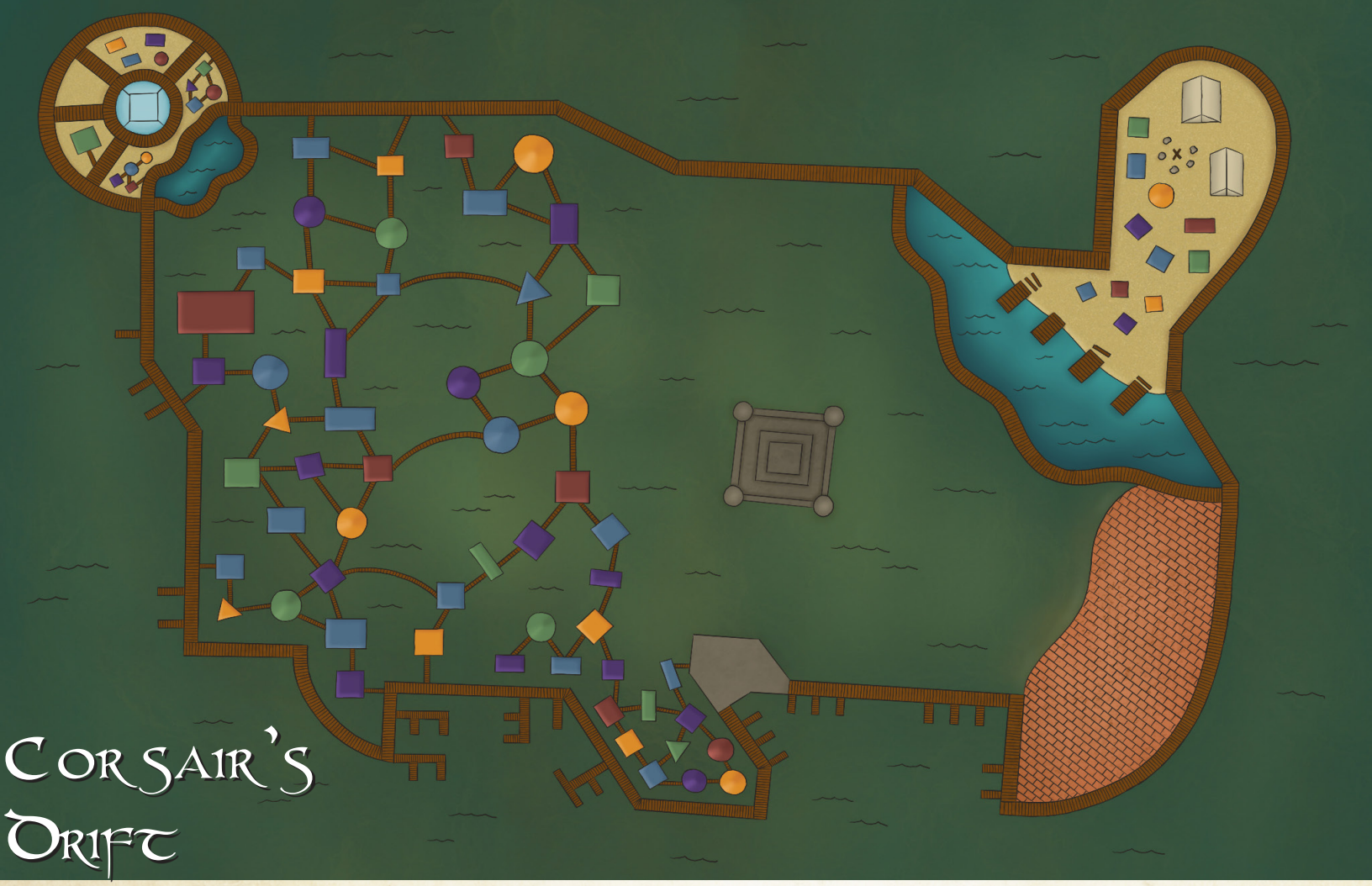
As they cross the rift, the beast begins rocking, slightly at first and then with more intensity. Time begins to feel not unlike it did at Velbore and the Throne of Creation, and as the megalithic tetrataun crosses through the planes, it slowly forms into a crudely made but extremely seaworthy raft.

## Episode 3 – Picking Up the Pieces

**Episode Summary:** Returned to their rightful plane, and touched with the energy of the High God, the party is on a collision course with Karstan for the fate of the city. In this episode they have the chance to find some old friends to bring along for the ride. The party will spend this episode in Corsair's Drift, a floating town filled with Pirates and other transients. They'll need to find Wilder and her crew, take back *New Legacy*, and possibly recruit some allies to their cause along the way.

This episode begins shortly after the party returns to their plane. They have their gear, a surprisingly seaworthy raft, and a confrontation with Karstan on the horizon. They are quickly contacted by the Hags. **Read or Paraphrase:**

> You have missed several Thursdays my dears, but given the circumstances we are willing to overlook your rudeness. We were worried for a moment that you might have died, and not by our hand. Events




are in motion that will quickly become difficult to control. You should reclaim your ship and visit us promptly.

The Hags can relate the following information to the party:

- *New Legacy* is damaged but not destroyed. It has been claimed as salvage by pirates.
- The ship is currently being repaired in dry dock somewhere in Corsair's Drift.
- By fate or coincidence many potential allies are also in Corsair's Drift as it is the nearest settlement to Skyfall that hasn't been razed by Karstan.
- Karstan initially enacted martial law, giving nearly supreme authority to the Fire Watch. He quickly spread the story that the Twelve (led by the party) had betrayed the senate, helping Prince Vraye make his way to the senate to murder the leadership. The party then escaped by airship with the enraged prince and are now enemies of the city.
- Karstan has forsaken the Twelve, naming them an outcast guild and calling for the arrest and execution of all coin holders who do not immediately swear an oath of allegiance to the city and revoke their membership.
- Borders between districts have been closed both in and out, and there have been reports of massive bloodshed from different isolated areas. Entire districts have gone quiet, and even the Fire Watch are in the dark about what is going on.
- The Hags believe Karstan is setting the city up as one massive sacrifice to the low god, in an attempt to awaken it from its slumber.

## Sidebar: Corsair's Drift

Once upon a time, Corsair's Drift was just a floating raft that acted as a reef marker and rainwater collector. Now, it's a ramshackle floating city made of salvage, booty, and driftwood held together by dried blood and spite. That's not to say the people that live here are necessarily bad folks, but they are in fact hard folks who would just as soon kill you for your skivvies as do business with you.

## Multiple Encounters – Corsair's Drift

Most of the encounters on Corsair's Drift can be done in any order, or even skipped entirely. As such, only certain encounters in this Episode are called out directly.

### Gang Law

None is sure of who originally created Corsair's Drift but it is beyond dispute that the gangs are the ones in control now. Before the guild wars that united Skyfall, each guild controlled as much as it could and internecine warfare was the norm. The political,

and literal, backstabbing of those days has absolutely nothing on the gang warfare of Corsair's Drift.

The city's twisting plankways and back alleys are each controlled by one of the dozens if not hundreds of petty gangs. Still commerce in some form is vital even in this lawless place, and to have commerce there must be some stability. A few of the gangs are larger, more dangerous, and more "legitimate" than the rest. These are the organized pirate families that maintain what modicum of peace exists. Crossing a lesser gang will get you killed. Crossing a Pirate Family will get your whole crew killed, and probably your family to boot.

## Points of Interest

Each Point of Interest in Corsair's Drift will be detailed with various interesting facts, encounters, and possible NPC recruits for the party's war against Karstan. Additionally, much like Episode 1, random encounters are common, though they can often be bypassed with coin rather than force. For every 2 hours spent on the streets of Corsair's Drift, roll on the table below. If the party is laying low, some of these encounters can be easily bypassed, while others are almost always going to end in a fight.

**Corsair's Drift Random Encounter Table**

1. through 12. No encounter
13. 1d6 Human Pirates, 1d6 Dwarven Pirates (Skull Crackers). The Skull Crackers are too dumb to be much of a threat to the party.
14. 3d4 Pirates (Skull Crackers, mix of humans and dwarves), and a Skull Cracker First Mate (use the Dwarven Pirate, but add 1d6 damage to all of its weapon attacks).
15. 1d8 Halfling Pirates, 1d4 Gnome Pirates, 1d4 Grothik Pirates (Wombat's Wombats). The Wombats are more dangerous than they sound, and have a huge chip on their shoulders due to their size. They are quick to fight. If the party has already met with Wombat and are on his good side, the Wombats will instead greet the party enthusiastically.
16. 1d4 Halfling Pirates, 2d4 Gnome Pirates (Wombat's Wombats), and Wombat's first mate who also goes by Wombat (Use a Halfling Pirate, but double its Hit Points, Attack Bonus, and Weapon Damage).
17. 1d8 Wereshark Pirates. These pirates are carousing, and will pick a fight immediately.
18. 1d4 Wereshark Pirates, 1d4-1 Wereshark Bruisers. The bruisers are out to get their lesser companions blooded, and will push the pirates into attacking.
19. 1d6-1 Wereshark Bruisers. The Wereshark's Captain has heard troubling stirrings about the party as they circulate through Corsair's Drift, and are hunting for them.
20. Bar Fight!! A pack of Wombat's Wombats and a group of Wereshark Pirates are making a huge ruckus as they hash out some unknown grievance. The party may or may not interfere as they see fit, though remember that if they are on Wombat's good side and want to stay there, they may need to help the smaller pirates. 1d6 Halfling Pirates, 1d6 Gnome Pirates, 1d6 Grothik Pirates, plus 1d4-1 Wereshark Pirates and 1d4-1 Wereshark Bruisers.

## Arrival

**Read or Paraphrase:**

> The driftwood raft you found yourself with after leaving the plane of the High god is surprisingly seaworthy. Indeed, for all its appearance of being built of scrap it is a marvel of orderly engineering. In short order you spy Corsair's Drift on the horizon. It is said that one thousand and one deadly perils reside within the city, and not a damn one of them is as deadly is you are… Reclaiming *New Legacy* should be fun.

As the party sails closer they see the city doesn't have docks in the traditional sense. Instead vessels tie up wherever they can find a slip and wise captains pay the locals well and keep some of their crew back as guards.

Luckily to a casual observer the party's ship isn't worth taking. As long as the party doesn't go out of their way to enrage the locals, they shouldn't have an issue getting back to their raft. Of course their goal is to reclaim *New Legacy*, so it may be a moot point.

Corsair's Drift is a rough rectangle and gets more dangerous the further you get from water. The lesser gangs live out on the periphery while the stronger ones claim territory in the center. The very center of town is controlled by the Church of the Water Goddess. They remain strictly neutral in the gang politics of Corsair's Drift selling pure water and blessings to all crews equally.

Ultimately the party can do whatever they want here, but generally they need to recover *New Legacy*. They will need to explore a bit to learn where the ship is being held, they will also need to recover her crew. By chance or design a surprising number of Skyfall residents have emigrated here in recent days. Some wish to ride out the storm, others seek to reclaim their city, all will fight for the party given the right motivation.

## Finding New Legacy

Foremost on the party's list is finding the fate of *New Legacy*. Asking around is a surefire way to get the answer, but also runs the risk the Weresharks will take an interest in those taking an interest in their new salvage. A DC 14 Investigation check will give the party the information. However, unless the party beats the DC by 5 or more, 1d4+1 Wereshark Pirates come to

teach them a lesson about not asking questions.

If the party chooses to do their own search for the Ship, they can do so, but it takes 1d4+1 hours during which they are possibly running afoul of wandering monsters. Either way, eventually they learn the ship is being held by the Weresharks in the salvage pits which are across the street from the Temple of Water. They are one of the few prosperous businesses of the city other than bars and brothels. The savage pits are guarded by Weresharks but as long as the party at least pretends to be interested in purchasing some of the salvage from the pits and don't pay too much obvious attention to the airship they can avoid a fight. If they do start a fight for some reason, each round 1d3 Wereshark Pirates and 1d3 Wereshark Bruisers arrive each round until the party is run off or dies. By observing the Legacy they learn it needs some repair work but nothing that can't be done by a motivated crew needing to effect repairs to get airborne.

## Recovering Wilder

Whether the party sets out looking for the crew or simply stumbles into the information, they learn that Wilder and at least some of her crew is still alive. Everyone is gossiping about the new elf slave who is giving the wereshark boss hell and refusing to help him attune to his new airship. The crew is being housed in a makeshift guarded by a hulking warrior banded in heavy rusted iron plates.

The Warehouse is a fairly simple affair with Wilder and the crew manacled hand and foot in the back corner. An old iron golem named Clank (who long ago gain the spark of intellect) guards the place.

**Setup**
Clank, Awakened Iron Golem

***Tactics:*** Clank attacks anyone that enters the restricted warehouse that isn't a wereshark.

***Development:*** If they party defeats or otherwise bypasses Clank they are able to free Wilder and her crew. Wilder understands the party may want to gather some other allies but will suggest they take back *New Legacy* before the Wereshark Captain finds a way to attune to the ship. Otherwise she and the crew will lay low.

***Treasure:*** None.

## Fighting Pits

When Karstan took over, the normal chaos of the city was replaced with a much darker and more dangerous variety of anarchy. The Crow's Nest once the site of so many of Karstan's schemes, was destroyed only a few days after Karstan took power. Zuth was ready to tear the city down with his bare hands, but Bonk in a rare display of level headedness convinced the proud bouncer that there would be another day to fight.

The two left the city a few days later and set sail for Corsair's Drift looking to kill time, pick some fights, and maybe find a crew capable of getting the city back under a more normal form of control. It didn't take them long to open a bit of a brawling establishment. Bonk runs the show taking bets while Zuth pummels all takers hoping to find someone that can beat him. He believes it will take someone who can defeat him to get the city back to normal.

**Setup**
Zuth, the Anchor Chained

Bonk is happy to see the party alive. Zuth believes if they had been stronger they could have prevented the fall of the city in the first place. Nonetheless, if they can defeat him, he will agree to return to Skyfall with them.

***Tactics:*** Zuth fights with abandon, pushing the party as hard as he can. He won't kill them, but has no compunction injuring them.

***Development:*** Zuth fights until he is knocked unconscious or slain by the party. If the party kills Zuth, Bonk will never forgive them. Any benefit the party has gained or will gain with the regular citizens of Skyfall will be lost.

***Treasure:*** None.

## Necromantic Refugees

With the fall of Skyfall into chaos the rebuilding effort of Fenrot never really got underway. Deprived of the order of the city and with scores of their brothers dead, the remaining necromancers of the city have decided to return to the far off land from whence they came. They arrived in Corsair's Drift only a few days ago and will not be here more than a few more. They are currently spending most of their time on their ship, a sleek black cutter with grey sails crewed by the dead. Even the deadly gangs of the city give them a wide berth.

If the party keeps their ears open, they probably hear rumors about a ship crewed by the undead and full of black magic. The party shouldn't have trouble getting on board (they did save Firsthold, after all) but negotiating with the Wardens to return to Skyfall and fight against the coming darkness will be tough. Aside from reinstating the original deal (receiving all the dead from Skyfall to bolster the defense), the last of the Wardens contend that there are not enough of them to effectively guard the Lit Depths. They demand a stronghold in Skyfall cavern proper, and a general abandonment of the Lit Depths until such time as they bolster both their living and undead numbers. Should the party assure this, they will agree to fight.

Assuming the party makes this or some other deal, the Necromancers will agree to support them in their fight to reclaim the city.

## Majordomo and Tar Draziw

In their wanderings the party may hear about a

ship of assassins led by a Grothik Wizard and someone fitting the description of the party's majordomo. Disheartened at Karstan's betrayal and crushed by the party's deaths, the guild remnants decided to leave the city and take over Corsair's Drift.

Though Tar and the Majordomo are loyal to the party, they will argue strongly that the saner course of action is to cede Skyfall to Karstan and focus on taking over Corsair's Drift. After all, why be beholden to a senate and share power with other guilds when in this lawless place they can do whatever they want.

This encounter will also be handled by roleplay. The two platinums must be convince to return. Any arguments may work, but the most influential are that Karstan will certainly not stop with just Skyfall, and that here on Corsair's Drift they are far removed from their fattest prizes.

### The Bazaar

All the trade that happens in Corsair's Drift runs through the Bazaar. It is a ramshackle collection of tents and sheds that house whatever booty, scrap, or craft that can be had in town. It is, of course, rife with pickpockets, conmen, and thieves (and that's just the sellers!)

The party might be here on their way somewhere else, or perhaps they came looking for a magic item or two. Whether here for barter or not, the party bumps into someone who has been hunting them for quite some time. Lucinda, daughter of the Squall Giant Jarl, and fierce warrior in her own right has sworn vengeance against the party. She tracked their known allies (Tar and the Majordomo) to Corsair's Drift.

**Setup**
Lucinda, Squall Giant Princess
2 Squall Giant Driftknights

***Tactics:*** Lucinda opens with lightning bolt, then wades into melee with her flails before using hailstorm. The driftknights will do their best to protect her.

***Development:*** If the party bests her and her clansmen in combat, and show both bravery and mercy, she will offer to serve them faithfully for a year and a day. If they completed the sidequest Temple of the Squall Giants and explain the taint of the Temple of Greed, her service will be dramatically more enthusiastic.

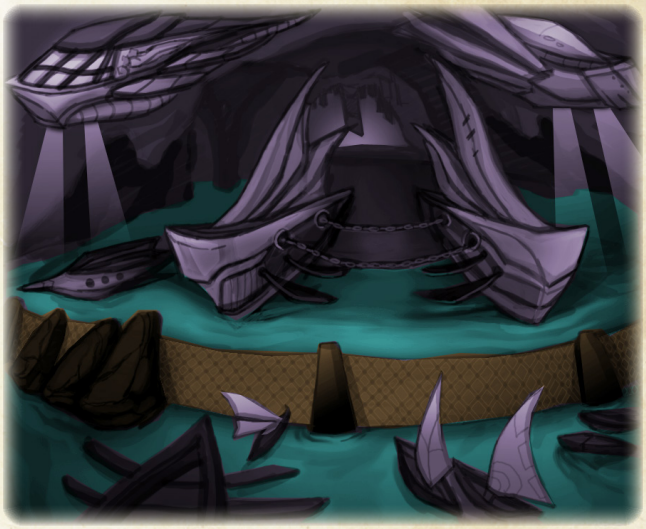
***Treasure:*** None.

### Wombat's Wombats

Whether or not the party rescued Wombat from the Cracks (Season 2) he found his way out and ended up here. Ever the resourceful halfling he was able to wheel and deal a positon as the head of one of the most fearsome gangs of thugs in the place. He promptly ejected all members of the gang over 4 foot in height and renamed the crew "Wombat's Wombats". These tiny warriors have been quite successful as pirates. Never expecting the usually gregarious halflings and grothiks to be a threat, many a merchant ship has suffered a surprisingly polite fleecing at their small hands.

Despite their relative friendliness, they are indeed dangerous pirates and are currently looking to acquire a crystal core of their own. They are trying to build their own airship and need a core to get in off the ground. The party should encounter the Wombats sometime before the final battle for *New Legacy*. The Wombats will attempt to distract the party and lead them on a merry chase through the city. At some point, either the end of the chase, or during an altercation if the Wombats don't escape with the core, Wombat himself will arrive and immediately recognizes the party. If the party saved Wombat, he is willing to let them leave in peace and could be persuaded to assist them against his enemies the weresharks. If the party left him in the Cracks, or if he appeared to die in Season 2, he is quite angry that they left him for dead and will order the Wombats to kill the party members rather than just steal the core from them.

Should the party end up fighting the Wombats (unlikely), 1d6 random Wombat Pirates (any race) will show up every round until Wombat is dead. For Wombat, simply use a Halfling Pirate but double its hit points and damage dealt.



## Encounter – Recovering New Legacy

**Read or Paraphrase:**

There she is, *New Legacy*. The Weresharks of Corsair's Drift may have claimed her, but she is yours, and what the Twelve claim no mortal can pray to hold onto.

Karstan will rue the day he handed you *New Legacy*.

## Capturing the Feel

It is possible the party collected quite the crew of NPCs. If that is the case we suggest you simply narrate this as a much larger pitched battle. The Nparty is

always right off screen fighting for the party against other sharks but don't have a direct impact on the sharks the party is directly confronting.

**Setup**
1 Wereshark Captain
1+ Wereshark Bruisers
3+ Wereshark Pirates

***Tactics:*** The Sharks are straight forward warriors



charging to attack and taking down a single enemy at a time. Should they down a foe, they will spend a round tearing the foe to pieces and eating them before they move to the next target.

***Development:*** The party must defend the crew of *New Legacy* while they attempt to repair the airship.

## Repairing *New Legacy*

*New Legacy* is in the rough center of Wereshark territory in their dry-dock facility. Currently there are 3 Wereshark Pirates and 1 Wereshark Bruiser on board overseeing repairs. On round three, another 1 Bruiser or 2 Weresharks arrive (determine randomly which shows up). On round 5, the Wereshark Captain arrives. The party must fight their way on the ship and hold the enemy forces from attacking Wilder and her crew as they make hasty repairs. Initially the Weresharks will attack the party and ignore the crew. Once it becomes apparent what is happening with the repairs the Sharks will instead swarm the ship trying to delay the crew. Once the Wereshark Captain arrives, it becomes a fight to the death as he order his crew to destroy the party.

To simulate the activities of Wilder and the crew, roll 1d6 at the start of each round, and subtract the number of weresharks currently engaging the party. Once the total reaches 10, *New Legacy* is ready to take to the skies. If the Wereshark Captain hasn't arrived by the time the repair total reaches 10, he will climb over the railing just as *New Legacy* takes off. He and all of his crew of weresharks will fight to the death.

***Treasure:*** The return of *New Legacy*. The party can also search the Wereshark Captain to find Shark's Bite (see Appendix C: Magic Items).

## Encounter – Nothing That Ugly Should Fly

**Read or Paraphrase:**

You, your crew and the few guests you have collected are airborne and once again in command of the skies. Under the keen eye of Wilder, the crew has New Legacy back to decent fighting condition before the floating cesspool of Corsair's Drift slips below the horizon. You set course for the Port Star and settle back for a moment's repose amongst the clouds.

After a few hours the lookout calls a sighting off the port bow, a frigate bearing fast. The cloud cover is too thin to try and hide, so Wilder maneuvers to gain the weather gage.

A moment later the lookout lets out another cry, this one of dismay. The silhouette of the approaching ship is strange, a bit too bulky, and though the night is clear the image seems to waver.

Wilder calls for a spyglass and takes a long look. Wordlessly, she hands you the telescope and nods her head toward the shadowship.

The glass reveals a disturbing site, the unholy cross of a winged leviathan wrapped around a shard of crystal, like one of Celista's experiments under the Hall of Order. As the creature bears down, you begin to plan your defense.

**Setup**
Abomination Airship
Tendrils of the Low God (4 per boarding action)

***Tactics:*** The airship will immediately close and attempt to ram *New Legacy*. If it does, it will use its Grasping Tendrils ability to initiate a boarding action and assault the party. During the boarding action, the party will fight 4 Tendrils of the Low God. Whenever the tendrils take damage, the abomination ship takes half that damage as well.

***Development:*** The abomination airship is a sentient being, and will fight to the death. If the party attempts to board it, they must slay 6 Tendrils of the Low God to reach the corrupted crystal powering the ship and destroy it. After doing so, they have 3 rounds to return to *New Legacy*, after which the abomination ship plummets to the seas below.

***Treasure:*** None.

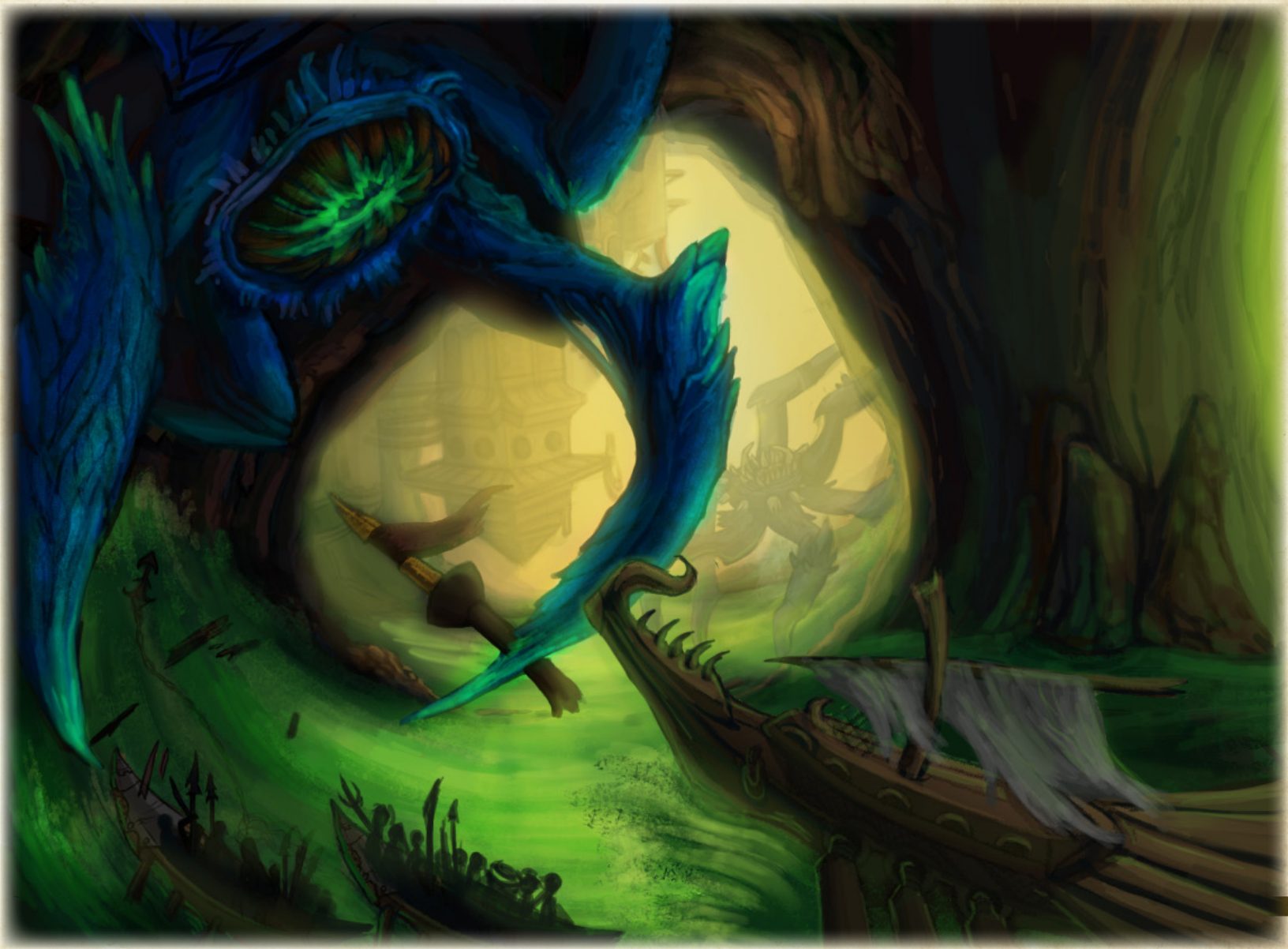
Once the party defeats the abomination ship, they can begin their assault on Skyfall in Episode 4.

# Episode 4 – Hell-bent on Homecoming

**Episode Summary:** In this episode, the party and all their sundry allies will march on Skyfall. They'll need to plan their assault, but the defining point will be the high god's tetratauns, who offer to let the party attune to them. They and their tetratauns fight their way into the city through gargantuan abominations, then dismount and make their way through a city overrun to face Karstan at the Palisade.

The party arrives at Skyfall not a moment too soon; the city, it seems, is on its deathbed. They must fight their way in and through Karstan's forces to bring an end to this city-sized sacrifice and the future reign of the low god.

As the party nears Skyfall, they quickly get an idea of how dire the situation truly is. Streams of refugees can be seen fleeing the city, though most are quickly cut down by the various dangers of the Besieged Cliffs before they can make it to safety.
Topside is on fire; twenty or more flying leviathan hybrids circle the Lighthouse, taking swipes at what



few structures remain and even occasionally attacking and ripping chunks off the main crystal. The water in front of the cave mouth seems to boil in rage, and through the whitecaps countless leviathans are visible destroying whatever ships try to get into or out of the city. By air or by sea, entering the cave seems certain suicide.

But along the coast and coming out of the waves, scores of tetratauns are moving toward the city. As they approach, the crew of New Legacy can see the five-legged colossuses holding back, but easily dispatching any leviathans that come near them by land or air.

**Read or Paraphrase:**

At the head of this line of tetratauns are five of the largest you have ever seen. They are so ancient their armored shells look more like solid rock or crystal than chitin. They are truly a match for any low spawn that come near them, but they seem to lack the will to approach the cavern. As you gaze in their direction, the will of the high god becomes clear. The tetratauns stand ready to become your weapons of war against the spawn of the low god. You need only forge the connection...

One last time the hags reach out to the party, and this time the ragged connection is no hoax. **Read or Paraphrase:**

"...The end... draws close. He resides in... the Palisade. For the sake... of all... you must defeat him..."

And then, feeling like the final gasp of a dying man...

"...Trust neither low... nor high... Either is... anathema... unconcerned with us... Only in between can the city survive."

## Attuning to the Tetratauns

The party can attune to a single tetrataun each. Provide each player with the stat block for an Elder Tetrataun, found in Appendix E: Player Handouts. While attuned, the party gains the same benefits they gained during the Cut Scene from Season 2, Episode 5 - Long Since Fallen.

## Encounter 1 – Nothing Will Stand in Our Way

**Read or Paraphrase:**

The tetratauns attune to you as easily as the giant one that brought you back to this plane from the high god's retreat. They feel familiar and welcoming in your minds. As you set your will to your task, they respond immediately, lumbering toward the cave mouth and almost casually slaying any leviathan that comes near them.

But near the boiling water beneath the cliffs, you realize that what appeared to be a legion of leviathans might actually be one massive creature, like a rat-king but made of low spawn. At the very least, these creatures all move in unison, with a singular will. The tetratauns slow, not faltering, but taking on a more deliberate defensive posture, and you feel them tug at your mind for guidance.

And then the swarm is upon you all.

## Capturing the Feel

This scene is a mashup of the helicopter scene from "Apocalypse Now" and the first monster attack in any kaiju movie (where the seemingly unstoppable monster wades through town destroying everything). In short, if you aren't playing Flight of the Valkyries right now you are doing it wrong.

**Setup**
Abomination Swarm

***Tactics:*** The swarm fights with a direct and chaotic rage hurling itself toward the party. The party will use their attuned tetratauns to crush the nearly unfathomable swarm.

***Development:*** The swarm will fight to the death. Once it is defeating, the path to the cavern of Skyfall is open.

***Treasure:*** None.

## Encounter 2 – The Moondragon Titan

**Read or Paraphrase:**

Your tetratauns surge forward into the cave, leaving a calmed but black blood soaked sea behind them. Leviathans still swarm inside the cavernous sea below Skyfall, but they seem the smaller, singular kind, or at the very least they seem afraid to attack. For a moment, you dare to hope you might simply stride up to the Palisade and step off. Then, from behind one of the rock pillars near the mouth of the cave steps something...

It is taller than the tetratauns you ride; its shoulders reach above the last tier of the Palisade. It wades knee deep in the sea below the city. It drags a two-handed maul like a tower through the water behind it. It has a face not unlike a madman.

The titan looks like one of the Double-pay men of the Moondragons, or rather as if a massive giant had stretched out and crawled inside one of the Double-pay men. The mercenary looks to be in agony, his skin pulled taught to the breaking point over entirely too much body, muscle, and sinew. Each movement it makes brings a sound like bone breaking under its own wait, each step is agony to this misbegotten man-thing, and it looks to take all its pain out on you.



## Capturing the Feel

Unstoppable force, meet immovable object. There is a point in every action movie where the indestructible hero meets someone who can destroy them. In a kaiju movie, where the hero is already bigger than an office building, the addition of a worthy villain can spell doom for an entire coastal city. This scene needs to take the triumphant feeling that the party just experienced wading through a mob of leviathans and turn it on its head. Feel free to take out a few chunks of the city so that the players begin to fear for the survival of Skyfall as well as their own lives. Just don't touch the Palisade, there are plans for that below...

**Setup**
Titan Abomination

***Tactics:*** The titan focuses charging and grappling an enemy, then pummeling it with its massive hammer, Lightbane. It focuses on weakening or hampering its foes using its legendary actions, particularly Darkness and Despair.

***Development:*** After the party destroys the Titan Abomination, the Crystal starts thrumming at a frequency that is painful to both the party and the Tetratauns.

***Treasure:*** None.

## Encounter 3 – Dismount and Make your way to the senate

**Read or Paraphrase:**

The hunter falls with a piercing cry, and as it hits the ground the too-large body shatters into splinters of blood-soaked bone. The huge mounds of flesh that composed its body burst, skin ripping apart and staining the sea red. Its skull shatters with an explosive boom, shooting waves of liquefied viscera from multiple fractures.

In the silence that follows the misbegotten beast's wailing, you can hear the leviathans at the edge of the cave splashing and swarming, growing more brazen by the second. They come in droves, attacking the tetratauns you ride. They fight so viciously and ravenously that they begin to tangle and crawl up your tetrataun's legs, coming without a doubt for you.

Soon the great five-legged beasts can make no more headway, and without hesitation you feel them break off the attuned link you share. With their last reserves of strength they manage to get you to a catwalk, a dock, or where ever they can safely deposit you, and then each slowly crawls into the deepest part of the underground sea, dragging the hordes of leviathans with them.

Their sacrifice has bought your entry to Skyfall. Make it worth the price.

### Capturing the Feel

You are playing your favorite survival/horror/resource management FPS, working your way to the main villain and paying for every inch of the map with blood, sweat and hit points. Low on ammo and supplies you turn a corner... and come face to face with some ridiculously upgraded level boss that nearly killed you the first time you encountered it a few maps back when you were completely healed and restocked. And you know you can't blow all your healing until after the fight or you won't stand a chance facing down the real boss that you know is in the room beyond.

That's this moment. Use Abominations to force the party to agonize over using those special abilities, the last of the healing spells, or the potions they've been saving. This is an epic battle by itself, but it is only the precursor to the final battle. And the more dire the situation is before the final battle, the sweeter victory will taste in the end. And besides, not everyone should necessarily make it through the final battle...

It is clear that Karstan has started his end game play. The party knows they need to get to the senate building as soon as possible and that the only thing that can buy them the time is the tetratauns. The tetratauns are called by the power of the High God to plunge themselves into the water, sacrificing themselves in battle with the leviathans to allow the party a chance to restore balance.

The tetratauns are called into the roiling ocean below to sacrifice themselves to buy time for the party to do their jobs. This is the portion of the episode that is heavily dependent on their plans. Use the location ideas below or create your own to make the party's plan have an impact on events.

### Unique Mechanics

This scene, by definition, has to be very free form. As such, you should give the players plenty of time to plan their way through the city to the Palisade. Make notes of what they plan to do and what they expect to happen. Try to reward them for clever ideas and smart thinking by having things play out as they think they should but throw twists they are not expecting. Then, using the Encounters, Locations, and Allies sections below, you should be able to provide the party with a fluid and entertaining trek through the city. The Encounters section will detail various level-appropriate monster groups for the party to run into as they traverse the city. The Locations section details various locations and landmarks within the city, each of which provides possible lair actions for both the party and their enemies to use. The Allies section covers all of the potential allies the party may have gathered in Episode 3, who can assist the party in their trip through the city.

**Skyfall Encounters**

Each of the following monster groups represents a level appropriate challenge for the party. They can encounter one of these monster groups at any time, and in any location in the city. The monsters are aggressive and will fight to the death. The party should encounter at least two of these on their way to the Palisade, but probably not more than four. The encounters listed below are in order of difficulty from low to high.

1. 1 Painwrack Abomination, 1 Slithering Eye
2. 2 Slithering Eyes, 4 Unformed Horrors
3. 3 False Visage Abominations, 4 Unformed Horrors, 3 Rykk Hounds
4. 1 Painwrack Abomination, 2 Rykk Hounds
5. 1 Half-Formed Abomination, 1 Slithering Eye, 1 False Visage Abomination
6. 1 Half-Formed Abomination, 1 Slithering Eye, 2 Unformed Horrors

### Locations

Each of the following locations has been impacted differently by Karstan's turn. Fights in these locations open up lair actions (some for enemies, some for the party).

## The Dregs

The Dregs have been relatively un-impacted by recent events. Many resident still carry out their daily lives confident that as usual the wheel will turn and things will get back to normal.

*Lair Actions:*

- **Hovel Smash (Enemy Only)** – Initiative 20 – One of the abominations smashes a nearby hovel, causing it to collapse toward the party. Each creature within a 15 foot cone from a point of your choosing must make a Dexterity saving throw at DC 16, taking 2d10 bludgeoning damage and being knocked prone on failed saving throw. In addition, the area becomes difficult terrain.
- **Pile On (Player Only)** – Initiative 15 – The characters fighting in the Dregs inspires the remaining locals to action. They hurl anything and everything they can find at the abominations. One abomination of the party's choice is attacked (+8 to hit, 3d12 bludgeoning or piercing damage).



## Topside

Karstan has ignored topside other than to lock down the Gullet. The fields lie untended, and the herds of cattle appear to have been viciously slaughtered and consumed in their pens.

*Lair Actions:*

- **Free to Roam (Enemy Only)** – Initiative 20 – Unlike the cramped and complicated maneuvering in the city proper, large monsters have no trouble maneuvering. Each enemy can move up to half its speed.

## Cave Mouth

Normally there would be a ton of naval traffic here. Under the new regime, none but Karstan's abominations sail in and out of the Cavern.

*Lair actions:*

- **Leviathans in the Water (Enemy Only)** – Initiative 20 – A leviathan's tentacle shoots out of the water nearby, assaulting a party member of your choice (+8 to hit, 2d8+4 bludgeoning damage).
- **They'll Never See it Coming (Player Only)** – Initiative 15 – Your frontal assault takes the abominations by surprise. A character of the party's choosing can take an extra action.

## Up from the Deeps

With all the attacks on Fenrot and the withdrawal of the Necromancers the Lightless depths are unguarded. With the destruction of Vraye and the drow there are fewer threats to worry about, however a few aberrations have moved much closer to the city.

*Lair Actions:*

- **Unplanned Allies (Any)** – Initiative 20 for Enemy, Initiative 15 for Players – Aberrations are not so much trying to help your side so much as they are trying to eat the other.
  - Eye Rays: An aberration from the depths assaults your enemy. One creature of your (or the player's) choosing must make a Dexterity saving throw at DC 16 or suffer one of the following effects (determine randomly):
    1. Confusion – The target must make a DC 15 Wisdom saving throw. On a failed saving throw, the target is restrained until the end of its next turn. On its turn, it must use its action to make a melee or ranged attack against a random creature within range. If it can't attack, it does nothing on its turn.
    2. Burning Ray – The target must make a DC 15 Dexterity saving throw or take 6d6 (21) fire damage.
    3. Terror Ray – The target must make a DC 15 Wisdom saving throw. On a failed save, the target is frightened for one minute.
    4. Desiccating Ray – The target must make a DC 15 Constitution saving throw, taking 4d8 (18) necrotic damage on a failed saving throw, or half that amount on a successful one.

## The Docks

For once in the history of the city, the docks are quiet, and largely empty.

*Lair Actions:*

- **Sneak (Player Only)** - Initiative 40 – Given the twists and turns, and numerous hiding spots, the party can try to hide and avoid an encounter. The party can make a group

Stealth check at DC 16. On a successful group check, the party can slip away from the abominations on the Docks.

**Palisades**
The crystal structures of the senate building are thrumming painfully. Other than that it's eerily quiet.
*Lair Actions:*

- **Crystal Harmonics (Enemy Only)** – Initiative 15 – The painful thrumming of the Palisade Crystal is excruciating for tetratauns and mildly painful for the party. Each tetrataun within 100 feet of the crystal takes 20d10 (110) psychic damage. Each PC within 100 feet of the crystal must make a DC 15 Charisma saving throw, taking 3d6 (10) psychic damage on a failed saving throw.

## Allies

Each NPC or Group below could be fighting alongside the party. Mostly this should be narrative, but each group helping the party grants a specific single-use ability that may only be used in this episode. These abilities do not require actions and can be used any time that you think is reasonable within this episode.

### Necromancers
A group of necromancers use one of the corrupted bombs created by the swarm prince to assault an abomination. Destroy that abomination and replace it with a Severed Limb Swarm. The swarm is controlled by the GM, and will assist the players until it dies.

### The Twelve
The party gains Sneak Attack of 3d6, as the rogue ability. If a character already has Sneak Attack, it gains an additional 3d6.

### Squall Giant
The party can activate a hailstorm centered on a point of their choosing within 100 feet. (Use the Hailstorm ability from Lucinda's stat block in the bestiary on page #).

### Zuth/Bonk
One enemy of the party's choice becomes enraged, and grants advantage on all attack rolls for one minute. Another creature of the party's choice becomes stunned for one round and takes 3d12 bludgeoning damage.

### Wilder & New Legacy
*New Legacy* provides air support as it flies overhead. Choose 4 points within 200 feet. Each creature within 20 feet of those points takes 8d6 (28) fire damage.

### Wrapping Up
Once the party reaches the Palisade, move to the next encounter.

## Encounter 4 – Would You Kindly...Get Out of Our Way?!



**Read or Paraphrase:**

The doors of the palisade are barred shut, but as you search for a way past them a horrendous clamor sounds from beneath the catwalks. It is at once sharp and metallic and also wet and viscous. Suddenly a tentacle that is not quite organic lurches over the hand rail, and a grotesque metal and flesh amalgamation of salver golem and living creature pulls itself up in front of you.

It looks as though it has absorbed living being into it, as if it has salvaged their life to use as its own. Bits of leviathan are melded with tetrataun parts, misplaced human bodies, a grothik tail sprouting from a once mechanical shoulder, the abdomen of a wrach half infused into its chest, and what was almost certainly a dwarf's face behind the diver's helmet.

And it looks like it intends to add you to the menagerie.

**Setup**
Possessed Salver Golem

***Tactics:*** The salver golem has been possessed by the low god, and will fight viciously. It focuses

on grappling a target, then using its climb speed to put buildings between it and the party while its Tendrils of Corruption ability destroys the enemy in its grasp.

***Development:*** Upon its defeat the crystal doors of the senate shatter, ripping through the party like razors but leaving them healed and cleansed of any lingering doubt. Grant the party Heroic Inspiration.

***Treasure:*** When the golem is slain, the crystalline growths and leviathan tentacles coalesce into a suit of Crystal Abomination Plate. The first creature to move within 10 feet of the plate who is proficient with heavy armor is stunned for 1 round as the plate attaches and molds itself to that creature. The plate can be removed by taking an action to make a DC 15 Wisdom saving throw (this action can be taken as often as the wearer desires). If the plate is removed, it will attach itself to the next proficient creature to move within 10 feet of it the following round.

# Episode 5 – Finale

**Episode Summary:** In the final episode of *Legacy's Wake*, the party has just finished fighting their way through to the Palisade. After defeating the salver golem to gain access to the Palisade at the end of Episode 4, the party is nearing their ultimate showdown with Karstan. They'll need to make their way past or through Karstan's last defenses inside the Palisade, then take him on in the heart of the city. The battle will ravage the palisade and careen through the entire city. Finally, the party will be faced with the ultimate choice: survival, or sacrifice for the greater good.

## Encounters 1 through 3 – Watch Ol' Bandit Run

After gaining access to the senate building, the party will need to make their way down to the main senate chamber where Karstan is attempting to obtain godhood. The longer they delay, the stronger Karstan will become. As soon as they open the door to the Palisade, **Read or Paraphrase:**

> Upon opening the door, you are overcome by a palpable sensation of ominous power. Someone or something inside the Palisade is drawing on an enormous source of energy. Looks like your time has run out; if Karstan isn't stopped right now, the city and everyone in it will almost certainly be destroyed.

### Capturing the Feel

This scene should feel fast paced, like the party is racing against the clock. We recommend avoiding a battle mat for this. Be descriptive in your narrative as they rush through the darkened building instead. Use powerful, heroic adjectives. A successful Acrobatics check is a desk or chair leapt in a single bound, while a failed Athletics check might mean smashing through a door and having to shake off the ringing in their ears. The mechanics of this scene are minimal, specifically because they should take a backseat to the action. Though we've stressed it often through the book, we'll say it again: reward player creativity! If there was ever a time to let their crazy schemes or plans work, THIS IS IT!

### Hurtling Through the Palisade

Each "round" of this scene takes roughly 1 minute, and if the players don't do anything crazy or creative, it takes 2 minutes of sprinting through the darkened halls and chambers to get from one level to the next. They'll need to get through 3 levels, for a total of six "rounds" in this scene, and six total group checks as described below. Along the way, should they fail to push the pace, they could face up to three encounters before reaching the Senate Chambers on the bottom level.

Each round, the party must overcome various obstacles. Most of the chambers are wrecked, with rubble strewn everywhere. Roll on the table below or invent your own for each round. Each obstacle on the table below will require a group check of some sort to get past it.

**Palisade Obstacles**

1. **Collapsing Floor.** Sections of the floor have already collapsed, and the rest isn't long behind it. The party will need to get through the room without crashing through the floor below. They can make a group check using Intelligence or Acrobatics (DC 15) to get through the room.
2. **Rubble.** The room in front of the party is covered in rubble. They'll need to work their way through the room using Athletics or Acrobatics (DC 15).
3. **Jammed Door.** The party is stymied by a jammed door. They can try to ram it down (Athletics, DC 15) or hack it down (Melee attack roll, DC 17).
4. **Fallen Beam.** A support beam has fallen across this passageway. The party will need to knock it down (Athletics, DC 15), or find another way around it (Survival, DC 15).
5. **Broken Cistern.** A nearby cistern has collapsed against the Palisade and has flooded this room. The party will need to swim through (Athletics, DC 15), or find a way to drain the water (Intelligence, DC 15).
6. **Lost Abomination.** A lone abomination stands in this room, launching itself at the party immediately. Determine the abomination randomly (Roll a d10. 1-3: Unformed Horror, 4-6: Rykk Hound, 7-8: False Visage Abomination, 9-10: Slithering Eye). The party has three rounds to defeat or otherwise bypass the abomination, or the encounter will count as a failed group check.

***Development:*** Every time the party fails a group check,

keep track of it, but describe it as an overall heroic success (see Capturing the Feel, above). On the second, fourth, and sixth failed group check, choose one of the encounters from the table below. The party must overcome that encounter before continuing. When the party reaches Karstan, the number of encounters they face will determine how much power he has gained.

**Palisade Encounters**

| | |
|---|---|
| 1. | 1 Half-formed Abomination, 1 Slithering Eye, 1 False Visage Abomination |
| 2. | 2 Slithering Eyes, 4 Unformed Abominations |
| 3. | 1 Half-Formed Abomination, 2 False Visage Abominations, 3 Unformed Abominations |
| 4. | 2 Slithering Eyes, 4 False Visage Abominations |

After making their way through the Palisade, the party finds themselves outside the main Senate Chamber. The party can clearly hear a loud thrumming sound from inside the chamber.

***Treasure:*** None.

## Encounter 4 – The Ultimate Showdown of Ultimate Destiny

### Unique Mechanics

This scene is a 5 phase encounter. It starts in the senate chamber, moves to the sea below, takes to the skies inside Skyfall, then returns to the Palisade crystal. Each phase is described briefly below, then in more detail under the heading for each phase.

### Phase Summaries

Phase 1 starts when the party kicks in the door to the senate chamber. They face a relatively normal Karstan, as well as a slow moving but dangerous abomination.

Phase 2 starts when the party defeats Karstan's first incarnation. Bolts of black energy will strike Karstan and the abomination if it still lives, empowering Karstan with the power of the low god and destroying the abomination (making Karstan more powerful if it was still alive). The party receives the first of the High God's Boons.

Phase 3 starts when the party defeats this more powerful incarnation of Karstan. He roars in rage and pain and unleashes a blast of energy that causes the Palisade to break free from the crystal and crash into the ocean. The party receives the second of the High God's Boons just in time to survive the crash, which is good because an ancient leviathan rises from the sea to devour them at Karstan's behest.

Phase 4 starts when the leviathan is slain (as Karstan was nowhere to be found). Karstan shimmers into existence above the party shrounded in purple and black energy as the Palisade slowly sinks around them. The party receives the third and final of the High God's Boons and take to the skies to bring Karstan down once and for all.

Phase 5 starts once the party has brought down Karstan's shield. As soon as they do, he quickly teleports away. Depending on where they are in the city when this happens, it may take them a moment to realize he has headed back to the crystal. Karstan has finally gained enough power to attune with the crystal, and the city begins to shudder as though in agony. He is completely immune to damage or effects of any kind while attuning to the crystal. The party will have to make a choice: attune to the crystal (and most likely die in the process), or let Skyfall suffer the consequences of their failure.

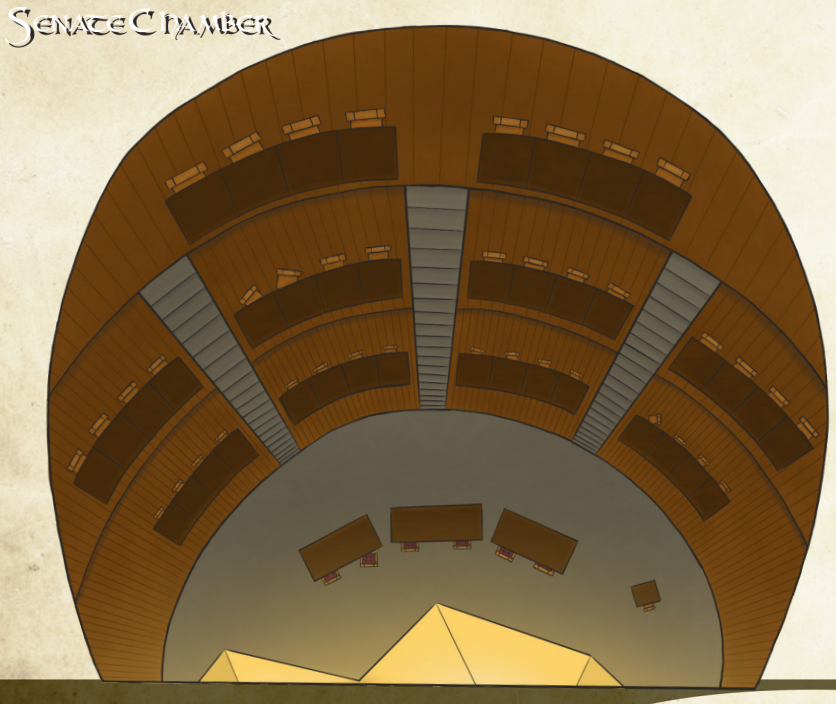
### The High God's Boons

Throughout the 5 phases of this encounter, the high god will grant the party three boons at opportune moments. Each boon is described in detail below, as well as when the high god grants the boon.

The high god grants the first boon at the start of phase two. The party receives the benefit of a long rest, and are each cured of any lingering disease or poison, as well as any exhaustion. They cannot prepare new spells or make any other changes to their character that would normally happen during a long rest, but their hit points are restored to full (even if they are at zero hit points, but not if they have already died) and all abilities and spell slots are regained as normal for a long rest.

The high god grants the second boon when the Palisade crashes into the sea. The boon protects the party from the crash, which they survive unscathed. It also grants each party member their choice of one of the following benefits:

- +4 to weapon attack rolls and the ability to make two additional attacks when taking the attack action.



- +4 to Armor Class and resistance to bludgeoning, piercing, and slashing damage.
- +4 to spell attack rolls and spell saving throw DCs, and the ability to cast all cantrips as a bonus action (even if they have cast another spell in the same round).

The high god grants the third boon after the leviathan is slain. Each member of the party regains 15 hit points at the start of their turn, as well as gaining a fly speed of 120 ft. and the ability to hover.

## Phase 1

This phase begins as soon as the party enters the main senate chamber. **Read or Paraphrase:**

> The main senate chamber is littered with the corpses of various senators. Karstan stands at the center of the chamber, awash in waves of violet power. The crystal dominating the center of the chamber seems to be the source of the thrumming you've heard since entering the building. It appears to be struggling to hold off the power building up around Karstan. Between you and the crystal stands a hulking abomination.
>
> Karstan smiles fondly and says, "I hoped you'd make the party. Now you can witness my ascension, should you survive it."

**Setup**
Karstan Gotugan
Abomination Hulk

***Tactics:*** The abomination immediately begins lumbering toward the party. While slow, its attacks can be devastating. It will choose a party member and focus all of its efforts on destroying that character. Karstan, in his confidence, will toy with the party, spreading his attacks just to see the party feel pain.

***Development:*** Karstan will have a +1 bonus to attack rolls, damage rolls, and saving throws for each encounter the party was delayed by during their mad rush to reach the senate chamber. This bonus only lasts through the first phase. Once the party has reduced this incarnation of Karstan to "zero" hit points, this phase ends.

## Phase 2

This phase begins as soon as the party reduces the first incarnation of Karstan to "zero" hit points. When they do, **Read or Paraphrase:**

> As your (blow/spell) lands, Karstan jolts to a stop with an expression of mixed pain and amazement. Black bolts of energy smash through the walls of the senate chamber to strike Karstan and the abomination. The energy of the blasts knocks you from your feet.

If the abomination was dead at the start of this phase, **Read or Paraphrase:**

> Karstan arches his back as the body of the abomination disintegrates. His body swells and bulges with the power he draws in. His eyes dance with purple fire as he gazes at you, the look of a god facing worn, tired insects.

If the abomination was alive at the start of this phase, **Read or Paraphrase:**

> Karstan arches his back as the abomination collapses in on itself. The bolt of power that destroyed it slams into Karstan. His body swells and bulges with the power he draws in from the abomination. His eyes dance with purple fire as he gazes at you, the look of a god facing worn, tired insects.

If the abomination was still alive, Karstan gains temporary hit points equal to the remaining hit points the abomination had left at the start of this phase. At this time, the party will receive the high god's first boon. **Read or Paraphrase:**

> As you prepare to face a suddenly reinvigorated Karstan, a sense of calm understanding floods your mind. You see order where before there was only chaos. The high god's blessing fills you with bright energy as power returns to your mind and body. For a moment, you can almost imagine a flicker of fear in Karstan's eyes.
>
> Another part of you, the animal part that wants to live, notices the Crystal shard the Palisade houses lurches just a fraction as this boon is placed upon you.

Give your players a moment to update their characters from the simulated long rest, and then start the combat again.

**Setup**
Karstan Gotugan, Empowered

***Tactics:*** Karstan assaults the party with abandon. He believes himself immortal (and he very well may be). He will try and use his newly gained abilities to disrupt and destroy the party to the best of his abilities.

***Development:*** Once the party has reduced this incarnation of Karstan to "zero" hit points, this phase ends.

## Phase 3

This phase begins as soon as the party reduces this empowered Karstan to "zero" hit points again. When they do, **Read or Paraphrase:**

> Throughout the battle, as you've been slowly wearing Karstan down, his frustration has grown, read clearly on his features. Suddenly, he shouts, "Enough! I am the avatar, I call forth my god!" He raises his arms and unleashes a massive wave of dark energy. The blessing of the high god surges in strength from the Crystal



Shaft to protect you from the wave of destruction, but the man-made portion of the Palisade is not so well guarded. The floor drops out from under you with a lurch as the Palisade plummets, slamming you into the chamber ceiling before it drops to the sea. For a few moments you float as if you were an airship, and then the building hits the waves with a bone-shattering crunch. You lose sight of Karstan in the chaos of the rapidly disintegrating building. Without the high god's blessing, your bodies would be sinking into the depths along with the Palisade.

You are able to claw your way through the wreckage to the surface, but Karstan is still nowhere to be found. High above you, the shaft of crystal hangs nakedly from the ceiling of the city. All about, in the water and up the sides of the cavern lie the corpses of countless leviathans locked in eternal death grip with slain tetratauns.

As you begin to crawl across the wreckage toward a nearby dock, a massive bellow of rage slams through Skyfall's cavern. It is a sound at once alien and still familiar, a cacophonous dissonance of rage, power, unsated hunger, and fear.

At this point, the party will receive the second boon. Give them a moment to select their benefit, and then start the combat.

**Setup**
Finger of the Low God (Empowered Leviathan)

***Tactics:*** Unable to complete the final sacrifice and draw upon the power of the low god himself, Karstan has awoken what he could of the terrible creature in sheer desperation. He hopes this mere projection of the low god will defeat the party, but that while they occupy its rage, he can reassert his waning control over the creature and make it his servant. The low god will simply attempt to destroy the party and the Palisade and drag them down into the depths.

***Development:*** The sinking building the party is fighting on counts as difficult terrain at all times, unless that party member is swimming instead. Each round on initiative count 20 (losing all ties), choose one of the following lair actions to represent the wreckage collapsing and sinking further into the sea.





**Sinking Wreckage Lair Action**

- **Stray Tentacle.** Make an attack at +9 against one character. That character becomes grappled by the leviathan.
- **Collapsing Wreckage.** The building shudders madly. Each character on the building must make a DC 17 Dexterity saving throw or take 3d10 (16) bludgeoning damage and be knocked prone.
- **Falling Debris.** More debris from the collapsing Palisade comes crashing down. Each character within 10 feet of a point of your choosing must make a DC 17 Dexterity saving throw, taking 3d10 (16) bludgeoning damage and becoming restrained on a failed saving throw. A restrained creature can make a DC 15 Strength check as an action to free itself.

***Development:*** This phase ends once the leviathan has been defeated.

## Phase 4

This phase begins once the party defeats the leviathan. As soon as they do, **Read or Paraphrase:**

As the great titan slowly sinks back into the sea, you make your way to stable ground on the nearby dock. Looking up, you see Karstan hovering about 100 feet off the ground, surrounded by a sphere of purple and black energy. He is clapping slowly, a sardonic smile spread across his face.

"I am one hell of a judge of character! I knew you were competent, that's why I sent you after Welgan in the first place. After all the chain of sacrifice must start strong. My mistake was in underestimating you, I freely admit that. Who would have thought you could replace that ridiculous elf as the chosen avatar? But even that mistake serves my end. Your death will make me stronger than Authion's ever would."

Unbidden, the high god's power soars to a new level. Each of you is shrouded in radiant energy, though not to the level of Karstan's power. At a thought your feet lift from the docks as Karstan readies his power for your final battle.

At this point, the party receives the third boon, and let them note the Crystal once again lurching as though it were being drawn toward them. While powerful, it shouldn't change their character as much as the first two. Bring the party up to speed on their newfound abilities, and then start the final battle.

**Setup**

Karstan, Avatar of the Low God

***Tactics:*** Both Karstan and the party have a fly speed of 120 feet. Karstan will put it to use, flying through the city at breakneck speeds. Assuming the party gives chase or tries to lock him down, he will use his abilities to try and always stay one step ahead of them for as long as possible. While they careen through the city, they'll need to dodge buildings, masts, nets, and other obstacles. On initiative count 20 (losing all ties), one of the following lair actions occurs. Of course, if the party does something unexpected, this may need to change (or they may even find a way to contain Karstan and avoid the obstacles entirely, in which case the lair actions may need to be adapted to a stationary battle).

**Skyfall Lair Actions**

- **Topple Building.** Karstan uses the power of the low god to cause a building to collapse in the party's path. They must make a DC 15 Dexterity saving throw, taking 3d6 (10) bludgeoning damage and becoming restrained until initiative count 20 on the following round.
- **Stray Abomination.** A stray abomination gets close enough to the party to take a swipe at them. Make an attack (+8 to hit, 3d6+5 (15) bludgeoning damage) against one member of the party before the high god's power swats the abomination down.
- **Forest of Masts.** Karstan zips through the docks, weaving through a forest of masts. Each player must make a DC 15 Dexterity saving throw or become tangled in the sails and ropes. On a failed save the target is restrained. A restrained creature can make a DC 15 Strength saving throw or an attack against AC 15 to break free of the sails as an action. The attack must deal at least 10 damage to break free.

***Development:*** This phase ends as soon as the party depletes Karstan's shield of energy.

## Phase 5

This phase begins as soon as the party depletes Karstan's shield of energy. When they do, **Read or Paraphrase:**

As you finally shatter the protective shield surrounding Karstan, you see fear flash across his features, followed immediately by exaltation as he shimmers and disappears.

Then, building slowly, the city begins to shudder and shake, as though it were a living being in great agony. The cavern darkens as the tip of crystal at the center of Skyfall begins to pulse with a poisonous black energy. The shaft becomes riddled with cracks, and large chunks of the once beautiful crystal begin to rot away into nothing. Waves of dark light spread from the tip, causing the massive corpse of the slain low god to writhe and grow, enveloping and consuming the buildings around the docks.

At the top of the mound of dead but writhing low spawn flesh and directly beneath the hanging crystal stands Karstan, apparently reanimating the corpse of his low god using the power of the high. The corpse and all the dead leviathans are being pulled together into an undulating mass that reaches up toward the

crystal. He screams in near ecstasy, "Kill the god, the avatar will rise, kill the avatar and the god will awaken!"

From the base of the crystal near the ceiling the crystal begins to grow tendrils across the ceiling and a wave of white light spreads out. Wherever it touches the city is bathed in a pure, cold, still light. Buildings begin to fall away, rock edifices crumble to reveal veins of crystal beneath. And for an instant, as your attention falls on the shard, it seems to lurch again, drawing even closer to you.

Clarity comes in an instant, and with it the longing for cookies. Karstan is sapping the power of the high god to raise the low god. And the high god, sensing his brother's demise, is trying to absorb the city to strengthen himself. Both brothers battle, and one must win...

Or is there another option? Somewhere, sometime, somehow, Kia whispers an apology to you...

This is not a combat phase. Karstan cannot be moved, persuaded or hindered in any way. He simply repeats his phrase as he channels energy to his god. He can, however, be killed.

The party must make a choice. Do they touch the crystal to prevent Karstan from destroying the city, knowing that it will almost certainly destroy them? Do they kill him, risking an era of pure order under the high god? Or do they flee the destruction of Skyfall, dooming it to centuries under the corruption of the low god?

## An Ending of Sorts

Should the party kill him, the low god will not be resurrected, and the high god will reign over Skyfall. **Read or paraphrase Ending 1.**

Should the party do nothing, Karstan's ritual will soon drain the crystal, killing the high god and reanimating the low to reign over the city. **Read or Paraphrase Ending 2.**

However, should they choose sacrifice, the party may join Karstan below the crystal and, as avatars, call upon the high god. **Read or paraphrase Ending 3.**

### Capturing the Feel

If your party chooses ending one or two, allow them the opportunity to try and escape the coming change. It makes no difference in reality. In refusing to sacrifice themselves, they are no longer a part of the history of Skyfall.

### Ending 1: The Rule of Order

**Read or Paraphrase:**

Karstan falls, his eyes wide, his lips mouthing a curse of disbelief. As his body collapses, the writhing mass of low spawn does too, causing a massive circular tidal wave that washes over the lower part of Belowdecks. Few buildings are left standing in its wake.

The waves of black light cease, replaced by the cold hard white luminescence of the crystal.

Slowly, the crystal continues to send out tendrils of growth, spreading over the ceiling and down the walls of the cavern. While it does not destroy every building, more than half of Skyfall falls away to the sea below. Thousands can be heard screaming as they plummet to their deaths. Afterward, there are only sobs from the survivors.

A new day dawns and the heroes of Skyfall have ushered in an age of order, or at least that's what the prophets say. For a city devoid of religion, a surprising number of converts joins your ranks daily. You lead purges of the Lightless Depths, you root out the heretics, the chaotic, and the criminal. Those that do not align are swept aside by your mighty crystal fists.

When the fighting subsides, you have the chance to forge what you will of the city, and yet show how it always seems to shift to an orderly plan not entirely your own.

In the coming years, the city will rebuild around the new veins of crystal, abandoning trade and profit to dedicate itself to the pursuit of order. A spartan and strict religion will grow and overcome the cavern, eclipsing any who oppose or argue with its cold and inarguable persistence. After a while, the freedom and beauty of the city that once was will be all but forgotten save in the few pockets of anarchy that sprout up in other ports around the Besieged Cliffs. But none of them will rival the tales told of Skyfall before...

### Ending 2: The Surge of Chaos

**Read or Paraphrase:**

Slowly the fissures crawl up the crystal shaft, replacing the brilliant white with deafening black and eating the once majestic shard away. Topside the Lighthouse collapses and rots as well, and the hole through the bedrock lets a shaft of yellow sunlight fall upon the sea below. It illuminates the low spawn mass, causing it to grow and envelope all it touches. Even Karstan, or what was once Karstan, is appropriated, becoming nothing more than a cackling and gibbering mouth between two upraised appendages. Even that grotesque sight is eventually absorbed by another roll of flesh and rot.

As the tendrils of the low god spread out over the lower city and up the Turn, they swell, crushing the buildings beneath them, then dry out and die only to have more tentacles crawl up them. The process continues for days until the mass reaches and fills the hole in the ceiling, and the bottom of the cavern looks like a black cocoon with a ring of sea around it.

Over the years, the survivors quit fearing what may one day hatch from it. Its presence, however, drives off all but the most violent or desperate people. Skyfall cavern slowly reverts back into a haven for pirates as the merchants pick up and move to other lesser (but more friendly) ports. In time, they even learn to tame and ride the flying leviathan hybrids, becoming a warlike city that never knows peace.

## Ending 3: The Place in Between

**Read or Paraphrase:**

You stand beneath the crystal, above the swarm corpse, next to Karstan who continues to jibber maddeningly, his wide eyes fixed on you and showing... uncertainty. You raise a hand and call out, an avatar beckoning a god.

The Crystal above lurches, and a shower of dust, rock, and building debris rains down from such a height that it seems to float toward you. Then, it lurches again. Karstan's chanting becomes frantic and rushed even as the dark pulses of light dim and the corpse-ground beneath your feet drops away.

And then something snaps, and as inevitable as dawn the entire Crystal plummets down in a shower of dust and debris, directly toward you. You are certain that if you ran, it would follow. After all, avatar, you called. The god comes...

As it gets closer to you, images of the city around you reflect off the different facets of the shard. In them you see the city as it was in Kia's time, a bare collection of simple buildings and sparse docks. In the images, the city grows out, spreading up from the waterline and over the ceiling above to become the city you knew.

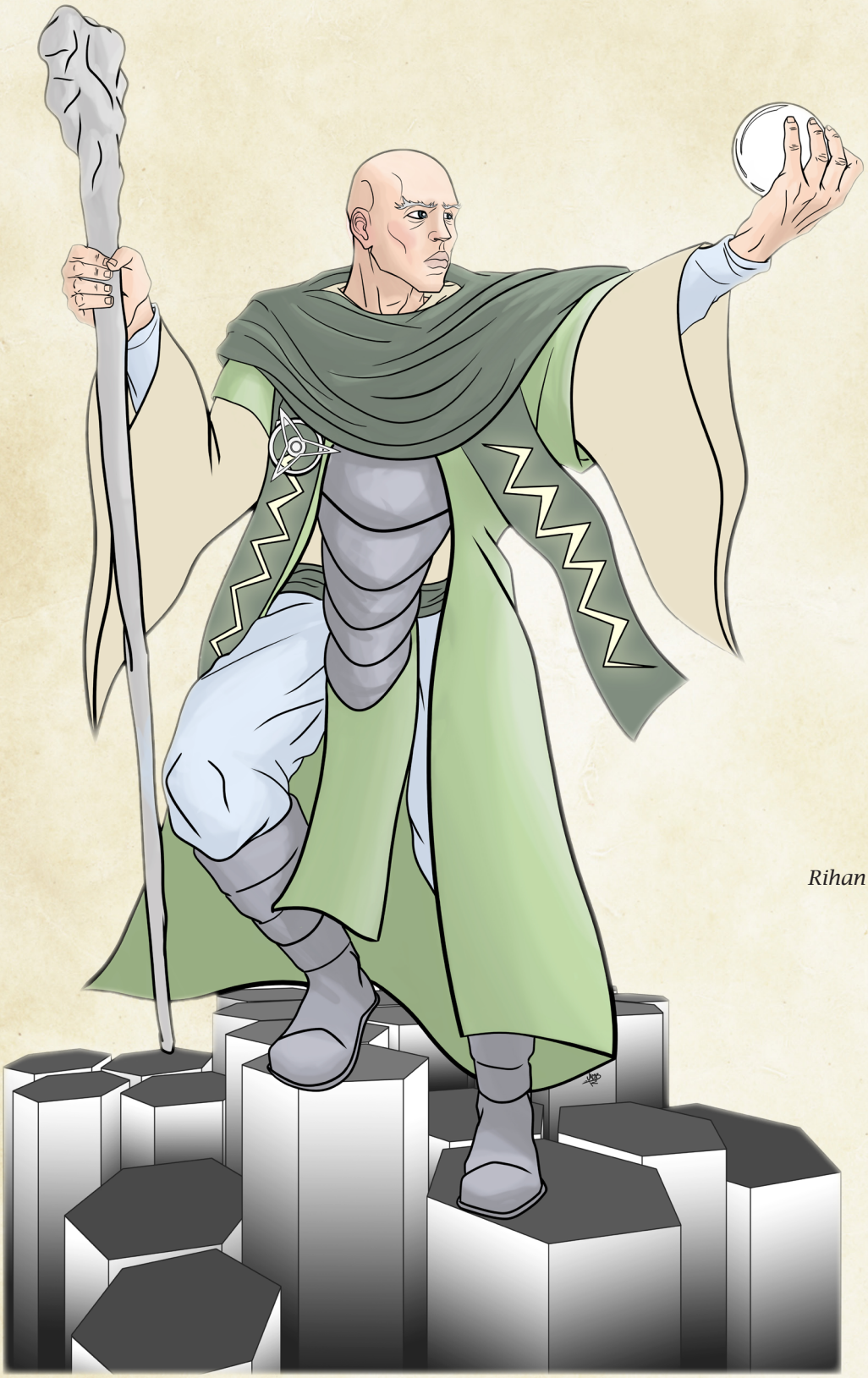
And as the crystal is almost upon you, you glimpse a view of the city to be. Shard hits corpse and both shatter and decay. Above, a large hole where the lighthouse once stood, rimmed with foliage and then with stairs and lifts as the city grows out to refill what it had lost. In the sea below, the remains of low god and high god form several new islands in the underground sea. They call it the Sun Dial, and tell time by which island in the archipelago is sunlit.

The city heals, grows, and prospers like never before. Topside spreads, Belowdecks glows, and even the Lightless Depths come to appreciate and admire its sparkling neighbor, even if it still tries to kill it every once in a while.

On the midday island, the one directly below the hole left by the giant crystal, there is a statue festooned daily with flowers, gifts, and prayers from the desperate to the saviors. They are there, the group of them, etched in stone by the grateful hands of the people they gave their lives for. The heroes of Skyfall, who were thrown asunder by treachery, but still found an even keel, faced down gods, and instead threw off *Legacy's Wake*.

# Appendices

## *Additional Resources for Legacy's Wake*



*Rihan Sar*

# Appendix A: Side Quests

This appendix details three optional (but highly recommended) side quests for your party. **Bovine Chicanery** will take your party from 1st to 3rd level, and takes place prior to the events of *Legacy's Wake*. **The Temple of the Squall Giants** will take your party from 9th to 10th level, and takes place in between the events of Season 2 and Season 3 of *Legacy's Wake*. Finally, **Fate of the Skol** will take your party from 13th to 14th level, and takes place between the events of Season 3 and Season 4 of *Legacy's Wake*.

## Bovine Chicanery

*A Side Quest for Level 1 Characters*

This short adventure is meant to be an introductory run for parties intending to run *Legacy's Wake* who want to start at first level. It introduces characters to Skyfall, the Besieged Cliffs and the growing animosity between The Twelve and Senator Malbridorn. The players begin as pennymen of The Twelve, the lowest rank and least experienced the thieves' guild has to offer. They have been sent on a job no one else wanted, traveling far afield on a seemingly tedious mission of minimal importance, comfort, and pay. What they make of it will determine their standing in The Twelve.

In part 1 they have been sent to the marshland township of Oxna-on-the-Flats to meet up with a hand of The Twelve named Vul Ganarion. They will help the dwarf caravaneer "secure" a few items required by the Royals who control The Twelve and then assure their safe delivery to Skyfall itself.

In Part 2, the party, having arrived at the city gates, discover that their way in has been closed by an ambitious senator. They must come up with a new plan to get the goods inside the city or face the disappointing glare of their guild masters.

### Part 1: What Is That Smell?

The players are pennymen of The Twelve, unproven and untested members of the only thieves' guild in Skyfall. Under orders they have left the safety of the Storm Wall circling Topside and traveled for days through the marshlands east of the city to the township of Oxna-on-the-Flats.

#### Sidebar: Oxna-on-the-Flats

Calling it a township is being overly polite. Barely more than a dozen wooden buildings huddle together behind a wall of unfinished tree trunks on land so low and flat that a Minotaur relieving himself would threaten to cause a "city-wide" flood. The rotten stench of the surrounding fens is somehow masked by the even more wretch-inducing smell of cow manure, one of only two products this little hamlet produces consistently.

Representatives of the other product wander everywhere, through the streets, down alleys, and even venturing outside the fence to graze on cattails and murk brush. Red Splayfeet are the hardiest cattle on the Besieged Cliffs, and some of the best eating to be had for miles. They are consequently what the Royals have requested the party return with. They are a distinctive breed, having wide hoofed feet to help navigate the bogs they thrive in, heavy coats of reddish hair to discourage smaller biting and bloodsucking insects, and massive upward curling horns to ward off bigger threats.

Luckily, a guild merchant by the name of Vul Ganarion has been sent ahead of the party to make purchases and prepare for the caravan, so they need only meet him at the local inn and then follow his instructions.

The Royals of the guild have also given the party a sealed missive to deliver to Vul. It can be opened with carefully with a DC 10 Intelligence check. Success allows it to be opened and resealed safely, failure still opens the missive, but in such a way that it looks obviously tampered with when closed. The missive is a single line of plaintext common that reads, "Additional requirement, artifact unearthed by Banker's Hand, recover and return with shipment."

Aside from the villagers' homes there is a small general store, selling basic goods and a few unremarkable weapons, a blacksmith and farrier, some sort of warehouse that dries and stores cow dung for fuel and fertilizer, and the proffered inn.

#### The Dry Spot

Set on the highest hill for miles (at approximately 18 inches above swamp level), The Dry Spot is the cultural center of Oxna-on-the-Flats, the only place to find a bed, a drink, a song, or a meal you didn't cook yourself. There are a few patrons including a weasel-kin drinking with a skol at a table and several well-dressed elves looking quite uncomfortable and out of place in their booth. Vul sits at the bar downing ale as though he were in a race.

#### Vul and the Gang

Vul Ganarion is a successful and well known caravaneer. In recent years he has begun working with The Twelve, running small land-based smuggling operations when bringing items in through the Docks is just too risky. Out in the wilds this dwarf is sure-footed and unflappable, but in cities and towns he is nervous, fidgety and itching to leave. On this trip he's brought two rustlers to handle the cattle. Nauta Nuthanaim is a cheery molerat-kin grothik who is quick on a horse, and Shepard is a terse skol healer who is comfortable working on people and animals alike.



He will greet the party and let them know the score. They will be escorting a herd of red splayfeet into Skyfall, but the important cargo is a shipment of unrefined and unattuned shards, large and deceptively light crystals that are used to make airships. Unless they are members of the Bankers' Guild, anyone bringing shards into the city have to pay a tariff higher than the going rate for shards on the market, and The Twelve believe that taxes are to be ignored or avoided. The plan is to smuggle them in by tying them up in the two foot long belly hair under the smelly cattle.

## Sidebar: Shards

This is one of many names given to a specific crystal that is unique to the Besieged Cliffs. It is rarely found underground, instead growing in specific clusters on the surface; the largest clutch of this crystal ever discovered is the piece that makes up the Lighthouse on Topside and the Palisade Belowdecks. Shards are natural conduits for arcane power and have many unique properties if properly shaped and refined. The most well-known use is of course in the construction of airships; shards not only allow the vessel to fly through the air as if it were water, but crew are also able to attune (or bond) with it, allowing them to maneuver the ship as if it were an extension of their own bodies.

At roughly two feet long and a half foot wide, these shards are small and unrefined; still, despite their size they weigh only a few pounds and can easily roll away in a stiff breeze. Should they be properly finished, each of the dozen shards could power an airship capable of carrying 4 to 6 people.

When Vul reads the missive his mood turns foul and he anxiously herds the party into his private room on the second floor. The only Banker's Hand in Oxna is Belorin Dustwalker, a historian who has been exploring the old cairns that dot the local landscape. Three nights ago he and his team returned from the deep marsh whispering tales of a discovery. They haven't left the Dry Spot since, presumably researching their find while they await an escort back to Skyfall.

### Encounter 1 - You'll Know It When You See It

Belorin and his three companions spend all day studying the artifact, whatever it may be. They only leave their room for meals, specifically dinner, where they stay downstairs for several hours drinking and celebrating. While they are away, the room is guarded by a minor trap and a pair of bound mephits.

The party will need to infiltrate the rooms of Belorin and his assistants. Allow them to formulate a plan to reach his room and abscond with the Hand's artifact.

Aside from Vul and his two hands, and Belorin and his three assistants, there are no other patrons at the Dry Spot. The bar keep, cook, and the bard who sings at dinner time never come upstairs unless summoned.

The door to Belorin's room can be picked by making a check with Thieves' Tools at DC 12, or it can be unlocked from the inside. The room can also be reached by climbing through the window with a DC 11 Athletics or Acrobatics check.

Both the door and the window lead to a central suite with two bedrooms on either side. One contains the assistant's belongings and a few books. The other door is locked and trapped (below); it can be spotted with a medium perception check and disabled with an easy dexterity check. Inside is Belorin's private bedroom. His belongings (including some tools and implements worth 40 gp) are scattered on the bed and desk.

**Bolt Trap**
*Mechanical Trap*
Belorin has set up a simple crossbow trap on the door. Anyone attempting to open the door will trigger the darts to fire from inside the room.

The trap isn't particularly well hidden. The plate on the bottom of the door that connects to the crossbow's firing mechanism can be spotted with a DC 12 check. A DC 10 Investigation check will reveal the tripwire connected to the plate at the bottom of the door. Cutting this wire will disable the trap. A character with Thieves' Tools can do so fairly easily (DC 10), while a character without them will need to get a bit more creative (DC 13).

The trap activates whenever someone opens the door. A mounted heavy crossbow fires a bolt at the person standing in front of the door when it opens. The bolt makes a ranged attack with a +4 bonus against that creature. On a hit, that creature takes 1d10 (5) piercing damage.

If the party sets off the trap, the mephits will be fully awake and ready to attack. If they disarm or otherwise quietly bypass the trap, the mephits will just be waking up, giving the party a surprise round.

If the party receives a surprise round, **Read or Paraphrase:**

There is a small but peculiar locked chest on the desk about the size of a loaf of bread. From its lid sprouts a foot-tall perch, and from the perch hangs two lightning mephits fast asleep. They stir as light from the open door falls on them, and after a moment they seem to yawn and blink the sleep from their eyes.

If the party does not receive a surprise round, **Read or Paraphrase:**

There is a small but peculiar locked chest on the desk about the size of a loaf of bread. From its lid sprouts a foot-tall perch, which stands empty. After a moment you realize the perch was for the two lightning mephits swooping toward you!

**Setup**
2 Lightning Mephits

***Tactics:*** The Mephits will attempt to drive the party from the room, fighting with their lives. If the party retreats from the room, they will return to their perch, shrieking at the top of their tiny lungs for help.

***Development:*** After 6 rounds of loud combat, or two rounds after the Mephits begin shrieking, Belorin and his group will return to their room to investigate. If the party has not absconded by then, this triggers encounter 2, only in Belorin's room instead of the stable. This trigger can be avoided if the party has taken some action to distract Belorin (bribing the bard to play extra loud, drugging their food, enacting a silence spell before the battle starts, etc.).

***Treasure:*** Inside the chest the mephits were guarding is a tarnished green copper bowl. It is encrusted with caked and dried filth that has been cleaned away in several places. It seems to be inscribed both inside and out with tiny glyphs. A hard History check (medium if the character speaks Skol) reveals that the inscriptions are in an ancient and nearly unreadable form of Skol. Anyone who does speak scroll can then recognize the words "trail of strength" in one section, but nothing else is immediately decipherable. A hard medicine check reveals that the filth on the inside of the bowl appears to be very old dried blood.

Vul will recognize the importance of the bowl, suggesting that the toughest PC carry and guard it at all times. He is nervous about the artifact, or perhaps just nervous about disappointing Karstan. He clearly knows more than he is saying, but cannot under any circumstances be persuaded to talk more; if encouraged to do so he will engage on a long and rambling discussion about how a Pennyman of The Twelve is wise to ask questions but a Hand of The Twelve knows when to shut up.

## Encounter 2 - The Professor's Revenge

If the party vacates Belorin's room before he arrives, Vul is noticeably uneasy. In order to avoid involving the sheriff he demands they leave immediately and will hurriedly usher the party to the stables. Inside are two horses and a small herd of 12 red splayfoot. Nauta and Sheppard are already there preparing for the cattle drive by securing the shards under the beasts; if the party has not met them Vul quickly introduces them. There is little time for camaraderie as Belorin and his men enter the room. The stables offer a larger area with more room to maneuver and more cover to hide behind.

**Read or Paraphrase:**

The stable door swings open, revealing Belorin and his aides. They look none too pleased.T

he oldest of them, probably Belorin, speaks. "New travelers on the road meeting with a stooge of The Twelve, and less than an hour later my room is burgled. It doesn't take a genius to figure out who did it. Unfortunately for you fools three of us actually are."

The largest of the four elves looks confused, and then shoots a hurtful glance toward Belorin, who adds "...And Eortis is very… very strong."

This seems to please Eortis, who draws his sword.

Should Belorin arrive before the party leaves his room, the fight occurs in the cramped space and regardless of the outcome the owner of the Dry Spot will throw the party out for causing a disruption. Either way, Vul will want to leave town immediately to avoid involving the local sheriff, and the party will only have time for a short rest before encounter 3.

**Setup**
Belorin
Eortis
2 Elven Apprentices

***Tactics:*** Eortis will attempt to draw all attacks to him while Belorin assaults the party with spells. Belorin's apprentices will attempt to help as best they can.

***Development:*** Though the party may try to use the penned-in splayfoots as cover, Belorin and his men will have no qualms about hitting the poor animals. Vul will get angry if one should die; if two die he will wade into battle and attempt to drag anyone hiding behind the cattle into the open.

***Treasure:*** Belorin carries a small pouch with 50 gold pieces in assorted coinage. The other three have little of value.

Should the party defeat Belorin in the stables, Vul will be comfortable with staying the night but leaving in the morning before the bodies are discovered. The party may take a long rest. However, if they are thrown out of the Dry Spot, Vul will leave after only a short rest. The party may not take a long rest until after the next encounter (which should take place later that day).

After their rest, the party, Vul, Nauta, and Shepard leave town to drive their small herd to Skyfall. The journey will take at least a week (Vul has more than enough provisions, so no preparations are needed). The following three encounters (3, 4, and 5) can happen on any day in any order you wish. If the party seems to be breezing through combat, have all three happen on the same day; if they are having trouble let them rest the night before another encounter.

Vul and Nauta will ride the horses and corral the herd as they move, while Shepard will follow the herd looking for stragglers or animals in need of tending. The party may take whatever position they want. Note that, except when indicated, the three NPCs will not engage in battle, focusing instead on protecting the herd and getting them out of harm's way. The party are the muscle for this adventure.

## Encounter 3 - Rodents of Unusual Size

Late one afternoon the party finds their way blocked by two primitive looking grothik riding wasps whose wings have been burned off.

Unlike Nauta, the two new grothik are naked (except for their matted fur) and carry several spears longer than they are tall. As the herd approaches they raise their weapons and scream in a language that is half chitter and half sucking air in through your teeth while screeching. Nauta warns the party that these are feral grothik, from one of the original tribes to escape before the emancipation. She rushes forward on her horse, assuring everyone she will take care of this problem

**Read or Paraphrase:**

Vul murmurs to the closest of you, "Ready yourselves, but don't draw just yet. If there's two in plain sight there are more hidden."

Even in her native tongue, Nauta comes across as warm and cheery, but it has little effect on the mood of the two wasp-riders. After a few harsh words Nauta turns her horse back to you and says, "They won't let us pass unless we leave someone. They keep saying one of the big ones, and not the skin-bre… not you, Shepard. They say you taste bad. I think they mean to eat one of us. They aren't interested in the cattle."

Before he can say another word, his eyes go wide and he falls off his horse, hitting the ground face first. A long spear protrudes from his back and he doesn't appear to be breathing. Vul shouts to Shepard to protect the herd as one of the grothik wasp riders lets out a high pitched squeal, which is answered by at least four others.

**Setup**
6 Grothik Wasp Riders

***Tactics:*** The Grothik have little care for the cattle or Shepard, who they regard as tasting bad, and less for Vul (as dwarves are generally too tough to be worth the trouble). If anyone who is not a dwarf or a trache falls unconscious, one of the six riders will attempt to grab the body (one round) and drag it away at half speed; this goes for Nauta, who is already unconscious at the beginning of the battle. Players have advantage against any wasp rider dragging a body away.

***Development:*** While Vul is concerned first and foremost with the cargo, he will order the party to save Nauta if they can. Roll death saves for Nauta, making sure the party knows whether she succeeds or fails; count 1 and 20 as a simple fail or success, not double fail and auto-heal.

***Treasure:*** The feral grothik have nothing of value.

If the party manages to save Nauta, she will give them the name of her sister Jesta who runs a spell emporium in one of the trade districts in Skyfall. Jesta can provide spellcasting services to the party at half price while they are in Skyfall (costly material components are not discounted).

## Encounter 4 - A Pile of Madness

At midday Vul stops at a portion of marsh dotted by small copses of trees to let the herd graze. Shepard seems uneasy, his feelers twitching as they taste the air. After a few minutes he urges Vul to gather the herd and move on, sighting a "strangeness, a wildness" somewhere in the trees. Before Vul even makes a call the distressed mooing of two cattle cross the fens. Vul sends the party and Shepard to recover the lost cattle while he and Nota tend and gather the rest of the herd.

Beyond a large thicket the party can spy the lost cattle being engaged by a wilds font. One struggles against a tentacle that has wrapped around its leg, the other is nearly engulfed by the mass of not-quite-plants.

**Read or Paraphrase:**

Shepard hisses, "Wilds font. It nearly has them. Quickly, free the beasts, but watch your footing, and watch for spawn."

### Sidebar: Wilds Fonts

These dangerous growths are spread haphazardly about the Besieged Cliffs. Fonts are masses of uncontrollably fecund and virile life that range in size from ten feet square to the size of a forest. They are not quite plant, animal, or fungus, or more appropriately they are all three. The masses may be dormant or active, may appear to have trunks and branches, limbs, tentacles and other body parts. In general they are a dark emerald green, and are usually surrounded by pools of fetid black water.

Shepard will freely share this information with the party later, adding that his people believe wild fonts to be the ancient footprints of a god-like being who once strode the countryside spreading life and chaos.

This wild font is on the small side, a twenty by twenty foot mass of mostly tentacles. There is no mouth, eyes, or even parts that can be certainly called animal, but it attacks the cattle with an intelligence and a purpose.

**Setup**
4 Wild Font Tentacles
4 Wild Spawn Polyps

***Tactics:*** The marsh around the wild font is all difficult terrain for the party. The splayfoot, the tentacles and the wild spawn all move at full speed. Three tentacles are wrapped around one splayfoot (who is three rounds from being absorbed), and one on the other (who has at least six rounds). They will attempt to pull the animal toward the main mass until attacked, and then they will release and defend themselves, but will retreat if left alone. Wild spawn polyps will fight to the death.

***Development:*** Once the cattle are freed Shepard will usher them back to the herd. When the party disengages from the tentacles, the wild font will spawn

four polyps, small mobile masses of tentacles the size of small dogs that will chase the party down.

***Treasure:*** None.

### Encounter 5 - They Came From Above

The herd is passing through a small forest when they hear a horn sound from overhead. Ahead of them a medium sized airskiff floats over the trees (clipping a few branches as it passes) and lands in the middle of the path.

**Read or Paraphrase:**

> The skiff is heavily armored with thick oak planks and settles heavily on the path. Onboard are four mercenaries, two archers with arrows nocked and drawn and two warriors of some sort. The warrior at the helm nods to you and says, "Nice meat. If we wanted we could strafe you from the air until no one was left and take the lot, but I'm feeling a little lazy today. I'll make you a deal. We'll be taking two cows without a fight, or all of them with a fight. Your choice."

A DC 10 Insight check will reveal that the pirate is bluffing in some way. A DC 12 Investigation or Perception check will point out that the airskiff did not look that graceful as it landed. In truth, the airskiff is barely operational, and the ragtag group of highwaymen is trying to bluff their way to a meal. However, if the party declines, they are perfectly happy with trying to take what they want by force. If the party agrees to give up the cattle but tries to remove the shards, the brigands will demand the crystals as well.

**Setup**
2 Mercenary Archers
2 Mercenary Warriors

***Tactics:*** If the party declines to give up the cattle, the helmsman sneers with false confidence and attempts to take to the skies. The ship falters and thumps back down to the ground, making several unidentifiable but certainly unhealthy noises.

The helmsmen and another warrior will leap the rail and charge the party, while the archers remain on the deck of the ship and pelt the party with arrows.

***Development:*** The mercenaries are desperate and will fight to the death.

***Treasure:*** The airship is derelict and not worth repairing. None of the mercenaries have any money or possessions of value.

## Part 2: Things Go South

After nearly a week the gleaming Storm Walls and the Lighthouse are finally in sight. The party is about two miles from the crossroads outside the city gate when they meet a merchant on horseback traveling the opposite direction. As he passes Vul he smiles happily and says, "Fine day for a profit. May the prices be high when you roll into town, and drop suddenly after you sell."

Anyone paying attention and fluent in thieves' cant will recognize the rhythm of the merchant's speech as indicating a warning. One by one Vul rides to each member of the party and lets them know there is a complication, and they are enacting an alternate plan. He says little else, but will admit that the message contained several passphrases only he would understand.

At the crossroads the party can spy a long line of caravans formed at the city gate. They are being inspected, not by the Fire Watch, but by the Moon Dragons, members of Senator Welgan's bodyguard (and some say private army). In particular, they are paying special attention to livestock, patting down each cow, goat, and sheep that enters the city as if they were criminals.

Instead of continuing west and joining the line, the herd travels south along the road outside the storm wall. They cross the sturdy bridge over the Plummet River, which flows under the wall and into Topside beyond. Vul tells a story about his first smuggling run when he almost drowned trying to sneak into the city through the river. "Wasn't smart, wasn't easy, but it worked well enough."

Around midday the Storm Wall turns west and leaves them to head for the cliffs. They lose sight of the city before dusk (though they can still easily see the Lighthouse). Hours after they would have normally stopped, and well after dark, Vul leads the herd off the road to a clearing several hundred feet away.

He finally tells the party that he suspects they have been betrayed. The merchant was a shield of The Twelve in disguise warning him to go to plan B. It wasn't until they were in sight of the gates and he saw Welgan's men obviously looking for their shipment that he understood why. Now they just have to wait here for someone to pick up the shards and then head back to the gate in the morning.

### Encounter 6 - Betrayal at the Handoff

A short time later a true airship silently clears the tree line. Its hull is draped in black cloth to keep from being seen, and its rigging elements are likewise padded to not give off a telltale sound. It is large enough for ten or more people, but manned only by three. The captain greets Vul and asks about the cargo. Anyone fluent in thieves cant will again note the warning cadence, and if they can see the captain's hands they can make out the hand gestures for "company aboard".

Vul quite suddenly turns white and begins stammering.

**Read or Paraphrase:**

> "Cargo? What cargo? Just these here

splayfoots is all we got. The hell are you doing landing out here and spooking my cattle?"

"Look, Ganarion," the captain says, feigning annoyance, "are we doing business or not?"

Vul steps to the closest of you and whispers, "Keep them off us till we can get away, then get that bowl to The Twelve, understand? Tell 'em I headed south, tell 'em I'll try that one guy we used that other time."

Then he proclaims loudly, "Don't know ya, don't wanna do business with ya. You best be leaving now."

"You won't be going anywhere, dwarf," another voice calls out from the airship, and four Moon Dragon Swordsmen step out from behind the airship.

The captain looks terrified. "I… I did my best," he stammers at the mercenaries.

"Not good enough," one says, striking him with his sword.

**Setup**
4 Moon Dragon Initiates

***Tactics:*** The Moon Dragons are after the shards, but they know no matter how far Vul runs they can hunt him down with the airship. They are first concerned with removing his muscle, meaning they will attack the party before giving chase. They intend on killing everyone and will not return to the airship unless the party also runs.

***Development:*** The airship captain (who is gravely wounded but not dead) is not happy about being forced to betray his guild mates. He will attempt crawl back aboard the airship and take off, leaving the Moon Dragons stranded and ruining their chances of catching Vul. Unless the party stops him or draw the mercenaries' attention to him, he will lift off after four rounds, causing the Moon Dragons to be permanently enraged. The captain will not come back, however, possibly because he is seeking medical attention, possibly because he is dead.

***Treasure:*** None.

The mercenaries fight to the death. If Vul hasn't escaped before they are defeated, he will repeat his instructions to the party. He warns them that entering through the main gate will be too dangerous, and suggests the river. "Just watch out for the damn grates."

## Encounter 7 - Under a Watchful Wall

The Plummet River is deep and swift where it slides under the Storm Wall. Normally the area around the river tunnel is unguarded, but tonight there are two members of the Fire Watch, the city's militia, on either side of the river. Both pair stand in the light of a lantern hanging from a pole.

**Read or Paraphrase:**

Both sides are visible to each other, and all four are armed with longswords and bows. Fighting one set means drawing the attention, and the arrows, of the other. Still, the raging river drowns out most sounds, and it may be possible to sneak by them, or blind one side by dousing the lantern… This job requires more guile than strength.

**Setup**
4 Fire Watch Guardsmen

***Tactics:*** The guardsmen have been posted by order of Senator Welgan to guard the river, and they won't stray far from their posts unless an obvious threat approaches. The party may employ any number of tactics to sneak by the guards and into the river. The worst case scenario is that they are seen and attacked by all four.

***Development:*** The guardsmen fight to the death.

***Treasure:*** None.

## Encounter 8 - Through the Grate

The Storm Wall is 80 feet high, but over 240 feet thick at its base to help it survive the powerful armada storms that plague the Besieged Cliffs. The river spills under the vertical outer wall to run swiftly into a low tunnel; barely a foot remains above water. Every 40 feet the ceiling dips below the waterline forcing the party to hold its breath and go under. Every 60 feet there is a grate made of rusted iron that looks as though it is often replaced, and overdue for replacement at that. An easy perception check will reveal a weak point in the grate that can be broken by a medium strength check. Athletics checks are suggested, but they should only be used to heighten tension, not drown anyone.

At the fourth grate lives a monstrous Rykk Hound. The players may choose to kill it or fend it off as they break through the last grate. It is fortunately too big to follow them if they choose to do so.

**Setup**
1 Rykk Hound

***Tactics:*** The rykk hound is injured (-15 hit points), and angry about it. It will rush the party and attempt to slay the nearest target before retreating with its meal.

***Development:*** The rykk hound fights to the death.

***Treasure:*** None.

After shooting out the tunnel on the other side of the wall, the players will need to get out before too long. The Plummet River runs about a half mile on Topside before it meets (in quick succession) the Mill and then the Falls. Trying to go through either of these would be deadly; the Mill is a giant construction that crosses

the river , dropping six waterwheels into it that would murder a swimmer, and the Falls… are falls that drop through the bedrock and into the cavern of Skyfall, where they continue down another 300 feet. Getting out before both of these hazards is not just suggested, it is imperative.

## Encounter 9 - Across the Fields

Wherever they leave the water, the party finds themselves in the agrarian paradise of Topside. Before too long they overhear two farmers complaining about the wait at the Gullet. It seems that the Fire Watch and the Moon Dragons are looking for some criminals, and they are inspecting anyone who want to travel down the Gullet to Belowdecks. However, it seems there is an often overlooked staircase running down the cliff into Belowdecks below the south wall, and the pair decide this would be the quickest route to their favorite watering hole.

Then, the sound of boots on the road drowns out anything they have to say. A dozen of the Fire Watch appear around the bend, walking straight toward you.

**Read or Paraphrase:**

"Halt, citizen! Show your coins and speak your names," the captain barks at the two farm hands.

"Blimey hell, here's me damn coin, there's no cause for yellin' this late," says one farmer. "And your name?" the captain demands, his hand on his sword hilt.

"Ah, give it a rest," the farmer barks back, but the captain only bristles. "I will have your name, citizen, or your neck."

"All right, all right, just stand down a bit. Me name is Sod. Last name Off." Both farmers begin laughing hysterically. Their laughing stops abruptly when the captain orders their arrest, and they begin arguing furiously with him.

The party can choose to watch or attempt to amble away; either way, before long the captain calls out to them to show coin and give name. An easy Wisdom check should be enough to tell them that they stand no chance against a dozen Fire Watch, and now would be a good time to run.

**Setup**
7 Heavily Armored Fire Watch
4 Fire Watch Initiates
1 Fire Watch Captain

*Beginning the Chase*
The chase begins with the large group of Fire Watch members roughly 60 feet from the party.

**Topside Complications Table**

1. Hurdle a Fence: Make a DC 10 Acrobatics check to gracefully clear the fence or treat it as 10 feet of difficult terrain.
2. Ornery Livestock: You've crossed into the wrong paddock and attracted the attention of a large bull. Make a DC 10 Athletics check to outrun him or he will try to ram you as you run past (+4 to hit, 1d6+2 bludgeoning damage on a hit).
3. Slippery When Wet: You've hit a 20 foot patch of wet clay. Make a DC 10 Acrobatics check or move at half speed as you struggle to stay standing.
4. Knee Deep In It: You are running through a rice paddy. Make a DC 10 Athletics check to power through the water or treat the rice paddy as 20 feet of difficult terrain.
5. Why'd It Have to Be Pigs? You've crossed into a pen filled nose to derriere with pigs. Make a DC 10 Animal Handling check or be incapacitated for one round as they trample over you.
6. How Many Of You Are There? You run afoul of another member of the Fire Watch patrolling Topside. Make a DC 10 Deception or Intimidation check to get past her. Failure adds a Skirmisher to the chase 30 feet behind the person who failed the check.
7. Lost In a Crowd: You pass by an ale house whose patrons have spilled out onto the walk. Make a DC 10 Acrobatics of Intelligence check to dodge through them or treat the crowd as 15 feet of difficult terrain.
8. Geese Are Angry Birds: You stray too close to gaggle bedding down in a shallow ditch. Make a DC 10 Intimidation check or take 1d4 damage as the biggest one gooses you.
9. A Topiary Question: You are crossing an open field with several different types of shrubbery growing in it. Make a DC 10 Nature or Perception check or take 1d4 damage running through spiky shrubs.
10. Forest for The Trees: You are running through an orchard. Make a DC 10 Acrobatics or Perception check or be incapacitated for a round from smacking your head on a branch.
11. through 20. No Complications.

*Ending the Chase*
The chase ends after there is at least 120 feet between the party and the lead pursuer, when any of the Heavily Armored Fire Watch catch up to the party, or when the Fire Watch are incapacitated.

## Capturing the Feel

If the Heavily Armored Fire Watch members actually catch up to the party, the combat that follows will most likely kill or capture the entire party. Realistically this shouldn't happen, but if your party is having a particularly bad string of rolls, feel free to adapt the next encounter so that Karstan arrives on Topside with the airship, rather than at the cliff-side staircase.

### Encounter 10 - Caught at the Cliffs

Eventually the party makes it to the proffered staircase, which indeed looks unguarded. The cliff drops down about 250 feet before reaching the mouth of Skyfall Cavern, and the staircase switches back on itself at least 6 times before disappearing into Belowdecks. It is wide enough for three to walk abreast, and sturdy as well, but the wind that howls up the cliff face makes it difficult to walk down, and if any of the party have a fear of heights this is surely their nightmare.

Two thirds of the way down the stairs the party spies 4 armed and armored men exit the cave mouth and begin working its way up. Anyone who looks up will likewise see a larger party heading down.

**Read or Paraphrase:**

> A voice from below shouts at you, and you don't know exactly how you know, but you are certain this is another captain. "Drop your weapons, show your coin and speak your name!" he commands. It is turning out to be one of those nights...

**Setup**
4 Fire Watch Guardsmen

***Tactics:*** The Fire Watch will begin to retreat when they hit half their health, but each time fresh troops come to their aid.

***Development:*** The party must survive for 9 rounds. Just as the Fire Watch from above are closing in to engage them on both fronts, a familiar black clad airship swings out from under the cavern ceiling.

***Treasure:*** None.

Standing on the deck next to the semi-traitorous airship captain is none other than the Royal Dog Karstan Gotugun, whom the party recognizes from the guild. He flashes a genuine smile at you before pulling a cowl over his face. The airship captain pulls his black clad ship beneath the party as close to the stairs as he dares and motions to the deck covered with piles of sail cloth.

It's obvious their only chance is to take the leap…

## Conclusion

Back at the guildhouse Karstan congratulates the team on a job well played. He takes the news of the betrayal in stride; he has already pardoned the airship captain of wrongdoing as the man did his best to warn the crew, and would have lost his life if he hadn't complied with the Moon Dragons. Whoever is selling The Twelve's secrets to Senator Malbridorn knew much more about the operation than the captain could have.

He tells the party he has a job that he thinks they are well suited for. It will require the same fortitude and guile that they showed when helping Vul and in assuring they delivered the artifact to him despite the worst situation. He makes mention it will require weeks of work but involves a great payoff and a possible guild promotion. If the party is interested, they need only follow him into the next room...

# The Temple of the Squall Giants

*A Side Quest for 9th Level Characters*

Despite their relative unity, the Twelve is not without its malcontents. With the recent changes in the organization, namely the resignation of Karstan Gotugan and the instatement of a group of relative newcomers as a guild council, there are those who see this as the perfect time to strike out on their own.

Kojh the Undying, Jarl of the Squall Giants is one such individual. Until recently Kojh and his drift knights rode sea and storm striking fear into those merchants foolish enough to not pay The Twelve protection money. Never a resident of the city, Kojh and his followers settled in an abandoned temple to a long dead god of Greed. As long as they provided their monthly dues to the guild and did not target ships that paid their due they were allowed to operate with relative freedom.

Now, whether due to the perceived weakness in the PC's leadership, or the lingering influence of the greed god, Kojh has begun targeting ships that paid their fees and perhaps worse has stopped his monthly tithes.

This adventure begins with the party having made landfall near the temple of the Giants. As leaders of the Twelve they are obligated to bring Kojh to heel. Failure to do so will result in a huge loss of face for the party and may even require the Thieves' Guild return the monies it was paid for protection.

After a short trek through the Jungle avoiding Giant Patrols, the Party must delve into the temple and defeat Kojh's forces. During their delve they can possibly piece together the truth of Kojh turning against the guild, and defeat the cult of the greed god.

## Capturing the Feel

This adventure very much has its roots in the old school tournament modules of yore, as such it is formatted different from much of the rest of the content of this book. As a site based adventure there is a lighter plot thread and fewer scripted moments. As the GM this is your chance to let the Party stretch their tactical muscles. A straight fight against the giants without planning will likely result in the untimely demise of the entire party. Conversely clever tactics and a bit of luck could make this mission much easier. Do not be afraid to up the ante if the Party are having too easy of a time, but reward clever play.

Since the adventure ends with what is the first fight in Season 3, you may not want to run this adventure until you are ready to start season three. Alternatively, you can run it and simply use the first encounter in season three as the climactic encounter here and then go on to adventures of your own design before returning to the main story.

**Giants Bag Contents**
Most giants carry an assortment of "treasures" on their persons at all times. Every giant and most rooms feature one or more bags use for such items. If the party inspects the contents, roll 1d4+1 times on the following table to determine the bag's contents.

| | |
|---|---|
| 1-4 | a well forged knife |
| 5-8 | a boomerang |
| 9-12 | a heavy bronze cup |
| 13-16 | a collection of seashells |
| 17-20 | a length of sturdy rope |
| 21-24 | a sheet of waterproofed canvas |
| 25-28 | a small barrel of salted cod |
| 29-32 | a sack of fresh lemons |
| 33-36 | a bone tattooing needle |
| 37-40 | a misshapen aquatic skull |
| 41-44 | a waterskin |
| 45-48 | a faded but quality quilt |
| 49-52 | copper coins (2d4x100) |
| 53-56 | silver coins (2d4x10) |
| 57-60 | gold coins (2d4x5) |
| 61-64 | a fistful of shark teeth |
| 65-68 | a tin eating kit |
| 69-72 | a tarnished silver ring |
| 73-76 | a carved wooden whistle |
| 77-80 | a brick of soap |
| 81-84 | a small drum |
| 85-88 | a folded flag |
| 89-92 | a jar of spices |
| 93-96 | a cooking pot |
| 97-100 | fishing line and 4 hooks |

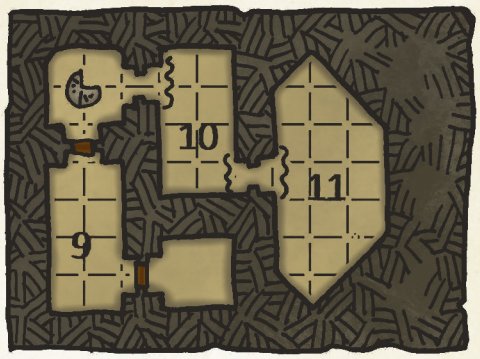
**Wandering Monsters**
Throughout this short adventure, many of the rooms have a chance of wandering monsters arriving while the party explores the room, or monsters that are present in the room. Whenever a room mentions a wandering monster, roll a d20 and compare the result to the table below.

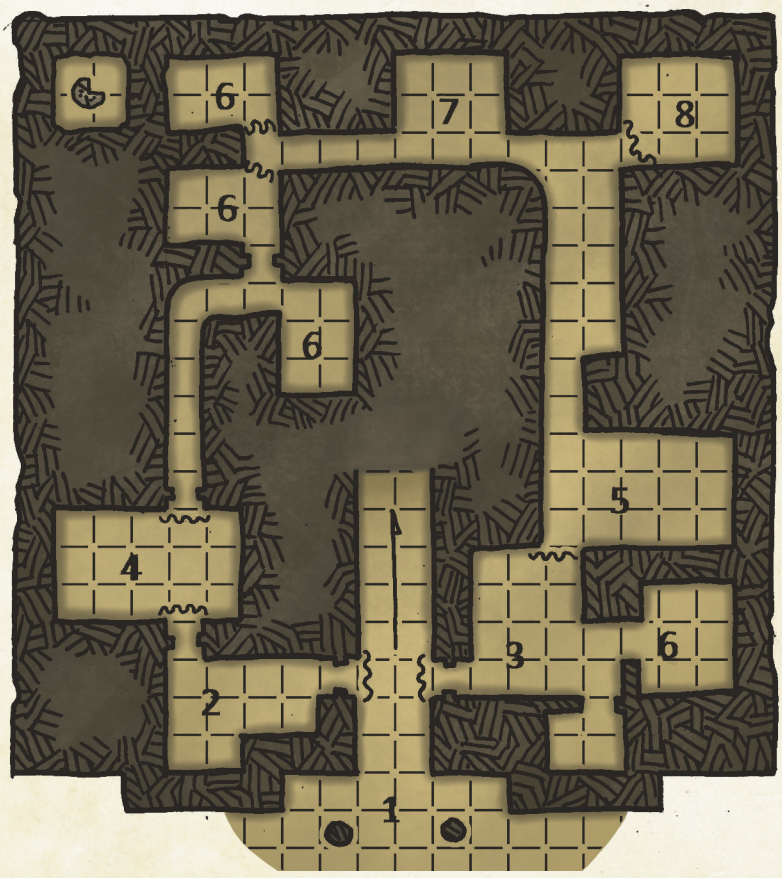
| | |
|---|---|
| 1-8 | 1d4 Squall Giants |
| 9-12 | 1 Squall Giant Driftknight and 3 Squall Ogres |
| 13-15 | Ailani and her Hale Hound |
| 17-19 | 1d6 Squall Ogres |
| 20 | 1 Greed Demon (using Illusory Appearance to appear as a Squall Giant) |

## Temple Approach

The temple is set on a modest sized jungle island at the top of a large hill. The approach to the temple involves a few miles of uphill jungle terrain unless you choose to walk directly up the track the giants take to get to and from the shoreline.

If the party does not use stealth or guile in approaching the temple they are nearly certain to run into a patrol (as per wandering monster table). If the party is careful they only have an encounter if you roll a 1 on 1d6.



## The Temple Complex

In ages past a tribe of advanced ogre like creatures called the Searrim ruled this island. The Searrim were a tall and lithe race of ogres, slightly weaker but far smarter and more social than their brutish kin. Generally not evil, the Searrim were disposed towards greed and many turned to the worship of the greed god. This temple was built by just such a tribe of Searrim. Their unrelenting desire to obtain more of everything led to their worship of the Greed God. They conquered the surrounding area, but eventually died off from constant infighting and treachery.

The above ground section of the temple is stone block construction with stucco roofing. Even the narrowest hall is 10 feet wide and the ceilings are nearly 15 feet high on average. Below ground the construction is worked stone, often decorated with scenes of excess, gluttony, and greed.

Unless otherwise noted, the temple is dimly lit by the occasional torch.

## Ground Level

The ground level of the temple once served as the public face of the church. The priests and their slaves kept food hot and the drinks flowing, and often offered pleasurable company for a modest fee. Giants and even some humanoids were attracted by the apparent never ending party.

The giants on this level are typically low ranking members of the clan, though most of the giants come here from time to time to enjoy the food and beverage. Whether intentional or not the squall giants seem to be falling into a similar pattern as the Greed Gods followers as far as activities on this level are concerned.

### Alertness Levels

Depending on the actions of the party, the denizens of the temple may become alerted to their presence. The Alertness Level will determine the development of many encounters in the complex, as shown below.

**Unaware.** If the complex is unaware of the Party, the rooms are more or less as presented in the adventure.

**Alerted.** If the party engages in combat with anyone in the dungeon (this is almost inevitable), there is a chance other denizens will hear and come to investigate. At the end of the third round of any encounter, there is a 1 in 6 chance that a Squall Giant hears the commotion. The party can hear the giant and will have 1d4 rounds to finish the current combat and either hide, run, or prepare for the new arrival.

**High Alert.** If the party has slain a named giant (Kojh, Ailani, or Chef Pete) the complex is aware of the party's presence and on high alert, unless the party took drastic and careful measures to hide their actions. During High Alert the Drift Knights organize patrols consisting of a Drift Knight, 2 Squall Giants, and 2 Squall Ogres. There are 3 such patrols wandering the complex. If the party engages in combat, one of the patrols will arrive 1d6 rounds later.

Eventually High alert will turn into a pitched battle with the entire complex. Should the Party raise the alarm and fail to retreat, feel free to have more giants show up every few rounds until the numbers are overwhelming.

### 1. Entrance

Two golden columns support the dark stone entrance way. There are 2 large barrels sitting here with a small placard that reads (in giant) "take as much as you can". Inside the entrance the hall running north drops dramatically into the darkness as it plunges toward the lower level. There is a barely visible sheet of red energy blocking the corridor about 60 feet into the hallway.

On either side there are heavy tapestries with brightly colored geometric shapes covering the east and west exists. A dc 10 perception check will note that the west exit has a thin trail of smoke bubbling out along the edge of the tapestry (smoke from the cooking fire in Area 4).

**Setup**
There is a 50% chance that a wandering monster group arrives from the direction of the cooking fire in Area 4 after 2 rounds in this room.

*Other Details:* One of the barrels is full for a strong giant brewed ale that is quite potent. The other is full of what appears to be 1000 gold coins (actually copper coins with a thin gold plating).

If the party wants to interact with the energy sheet or if they try to pass through it, go to **Area 1 in the Dungeon Levels section.**

### 2. "Mud Room"

At one time this room was probably a well-appointed receiving area for the temple, now it is something like a mud room. Dirty gear, boots, and cloaks are hung on pegs, draped over barrels, or piled on the floor. A moderate stream of savory smelling smoke wafts from the northern door toward the eastern exit.

**Setup**
There is a 30% chance that a wandering monster group is already present in this room, shedding their mud-covered gear. If the party is attempting stealth, they can easily gain a surprise round against the monsters.

*Other Details:* The giants use this room to drop their equipment when they return from their activities. The more well trusted slaves will eventually come in and clean and mend the gear, but generally the items in this room are ignored as they have no particular value. A dedicated search of this room will turn up 2d6 items rolled of the giant's bag table above.

## 3. Preparation Room

When the temple was active, acolytes and parishioners came into this room to prepare themselves to enter the temple below. The preparation typically entailed the consumption of unwise quantities of intoxicating substances, rich foods, and other more lustful pursuits with the temple slaves. Now it is something of a dining area for the giants. There is a long rough wooden trestle table laden with bronze platters of roasted meats and vegetables. Kegs of ale from a variety of brewers have been carefully stacked against the northern wall.

**Setup**
At any given time there are 1d4 Squall Giants here eating, drinking, or wandering through.

*Other Details:* There is little other than the food and drink in this room. Careful study of the barrels suggests that many of these were likely bound for the thirsty denizens of Skyfall. A pony keg labelled "Troll Reserve" lies untapped. Troll Reserve is a potent fortified ale that is deadly to most creatures. Trolls and other regenerating creatures prize the stuff as it is one of the few liquors that can intoxicate them. Zuth (from the Crow's Nest) would happily buy this keg for 100gp.

## 4. Cooking Fire

Whatever this room used to be has been obscured by a thick layer of smoke and grease. Three fire pits full of glowing coals have been carved into the floors here and above each is a spit roasting a different manner of beast. Racks of bacon, cheese, and smoked garlic hang from every wall and the smells of roasting food are mouthwatering.

**Setup**
Chef Pete (as Squall giant but with 90hp and a cleaver that deals 2d10+4 slashing damage)
4 Grothar Servants

*Other Details:* The servants are easily cowed once the chef is defeated. They know little of the complex beyond the kitchen and their cells in the jail below. They can relate how to get through the energy curtain (see area 1 in the underground section). They can also relate that anyone that can safely pass the curtain seems to be able to bring prisoners through without the curtain injuring the prisoner.

## 5. Common Room

During the temple's heyday, this room served as a sort of chapel for those who had not fully embraced greed as their religion. The walls here are decorated with illustrations depicting individuals wisely taking more than they need now so as to be ready for later. These illustrations are all that is left of the room's former purpose as the giants now use it as a sort of living area. Low tables and benches are scattered throughout the room, covered in the trappings of gambling, and gaming. Dice, darts, cards, and other gaming materials cover nearly every surface that isn't currently supporting a plate of food or a mug of ale.

**Setup**
There are 2d4 Squall Ogres here at any given time. Unless the complex is on alert they are easily surprised and likely drunk (the party gets a surprise round and the ogres have disadvantage on their attack rolls).

*Other Details:* Various coins and gems (totaling 200 gp) are scattered about the room as wagers and antes for various games.

## 6. Giant Quarters

These rooms have been converted into sleeping areas for the giants. Despite the giant's gruff appearance most of them sleep in a fairly civilized fashion on straw or down-stuffed mattresses with heavy quilts or fine fur blankets.

**Setup**
Each of these rooms has 1d4-1 Squall Giants sleeping in it. If the complex is on alert only 1d4-3 Squall Giants are present.

*Other Details:* Typically, each room has a simple chest or barrel of belongings (roll 2d6 times on the giant bag table).

## 7. Store Room

This room began life as a store room for the temple and the giants continue to use it as such. Items that are neither valuable nor perishable are kept here. Ropes, knives, torches, and much more are stacked or hung with reasonable care in this room.

**Setup**
Quartermaster (As Squall Giant but only 50 hit points)
2 Grothar Servants

*Other Details:* Nearly any mundane item the Party might want could appear here. A common tool or piece of adventuring gear is very likely to be present 70% while rarer gear may be present at your discretion.

## 8. 1st Mate's Quarters

Once the quarters of the priest in charge of the upper level of the temple, the first mate of the crew has taken residence here. A fine oak bed fit for a giant and a massive wardrobe take up a sizeable portion of the room.

**Setup**
Ailani (a drift knight with +1 bonus to hit) is here along with her Hale Hound.

*Other Details:* Ailani isn't fond of this new turn of events for her crew, though she is completely loyal to the captain. If somehow she is befriended or charmed she will not fight her fellows but will provide accurate descriptions of the rooms below.

## 9. High Consort's Chambers

This room is a study in understated opulence.

The floor is covered in thick rugs, and fine tapestries cover the walls. Nothing here is gaudy or eye catching but the contents of this chamber are clearly expensive.

**Setup**
Squall Giant Consort (A Squall Giant with 30 less Hit Points and a +1 bonus to Armor Class)
1 Squall Ogre

*Other Details:* In addition to substantial finery and jewelry worth 500gp, there is a journal that details all of the Squall Giants recent raids. If you plan on taking the adventure a different direction that the published path this would be an ideal place for a plot seed.

### 10. Kojh's Quarters

This room is filled with trophies and treasures of all descriptions. Weapons, shields, mounted heads, and more adorn the walls. A desk with a large leather-bound journal takes up one corner.

*Other Details:* In a hidden draw of the desk (DC 15 Investigation), there is a bag of platinum coins worth 1200 gp.

### 11. Squall Throne

This room is the location of Season 3 Encounter 1.1 - Squall Giants are toast. For convenience, the encounter details are replicated below. For more information, see that encounter.

> A sudden wind whips through the air of the chamber. All around you the temple trembles slightly. Before you on a twisted throne sits the pirate lord Kojh, king of the Squall Giants. He's the first challenger you've had since taking over the Twelve, and personally ending him will go a long way to convincing your guild that Karstan's faith was not misplaced. With a roar he lifts his weapon and hurls himself at you.

**Setup**
Squall Giant Jarl
Squall Giant Driftknight

***Tactics:*** The Jarl opens by rushing the party and uses Hailstorm before wading into combat, while the Driftknight unleashes creeping frost on someone that appears to be in heavy armor. The driftknight uses his Shield Bash to harass and annoy anyone closing to melee with the Jarl, who will save gust of wind and lightning bolt for opportune moments.

***Development:*** The fortress is burning, whether from the PCs or the Giants is up to the PCs. On round two billowing smoke begins filling the area granting disadvantage on ranged attacks.

***Treasure:*** The Jarl is wearing the Squall Crown (see Appendix C: Magic Items).

## Dungeon Levels

### 1. The Downslope

This tunnel runs from the surface to the deepest level of the temple. The tunnel has two barriers that must be traversed to reach the lower levels. The first barrier, about 60 feet from the surface entrance, is a shimmering red curtain of energy. The second barrier is described under the Deep Dungeon Levels heading below. A DC 13 Arcana check will reveal the sheet is something similar to a prismatic wall, though it appears only one color. A result of 15 or higher will also reveal that the effect is ancient (likely as old as the temple itself). A DC 11 Religion check suggests that this is almost certainly some sort of test for worshippers to pass.

The sheet is not solid. Touching it but not trying to pass through the sheet is not harmful, though one gets the impression that the pain is just moments away if they do not withdraw their hand. Passing through the sheet is harmless if the person passing through sufficiently upholds the ideals of greed above all else. The giants have figured out that carrying as much treasure as possible while being intoxicated is a sure fire way to pass through unscathed, but any other action that sufficiently illustrates greed or gluttony works at GMs discretion.

Anyone passing through without taking the above precautions take 8d6 psychic damage. In addition, they must succeed at a DC 15 Wisdom saving throw. On a failed save, they may only take actions that illustrate greed or gluttony for 2d10 minutes (at your discretion).

### 2. Hall of Greed

This room is filled with art of all varieties. Statues, tapestries, paintings, and more line the walls and the floor itself is a beautiful mosaic of glittering gems.

**Setup**
At any given time 1d4 Squall Giants loiter here basking in the presence of the art.

*Other Details:* The art is subtly cursed. For every hour spent in the presence of this art a creature must succeed at a DC 13 Wisdom saving throw. On a failed save, nothing happens immediately, but the character begins to drift closer to the greed god. The next time they have the opportunity to be greedy they must indulge in their desire unless they succeed at a DC 15 Wisdom saving throw. Prolonged exposure to this artwork will eventually drive most people mad with greed.

The collected art in this room is worth well in excess of 8000 gold pieces, however the process of getting this art out of the room will take days if not weeks. In addition to the effect above, those trying to deface the temple will likely be visited by servants of the greed god. You can choose appropriate demons based on the level of the desecration committed if the party pursues this.



## 3. Guard Room

Racks of giant sized spears and shields line the walls. A small table with a half played strategy game rests in one corner.

**Setup**
2 Squall Giants

*Other Details:* In addition to their bags, each giant carries a small gold icon of the greed god with inset emerald eyes worth 50 gold.

## 4. Public Temple

Despite the passage of time this temple still appears to be well kept and opulent. Thick rugs and gold threaded tapestries cover every surface. Magical candles that never burn down cast a flickering light reflecting in the crystal chandelier overhead.

Setup
Squall Priest and 3 Squall Ogres

*Other Details:* The altar is covered in gems, coins, rare spices and other valuables. The total value of these items is 2000gp however the items are cursed. It is impossible to take an item off the altar without placing an item that is more valuable on it in exchange. Clever players that go to great lengths to circumvent this curse should be allowed to obtain the items. The god of greed would approve of their actions.

There are 6 amulets amidst the piles, these amulets are keys to get into the lower dungeon. The amulets are worthless other than as keys, but as part of the curse of the altar they cannot be removed unless each is replaced with an item worth at least 100 gold. If the party investigates, they will find that each amulet is etched with the symbol of a coin. A DC 12 History check identifies the coin as a currency that went out of production hundreds of years ago.

## 5. Treasure Room

These rooms are the treasure rooms of the god of greed. Coins, art, gems, and valuables of every sort lie in boxes and chests or litter the floor. Many of the fine art pieces are damaged, some are destroyed. The god of greed encourages obtaining valuables but not caring for them.

**Setup**
A group of 2 Squall Giants is theoretically on patrol of this level. They spend about 80% of their time in these treasure rooms. Roll a d6 when the party enters one of these room: on a 1-2 the patrol is present or arrives shortly after the party.

*Other Details:* The party can salvage 500gp each. Any more than that and they start to get dark feelings of foreboding. If they persist every item they took begins emitting a high pitched screaming that alerts the entire complex.

## 6. Jail

These dank cells hold the prisoners and servants of the giants. Each cell has a simple pallet and is locked by a heavy iron gate.

**Setup**
There are 1d6 prisoners present at any time. They are noncombatants unless there is a giant present that orders them to fight, in that case use Grothar Servant statistics.

*Other Details:* The prisoners have been fully cowed by the giants and the latent magic of the Greed God has begun to turn them in true worshippers.

## 7. Jailor

In contrast to the barren cells outside this room is more richly appointed than many a baron's bedchamber. Thick planks of rare woods form the floor and the walls are inset with beautiful shells, coral, and pearl. The overall effect is one of peace with nature, quite out of place for a jailors quarters.

**Setup**
Jailor Giant (As drift knight) and his pet Hale Hound

*Other Details:* The planks of the floor are worth 500 gp if they are removed carefully. The shells in the wall are too delicate to be removed safely. If somehow they could be removed and transported, they would fetch 750 gold from the right collector.

## 8. Barracks

This room could be at home in any guard tower or fortress in any city of any land. Double beds line the walls, and at the foot of each rests a locked chest of iron banded oak.

**Setup**
1 Squall Giant
4 Squall Ogres

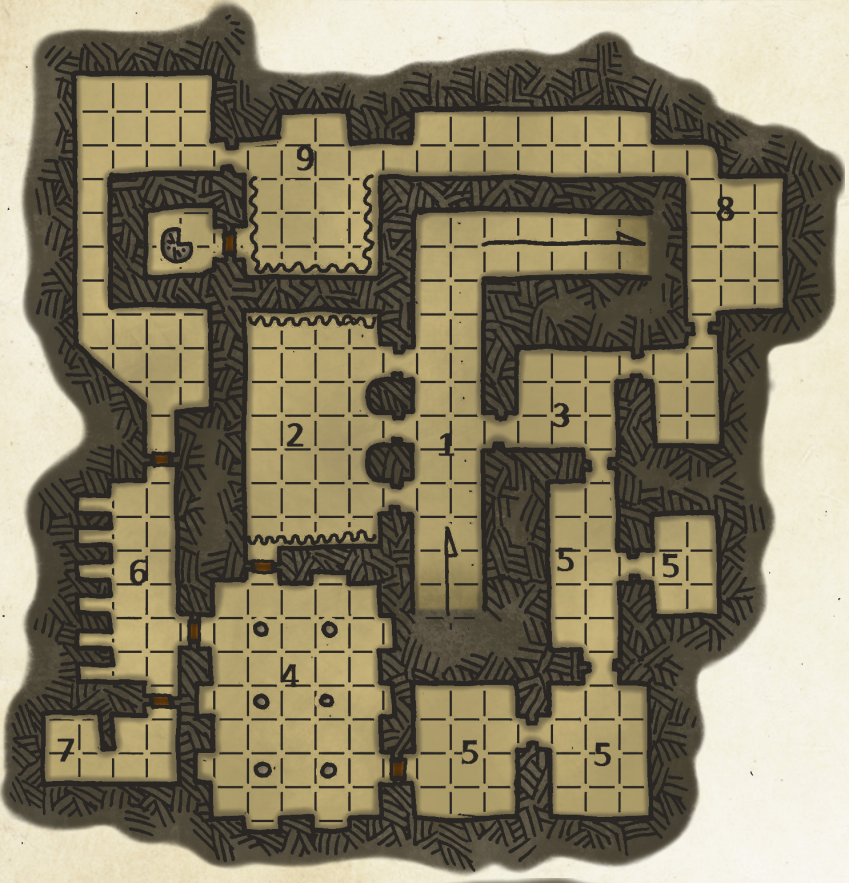
*Other Details:* Other than the contents of the footlockers (use the giant bag table), this room as little of any interest.

## 9. Greed Demon

At some point this room was probably some sort of gallery. The tapestries on the wall are amongst the finest creations of the Cloud Giant Seruvias the Weaver. They depict an endless field of scintillating crystal that seems to glow with an inner light around a towering mote of tangled vines erupting from the ground.

**Setup**
1 Greed Demon

*Other Details:* The tapestries are easy worth 2000 gold to the right buyer, they are however shockingly heavy (nearly 500lbs).







## Deep Dungeon Levels

This section of the temple is still as it was when the Greed God ruled here. Some of the Squall Giant crew has taken to restoring the temple to its former glory and the Greed God in turn hopes to use them as the basis of a new cult.

The second curtain is a much darker curtain of red energy. Much like the curtain further up the hall this is a barrier designed to keep out non-believers. See that area for details on the effects and saves dealing with the curtain. This version has a few key differences. First, only true believers can pass through. Any non-believer (even if led or carried) cannot pass the curtain without taking damage. Only characters who have acted with true greed in the last 8 hours can pass the barrier. The only exception is anyone wearing an amulet from Area 4. These amulets act as keys for the barrier and allow anyone wearing them to pass freely through the curtain of energy.

### Capturing the Feel

Any character who is truly greedy understands exactly how to pass this curtain. They cannot willingly divulge this information (even to their closest ally) unless bribed with no less than 300 gold. Otherwise the only clue on how to bypass this trap is a small sigil etched in the wall near the curtain that matches the sigil on the amulets in area 4. You can give the party a DC 14 Intelligence check to recall this seeing the symbol etched on the amulets.

### 10. Shrine

Unlike area 4 above which shows the opulence and riches of greed, this chamber shows the dangerous and wasteful aspects. Here the finely appointed furnishings have decayed and the offerings have tarnished into nothing. Items that could have be sold to feed hundreds of families have turned to dust, unnoticed, uncared for, and forgotten.

**Setup**
1 Greed Demon
1 Squall Giant Consort

*Other Details:* There is nothing else of value in this room.

### 11. Holy Quarters

This room is consumed nearly entirely with a pile of treasure. Coins, gems, weapons, art, is piled to any average depth of 3 feet in this room.

**Setup**
2 Greed Golems

*Other Details:* There is no actual treasure in this room. The greed golems are taking advantage of their False Appearance ability to lure the party in.

### 12. Gallery

This simple stone room is crafted with understated perfection. The bricks are perfectly identical and aligned to exact angles. A single small painting adorns the north wall. The painting is a cursed object designed to entrap the minds of those who spend too much time looking at it.

**Mindtrap Painting**
*Magical Trap*
This painting appears completely normal, and of middling quality, until it is placed in a gallery or viewing chamber. This causes the magic of the painting to take effect. Each viewer sees something different, but all agree it is amongst the most stunning piece of art ever created.

The trap can be detected with a DC 15 Arcana check, but it cannot be disabled. Casting dispel magic or remove curse will temporarily shut down the painting's magic, leaving it inert for 1d10 minutes.

Any creature looking at the painting while within 60 feet of it must make a DC 15 Wisdom saving throw. On a failed save, that creature is enthralled and becomes lost in the beauty of the painting. However, their body takes on a mind of its own, acting as though it had failed a saving throw against the confusion spell. A creature under this effect receives a new saving throw at the end of each of their turns, ending the effect on itself with a successful save. After saving, that creature is immune to the effects of the painting for one minute.

If a creature spends more than 1 hour observing the painting (whether it made the initial saving throw or shook off the effects later), it must make a DC 18 Wisdom saving throw with disadvantage, or lose its mind to the painting forever. Its body will continue to act as though it had failed a saving throw against the confusion spell permanently, and will take only the actions cause by that spell until it is slain or dies of starvation.

*Other Details:* The painting has to be displayed in a gallery to have any effect. The proper buyer would likely trade a magic item for this painting.

### 13. True Temple

Every surface of this room is mirrored, casting grossly distorted reflections no matter where you look.

**Setup**
A Squall Giant Priest is here, basking in his own reflection. His bound Greed Demon is with him.

*Other Details:* There is an ornamented altar near one side of the room. If the party manages to pry it from the floor (DC 15 Athletics check), it is worth 500 gp.

## Conclusion

Most likely, the party should reach Kojh at or near the end of this adventure, due to the layout of the Temple of Greed. If they do, you should be able to transition them directly into Season 3 without any issue. However, if they don't, you'll need to adapt the introduction to Season 3 slightly to account for the party slaying Kojh earlier than expected and continuing to explore the Temple.

# Fate of the Skol

*A Side Quest for 13th Level Characters*

## Summary

The party wakes up in a cave with their last memory being the fight against the Drow prince. In exploring the cave they have the chance to learn a bit about the High and the Low god and a deal more about the fate of the Skol Empire. They will have to contend with infected Skol and Coral like monsters of the Low God before coming ace to face with the Skol queen in her infected state. After freeing her and possibly learning the truth of the fall of her species, their final task is to make a leap of faith and trust in the high god.

## Background

In ages past, when the Low god rose out of the deep not on the tentacles of leviathans but in massive chaotic spires of coral it was the Skol Queen Cheth'al who became the High god's avatar. In a fierce battle of Skol vs coral walker on the besieged cliffs, Cheth'al sacrificed herself by allowing the Coral to absorb her. By enduring millennia of pain, she stemmed the tide of chaos in that age.

As a reward for her service, the High God brought her to his plane to live out her days as peacefully as she could. Recent events on the island have weakened the High God's position and Cheth'al has awakened from her numbing slumber to find her hive nearly destroyed and herself little more than a statute of coral. She decided weeks ago that it was time to let her hive join the other Skol Queens in their eternal rest, but it wasn't until she sensed the party nearby that she hatched a plan.

### What Really Happened To The Party

The Prince, as avatar of the Swarm Lord (an aspect of the low god) in his rage hurled the party through the planes of existence. Their intended destination was the crushing black depths of the Low God's trench. There the party would have been crushed and eaten by the low god and its spawn. Luckily for the heroes, one of the High God's old avatars sensed their presence and manipulated the magic to bring them to her living tomb.

### Encounter 1 – Got To Stop Waking Up Like This

The party finds themselves in a cave of some sort, it is pitch black and other than the sounds of water they seem to be alone.

**Read or Paraphrase:**

You do not know precisely what happened. Moments ago you fought the prince; now it is pitch black. The cold, damp stone floor beneath you suggests you are not dead, but it is black as pitch and you feel a strange pressure as if you are deep below the earth.




There are no immediate threats in this room though waking up in a completely dark cave should be disconcerting. Once the party gets a light source they see they are in a small cave with colorful drawings on the walls.

- The Drawings are painted on the wall using some sort of water proof pigment. The following information can be gleaned from the painting with appropriate rolls, (suggestions below)
- The work appears ancient the stars depicted suggest thousands of years have passed since these were made.
- The work appears to be done by a Skol. Skol artists are generally known to paint hive memories.
- The paintings in this room seem to depict an orderly fulfilling, happy (for a Skol) life.
- The paintings continue west out the passage way

## Encounter 2 – Intruder Alert

This small cave was once a food storage cellar for the Skol. As the Skol no longer eat, the drones here have not moved for centuries. The coral has consumed nearly their entire forms.

This small room is empty save for a trio of strange statues in the center of the room depicting what you suspect are abstract skol figures.

**Setup**

The statues are in fact Skol Drones that have been nearly completely consumed by Low Coral.

***Tactics:*** Centuries of inactivity have dulled the Skol's reflexes. After 1d4 rounds (or being attacked) the Statues burst into deadly movement. The drones were never tacticians and consumption by living coral and the passage of time has not sharpened their tactical sense. They fight directly and to the

death.

***Development:*** When the last of the Skol falls, a disconnected voice whispers "Thank you, we will see you soon."

The paintings in this room depict much the same subject matter as in area 1. Careful study reveals:

- There is the sense the hive is militarizing. More Warriors fewer drones. And the weapons appear more sophisticated.
- Here and there the pictures depict crystals that seem to be important somehow to their religion.
- The pictures culminate on the door to this chamber, a strange organic shell like substance. The door is painted almost exclusively in the crystal motif and the following words are engraved upon in in Old Skol "Once you commit, you can never go back"

## Encounter 3 – Coral, Not So Harmless

This room is wall to wall coral. Pillars of living coral reach to the ceiling and the walls are a riot of living color and shape.
Upon opening the door cold salt water rushes passed you and rising to your knees. It appears the rest of the complex is partially flooded. This room appears to have living coral on nearly every surface. The blast of colors and shapes might be pleasing to the eye but you have an unsettling sense of dread when gazing upon it.

**Setup**
Coral Room

***Tactics:*** The coral room fights to the death. It is the whole room so it doesn't pursue the party if they leave, but it will remember them and wait for their return.

***Development:*** If, and only if, the party defeats the monster and painstakingly remove the coral from the walls, they find paintings similar to the ones on the rest of the walls in this complex.

- These paintings show the Skol formally aligning with the High God.
- The crystal motif continues and becomes central.
- War is depicted with Skol fighting strange coralline monstrosities.

## Encounter 4 – Egg Chamber

At the end of a long winding passage this small chamber was once the nursery of the Skol Nest. The keepers, Skol tasked with the upbringing of the next generation rest here waiting with little hope for new eggs to tend.

The hallway leading to this chamber is painted with images of young Skol going from Larva to adult. The passage slopes downhill and total submerges before it terminates in a small cave with dozens of small recesses. The water fills the cave from floor to ceiling. A half dozen coral infected skol crawl from recess to recess tending patches of bulbous coral.

Setup
6 Skol Nursedrones

***Tactics:*** The Nurse Drones initially fight with a rage born of trying to defend their young. If the party is able to convince them there are no young, the Skol continue to fight but only because they are compelled to by the Coral. If the party tries to converse with the Skol during the fight, they find the Skol are surprisingly chatty. They ask the party to destroy the abominations they have become and find a way to propagate the Skol race.

***Development:*** When the Nurse Drones are defeated the strange voices echoes again "The last of our servants, they deserved better but you are all we have to offer aren't you?"

## Encounter 5 - Filament Swarm

If the party investigates the Bulbous Coral or when they begin to exit the chamber the coral cracks open like and egg and hundreds of filament larvae pour out forming a swarm. The party can either fight the swarm of quickly swim back up the hallway as the swarm cannot survive on land.

**Read or Paraphrase:**

> With a crack the bulbous coral eggs burst and the water is filled with clouds of small creatures. Each is no bigger than a finger trip but trails a yard of glistening filament behind it. The creatures billow and swarm like a floating cloud of slicing death.

**Setup**
Filament Swarm

***Tactics:*** The filament swarm will give chase and attempt to devour the party to the best of its ability.

***Development:*** None. The swarm fights to the death.

## Encounter 5: Coral Golem

The door to this chamber is made of the same organic shell material as the door to this room. Unlike that door, this one leaks around the seams and even appears to bow out slightly. If the party opens the door, they unleash a deluge of water that increases the depth in the rest of the complex by about a foot. Immediately after opening it, every creature within 20 feet of the door needs to make a dc 13 Strength Save. If they fail the save they are knocked prone and pushed 15 feet.
As you open the door water comes flooding out like a tidal wave. Before the water level has equalized a nine foot tall coral statue comes wading toward you.

**Setup**
Coral Golem

***Tactics:*** The coral golem positions itself to use #power

to best effect. Otherwise it tries to attack a foe and pin them to the ground hoping to drown them.

***Development:*** Again this room is covered in coral and beneath that coral, paintings. The paintings depict crystalline skol, glittering with inner fire. These divine beings battle living reefs of coral as well as hordes of smaller coral monsters. It is noticeably that far fewer normal skol are depicted and almost no larvae are seen at all.

## Encounter 6: Approaching the Queen

The slick stone steps leading down into this chamber are covered in 3 feet of water, forcing the party to wade or swim.

**Read or Paraphrase:**

> As you swim down the passage the wall open up into a wide cavern filled with sea water. The water is strange black and unmoving. A low stone island cuts the surface, the island is barren except for a strange mass of coral and a swarm of coral skol standing in a silent vigil.

**Setup**
Coral Skol Warriors

***Tactics:*** The warriors stand watch over their queen (The mass of Coral). If any of the party sets foot on the island the Skol attack. They stand back and use their coral stingers unless any enemy comes within melee range. They try to avoid letting on just how slow the coral has made them, moving only the minimum distance needed to keep the party in range.

***Development:*** When the Last warrior is slain, the voice whispers again "Ah, I am the last I feel almost myself again. Quickly, come to me."

## Encounter 7 – The Queen

After the voice speaks in the previous encounter the mass of coral begins moving.

**Read or Paraphrase:**

> With a crack and a cry of pain the great mass of coral begins to move. It unfolds and stretches revealing a massive Skol with an elongated body and a massive head. The queen is covered in coral and great red welts streak the last of her original flesh.

Setup
Coral Skol Queen

***Tactics:*** The queen is in agony, and fights violently. She cares little for her own survival, hoping only for the end.

***Development:*** After her defeat, the queen is greatful for the party's assistance in bringing about her death. The queen is in a great deal of pain but can answer a few questions should the party wish. Her memories are clouded by pain, the coral, and the lingering numbing magic of her eons long slumber.

- She does not know what happened to the Skol. She no longer hears the Queen Song and assumes she is truly alone.
- She ascended to be the Avatar of the High god ages ago, but she was already in her slumber when the last of the Skol Queens died.
- If the party has pieced together the paintings she can confirm or add to their findings. The story as she can tell it is:
- When the Hive first arose all was good. Thousands of voices sang together. As the number of voices grew so too did dissent and chaos. The high crystal offered order.
- In return for order, The High Crystal expected warriors to fight. The High Crystal wanted warriors without voice.
- Over time thousands of voices became hundreds. Soon the queens were the only voice, this was good and orderly. There was no dissent.
- The High Crystal taught the queens how to make Crystal Skol. These perfect beings amplified the voice but did not speak their own words.
- She merged with the High Crystal and defeated their enemies. The pain is a small price to pay for order.

## Cut Scene – Avatar of Order

When the party seems to be out of questions, **Read or Paraphrase:**

> When is seems as though the queen as spoke her last, suddenly your mid is filled with a chorus of voices. For a moment that stretches to the dawn of this world you know the hive mind of the Skol. Memory flashes.

**Setup**
Mutation
Strife
Growth
Resurrection

## Unique Mechanics: Skol Chorus

> The players join the chorus of the Skol they are witnessing and controlling the Queen as she fights the Coral Legion of the Low God. One player plays as the Queen, the others play as voices in the chorus.

The Queen fights with the low god's four coral beasts in a standard combat encounter. As an added twist, track the power level of the Skol Empire vs Chaos each round. At the beginning of combat each side has ten points. At the end of each round, the total change based on which of the beasts are left alive.

The low god's servants are comprised of four

coral beasts:

**Mutation.** This swarm of coral spores infects the perfect crystalline structure of the skol and spins off wild random life. Each round Mutation is alive the Skol Empire loses 1 point and chaos gains two points.

**Strife.** This massive coral giant wields a razor sharp blade. Where it hits in not only severs chitin but also the hive mind. Each round that Strife is alive, the Skol Empire loses two points.

**Growth.** This Coral beast resembles a Skol Queen, every creature she touches begins to experience a sort of rapid pregnancy. Each round that Growth is alive Chaos gains 4 points.

**Resurrection.** This flying coral monster resembles a phoenix. Every creature it kills is reborn. While resurrection is alive, the other beats cannot be killed.

The players in the Chorus must try to restore harmony and guide the Skol empire. Number each remaining player 1,2,3,4, etc. until each player has a distinct number. On each players turn they make take the following actions:

1. Attempt to persuade the queen to attack a particular beast (grant advantage against a specific beast. This advantage lasts until the queen attacks or until she is granted advantage by another player.
2. Attempt to convince another player to join you make an opposed social check against another player. If you win that player's # changes to match yours and that player now acts on your turn.

At the end of the chorus' turn compare group numbers. If one group has more members than any other number, the Skol empire gains a number of points equal to the number of members of that number group. For example, if at the end of the first round of combat there are 2# 1s a #3 and a #4, the Skol empire gains two points. If there were 2 #2s and 2#4s the Skol get no points. Chaos gains points equal to the number of groups.

Combat ends when the beasts are destroyed, the Skol Empire is reduced to zero points or Chaos reaches 40 points.

If the beasts were destroyed the party gains the following permanent boon:

> **Telepathic Bond.** Each party member can communicate using the Skol Chorus. This ability can be used to communicate with Skol, or party members within 100 feet.

**Read or Paraphrase:**

> As your mind clears, you retain some of your connection to the Skol hive mind. You can sense the general thoughts and emotions of those allies who shared your vision.

If the Skol Empire was reduced to 0 points the party gains the following permanent boon:

> **Price of Discord.** Any time the party argues strategy or tactics they lose a healing surge. However if they argue and come to an agreement, they gain advantage on their next initiative check.

**Read or Paraphrase:**

> As your mind clears, you sense a strained discord within your allies. You now understand the cost of true order in its purest form.

If chaos won by reaching 40 points, the party gains the following curse:

> Chaos Ascendant. At some point in the campaign when a leviathan or abomination would die, instead it is restored to full hit points and the party has a brief flashback of Resurrection.

**Read or Paraphrase:**

> As your mind clears, you are flooded with an overwhelming sense of hopelessness. How can you hope to stand against the might of the low god?

## Encounter 8 - Coral Behemoth

With the Queen dead, any remaining skol in the cave pass into oblivion. The party is free to explore or take a long rest.

With the last Skolqueen dead, a strange feeling settles over the cave. It isn't clear what is different but somehow everything feels smaller as if the last trace of an ancient magic is gone.

Once the party has done all they intend to do, there is a commotion from the water to the west.

**Read or Paraphrase:**

> A massive serpent or snake like creature surfaces. Light reflects dully off its polished coral scales and its baleful eyes glow a sickly green. A cacophony of voices emanate from it "you've robbed me the joy of destroying one of my enemies favored servants. No matter you'll do well enough"

**Setup**
Coral Behemoth

***Tactics:*** The Eel's psychic abilities do not require line of sight and works just fine from below the water. The eel fights dirty to force the party to attack in in its own domain. This fight is extremely deadly, but the party should be well rested.

***Development:*** None, the eel fights to the death.

## Conclusion – Leap of Faith

With the immediate threat of the cave resolved. Now



the party is faced with figuring out how to escape. It is clear the only exit from this cave is the way the coral eel entered. In the northwest corner of the cave there is a ten foot opening that leads to what you assume is a vast and dark ocean. A circle of glowing runes tines the opening.

The glowing runes are an ancient spell designed to keep the water out. Given the state of the cave it is clear they have been failing for a long time. A DC 11 arcana check is sufficient to inform the party that exiting the cave will destroy the last of the rune's magic. Whatever is on the other side of the runes, once the party crosses the barrier, there is no going back.

Once on the other side of the runes the cave does in fact open up to the ocean. Above the party at a distance likely to far to swim sunlight beckons. Below the party is a swirling inky darkness through which swim dozens of the coral eels. A pure blue light cuts the darkness like a knife emanating from a huge crystal monolith. The crystal appears to be at the far end of the range the party can reach.

What the party does is totally up to them. Here are some expected results and how to handle them. As always reward creative play.

- Swim for the surface. Unless the party has a solution beyond swimming the surface is too far to reach. One by one they drown and fade to black. They awaken on the beach in the next season.
- Swim toward the blackness. This is obviously suicidal. The party is aware of the fact. If they insist you can either leave them to their fate or perhaps the High god intervenes pulling them away. They awaken on the surface.
- Swim for the crystal. A warm light fills the party. They feel a sudden calm and ordered peace. The party permanently gains one hit die of the largest size they have. They awaken on the beach in season four.
- The party devises some solution that seems like it should work. The plan succeeds; the High god respects resourcefulness and even the low god begrudgingly acknowledges the chaos they bring by not adhering to the rules of the conflict. The next time the party fails a roll at a critical time, let them reroll.

# Appendix B: Bestiary

## "343" Guilty Shade

*Medium undead, neutral good*

**Armor Class** 14
**Hit Points** 125
**Speed** 0 ft., fly 60 ft. (hover)

| | | |
|---|---|---|
| **STR** 6 (-2) | **DEX** 19 (+4) | **CON** 18 (+4) |
| **INT** 16 (+3) | **WIS** 14 (+2) | **CHA** 10 (+0) |

**Damage Resistances** acid, cold, fire, lightning, thunder, bludgeoning, piercing, slashing damage from weapons that are not silvered
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Orcish
**CR** 9

**Incorporeal Movement.** The shade can move through other creatures and objects as if they were difficult terrain. It takes 1d10 (5) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the shade has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Multiattack.** The guilty shade makes two Soul Drain attacks.

**Poke.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1 necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by one. This reduction lasts until the target completes a long rest. The target dies if this effect reduces its hit point maximum to zero.

**Soul Drain.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5d8+4 (26) necrotic damage. The target must make a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target completes a long rest. The target dies if this effect reduces its hit point maximum to zero.

***Raised from death to help operate the Undead Library, this spirit has been a cog in the machine for so long it no longer has an identity. It took its first name from the bookshelf it was responsible for, and added the surname after it was corrupted by Henrik Latal. Though 343 is bound to betray the party, it feels really, really bad about it.***

## Abomination Hulk

*Large monstrosity, chaotic evil*

**Armor Class** 17
**Hit Points** 210
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 8 (-1) | **CON** 20 (+5) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 6 (-2) |

**Senses** darkvision 120 ft., passive Perception 10
**Languages** -
**CR** 10

### Actions

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 6d10+6 (39) bludgeoning damage, and the target is knocked prone.

### Bonus Actions

**Stomp.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 3d10+6 (22) bludgeoning damage and the target is incapacitated until the abomination's next turn.

***This was once a man; now infused with massive amounts of power by the low god, it has swelled in size into a monstrous pile of muscle and veins. Though it defends Karstan, it is in reality only a vessel of power to be sacrificed to his ascension.***

## Abomination Swarm

*Gargantuan swarm of Large monstrosities, chaotic evil*

**Armor Class** 25
**Hit Points** 766
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 30 (+10) | **DEX** 10 (+0) | **CON** 28 (+9) |
| **INT** 7 (-2) | **WIS** 8 (-1) | **CHA** 10 (+0) |

**Saving Throws** Dexterity +9, Intelligence +7, Wisdom +8, Charisma +9
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 120 ft., passive Perception 9
**Languages** -
**CR** 30

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

**Lost in the Masses.** Any time the swarm is targetd by a spell, roll 1d6. On a 1-4, the spell fails to affect a large enough number of abominations, and has no effect on the swarm. On a 5 or 6, the spell functions as normal.

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

**Pure Madness.** Creatures that start their turn in the same space as the swarm must make a DC 17 Wisdom saving throw or spend its turn doing nothing as it writhes in madness.

### Actions

**Multiattack.** The swarm can make up to 5 Rend attacks against any creatures in its space.

**Rend.** *Melee Weapon Attack:* +19 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 4d10+10 (32) slashing damage.

**Consume Flesh (Recharge 5–6).** Each creature in the same space as the swarm must make a DC 27 Constitution saving throw, taking 20d6 (70) necrotic damage on a failed save, or half that amount on a successful one.

### Legendary Actions

The swarm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The swarm regains spent legendary actions at the start of its turn.

**Attack.** The swarm makes a rend attack.

**Move.** The swarm moves up to half its speed.

**Consume (Costs 2 Actions).** The swarm uses Consume Flesh if it is available.

***This is not just a pack of low spawn turning the ocean white as it thrashes about; these leviathans fight as one, posing a threat to even the largest of foes.***

## Adult Swarm Dragon

**See Entry - Swarm Dragons**

## Animated Statue (Minotaur)

*Large construct, unaligned*

**Armor Class** 18
**Hit Points** 120
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 11 (+0) | **CON** 16 (+3) |
| **INT** 5 (-3) | **WIS** 3 (-4) | **CHA** 1 (-5) |

**Damage Immunities** poison, psychic
**Condition Immunites** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6
**Languages** -
**CR** 7

**Antimagic** Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False** Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

**Charge.** If the statue moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 2d8 (9) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### Actions

**Multiattack.** The minotaur statue makes a gore attack, then two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d12+4 (17) slashing damage.

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+4 (13) piercing damage.

***A massive stature of a minotaur wielding a greataxe that plays a part in the initiation rituals of the Twelve. It is a fairly simple automaton that destroys anyone who comes near it as part of a flooded hallway trap.***

## Baelfyre Cultist

*Medium humanoid (human), chaotic evil*

**Armor Class** 12
**Hit Points** 40
**Speed** 30ft.

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

**Senses** passive Perception 9
**Languages** Common, Orcish
**CR** 1

**Summon Abomination.** If at least three Baelfyre Cultists spend 5 consecutive rounds channeling and taking no other actions or movement, they can summon one Unformed Horror for each cultist that completes the ritual. Starting an abomination ritual and not completing it can have occasional negative side effects.

**Masochistic Streak.** Whenever a cultist takes damage, it gains a +1 bonus to attack rolls and weapon damage rolls for one round.

**Chill Touch.** The cultist knows the cantrip *chill touch*. Its spellcasting ability score for this cantrip is Intelligence (spell save DC 13, spell attack +5).

### Actions

**Multiattack.** The cultist makes two quarterstaff attacks, or a quarterstaff attack and casts *chill touch*.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) bludgeoning damage.

***The typical member of Henrik Latal's following, these cultists are robed, hooded, holding a quarterstaff, and ready to sacrifice you at a moment's notice.***

## Belorin

*Medium humanoid (elf), neutral evil*

**Armor Class** 14 (with mage armor)
**Hit Points** 7
**Speed** 30 ft.

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

**Skills** Arcana +4
**Senses** low light vision 60 ft., passive Perception 10
**Languages** Common, Elven
**CR** 1/2

**Fey Ancestry.** Belorin has advantage on saving throws against being Charmed, and magic can't put the him to sleep.

**Spellcasting.** Belorin is a 2nd level spellcaster. His spellcasting ability is Intelligence (spell save dc 12, +4 to hit with spell attacks). Belorin has the following wizard spells prepared:

**Cantrips (at-will).** *ray of frost, light*
**1st** level **(3 slots).** *mage armor, magic missile, sleep*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft. one target. *Hit:* 3 (1d4 + 1) piercing damage.

***This elvish mage and his retinue are generally out of their depth when outside the city of Skyfall. The tend to cover this fact with a great deal of intelligent sounding plans and an unwavering sense of self-worth.***

## Belorin's Apprentices

*Medium humanoid (elf), neutral evil*

**Armor Class** 11
**Hit Points** 4
**Speed** 30 ft.

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

**Skills** Arcana +4
**Senses** low light vision 60 ft., passive Perception 10
**Languages** Common, Elven
**CR** 1/8

**Fey Ancestry:** The Apprentice's have advantage on saving throws against being Charmed, and magic can't put the him to sleep.

**Cantrips:** The apprentices can cast cantrips. Their spellcasting ability is Intelligence (spell save dc 12, +4 to hit with spell attacks). The Apprentices know the following cantrips:

**Cantrips:** *acid splash, dancing lights*

### Actions

**Dagger:** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft. one target. *Hit:* 3 (1d4

+ 1) piercing damage.

# The Black Legion

***This kobold-only mercenary group was excommunicated from Skyfall for atrocities committed during the Night of Fires. Since then they have fought for whoever would pay for them, and quite often against the city. Their bat-riders can attack from above while brigadiers direct the attacks of the soldiers and confessors below.***

## Black Legion Batrider

*Small humanoid (kobold), lawful evil*

**Armor Class** 15
**Hit Points** 44
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 14 (+2) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 9 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Draconic
**CR** 2

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

**War Saddle.** While mounted, the batrider is immune to forced movement, as well as the prone and restrained conditions.

**Diving Charge.** If the batrider's mount ends a Dash action adjacent to an enemy, the batrider's next attack against that enemy deals an additional 3d6 (10) damage.

### Actions

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) bludgeoning damage.

## Black Legion Brigadier

*Small humanoid (kobold), lawful evil*

**Armor Class** 17
**Hit Points** 122
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 17 (+3) | **CON** 15 (+2) |
| **INT** 13 (+1) | **WIS** 10 (+0) | **CHA** 15 (+2) |

**Saving Throws** Strength +4, Intelligence +4
**Skills** Acrobatics +6, Stealth +6
**Damage Resistances** acid
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Draconic
**CR** 6

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Multiattack.** The brigadier makes three shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage and 2d6 (7) acid damage.

**Black Dragon "Breath" (Recharge 5–6).** The brigadier throws one of its canisters of acid at a point of its choosing within 30 feet. Each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 8d6 (28) acid damage on a failed saving throw, or half that amount on a successful one.

**Inspire "Courage".** Each kobold within 30 feet of the brigadier can immediately use its reaction to take the Dash, Disengage, Dodge, or Hide action.

## Black Legion Confessor

*Small humanoid (kobold), lawful evil*

**Armor Class** 15
**Hit Points** 72
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 17 (+3) | **CON** 15 (+2) |
| **INT** 13 (+1) | **WIS** 10 (+0) | **CHA** 15 (+2) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Draconic
**CR** 3

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Masochist.** The Black Legion's torturers, or Confessors, revel in dealing and receiving pain. Whenever a Confession takes damage, it gains advantage on attack rolls until the end of its next turn. If it already has advantage from another source, it instead deals 1d6 (3) additional damage on all weapon attacks for the same duration.

### Actions

**Multiattack.** The confessor makes a Pain Spike and a Poisoned Scourge attack.

**Pain Spike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage. If the confessor deals extra damage on this attack from Masochist, the target must make a DC 13 Wisdom saving throw or be incapacitated until the confessor's next turn.

**Poisoned Scourge.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4+3 (8) slashing damage, plus 2d6 (7) poison damage.

## Black Legion Soldier

*Small humanoid (kobold), lawful evil*

**Armor Class** 15
**Hit Points** 35
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 15 (+2) | **CON** 12 (+1) |
| **INT** 9 (-1) | **WIS** 10 (+0) | **CHA** 12 (+1) |

**Skills** Intimidate +5
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Draconic
**CR** 1

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Mastered Fear.** The Black Legion's kobold footsoldiers have overcome and embraced fear. A Black Legion Soldier is immune to fear, and has advantage on all intimidate checks.

### Actions

**Multiattack.** The soldier makes a shortsword attack, then uses Fierce Gaze.

**Shortsword.** *Melee Weapon Attack:* +4 to attack, reach 5 ft., one target. *Hit:* 1d6+2 (5) slashing damage.

**Fierce Gaze.** The soldier chooses one creature within 20 feet that can see it and makes an Intimidate check. That creature must make a Wisdom saving throw with a DC equal to the result of the Intimidate check. On a failed save, that creature has disadvantage on attack rolls until it deals damage to the soldier that intimidated it.

## Blank Slate

*Medium humanoid (varies), neutral*

**Armor Class** 13
**Hit Points** 50
Speed 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 11 (+0) | **CON** 14 (+2) |
| **INT** 4 (-3) | **WIS** 6 (-2) | **CHA** 3 (-4) |

**Condition Immunities.** Charmed, Frightened.
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Orcish
**CR** 1

**Unfeeling.** Blank slates have resistance to all damage except psychic unless they are possessed by Henrik Latal.

### Actions

**Slam.** *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 1d8+2 (6) bludgeoning damage.

***These victims of Latal's cult have been wiped completely of their minds in preparation for further experimentation or outright exploitation. They are completely unresponsive until compelled by the cult to take action.***

## Bleachscale Lizardfolk

*Medium humanoid (lizardfolk), chaotic evil*

**Armor Class** 15
**Hit Points** 33
**Speed** 30 ft., swim 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 10 (+0) | **CON** 12 (+1) |
| **INT** 4 (-3) | **WIS** 10 (+0) | **CHA** 5 (-3) |

**Skills** Athletics +4, Perception +2, Surivial +4
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Draconic
**CR** 2

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Sunlight Sensitivity.** While in sunlight, the lizardfolk has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Feral.** The lizardfolk has advantage on melee attack rolls against a creature that is below its maximum hit points.

### Actions

**Multiattack.** The lizardfolk makes a bite attack and a club attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) piercing damage.

**Club.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) bludgeoning damage.

***The remnants of a race of lizardfolk that were marooned ages ago on the Plane of the high god's retreat. They resemble dragonborn but are built much slighter, made for hiding and not attacking.***

## Blinkbite Spider

*Medium monstrosity, chaotic evil*

**Armor Class** 14
**Hit Points** 58
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 3 (-4) | **WIS** 10 (+0) | **CHA** 5 (-3) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages**
**CR** 2

**Avoidance.** If the spider is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

**Displacement.** The spider projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the spider is incapacitated or has a speed of 0.

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) piercing damage, and the target makes a DC 13 Constitution saving throw, taking 2d6(7) poison damage on a failed save, and half that amount on a successful saving throw.

**Teleport (Recharge 5–6).** The spider teleports up to 60 feet to a point that it can see. It can make one bite attack before or after the teleport.

***These large spiders seem to jump in and out of existence much like blink dogs. They are particularly vicious, and attack most humanoids on sight.***

## Bloodfire Wasp

**See** Entry - Hivefire Wasps

## Bloodfire Wasp Swarm

**See** Entry - Hivefire Wasps

## Bloodleech Ooze

*Large ooze, chaotic evil*

**Armor Class** 8
**Hit Points** 100
**Speed** 20 ft., climb 20 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 7 (-2) | **CON** 18 (+4) |
| **INT** 1 (-5) | **WIS** 6 (-2) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing
**Damage Immunities** slashing, necrotic
**Condition Immunites** blinded, charmed, deafened, exhaustion, frightened, prone
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** -
**CR** 5

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Spider Climb.** The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Bloodleech.** Whenever the bloodleech ooze has reduced a total amount of Constitution equal to 5 or more using its Leeching Pseudopod ability (any combination of Constitution loss across any number of creatures), it splits into two new oozes if it is Medium sized or large and has at least 10 hit points remaining. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.

### Actions

**Leeching Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) bludgeoning damage, and the target must make a DC 13 Constitution saving throw. On a failed save, the target's Constitution is reduced by 1. Constitution lost from this ability is restored after a short or long rest. A creature reduced to zero Constitution dies.

***This ooze is known for its deep red color and its habit of feeding the blood of the living to multiply in numbers.***

## Bloodstained Spirit

*Medium undead, chaotic evil*

**Armor Class** 11
**Hit Points** 45
**Speed** 0 ft. (30 ft. while manifested), fly 40 ft. (0 ft. while manifested)

| | | |
|---|---|---|
| **STR** 7 (-2) | **DEX** 13 (+1) | **CON** 10 (+0) |
| **INT** 14 (+2) | **WIS** 10 (+0) | **CHA** 17 (+3) |

**Skills** Deception +11
**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** cold, necrotic, poison
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained (while manifested, the spirit is not immune to grappled, prone, or restrained)
**Senses** darkvision 60 ft., passive Perception 10
**Languages** any languages it knew in life (Common)
**CR** 4

**Ethereal Sight.** The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 1d10 (5) force damage if it ends its turn inside an object.

**Perfect Manifestation.** The bloodstained spirit can manifest physically as an action, and can remain manifested for up to 1 hour, after which it must complete a short or long rest before manifesting again. Whenever the spirit is manifested, it appears completely normal, loses incorporeal movement, and can interact with objects physically as normal. It is indistinguishable from a living creature, though certain magic may be able to determine the truth (such as true seeing). The spirit can end this effect as a free action.

### Actions

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4d6+3 (17) necrotic damage

**Etherealness.** The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of the ghost that can see it must succeed on a Dc 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4x10 years. A frightened target can repeate the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this spirit's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of its occurring. This ability does not function while the spirit is manifested.

**Devour Soul** (Recharge 6). One creature within 5 feet of the bloodstained spirit must make a DC 13 Charisma saving throw. On a failed save, the target gains one level of exhaustion. If a creature dies due to the exhaustion caused by this ability, its soul is destroyed permanently (it cannot be resurrected by any spell below 9th level).

***These cursed souls look in every way like normal sailors until they attack, when they reveal themselves as the bloodstained specters they actually are.***

## Bloodstained Spirit Captain

*Medium undead, chaotic evil*

**Armor Class** 16
**Hit Points** 95
**Speed** 0 ft. (30 ft. while manifested), fly 40 ft. (0 ft. while manifested)

| | | |
|---|---|---|
| **STR** 7 (-2) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 14 (+2) | **WIS** 10 (+0) | **CHA** 18 (+4) |

**Skills** Deception +14
**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** cold, necrotic, poison
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained (while manifested, the spirit is not immune to grappled, prone, or restrained)
**Senses** darkvision 60 ft., passive Perception 10
**Languages** any languages it knew in life (Common)
**CR** 8

**Ethereal Sight.** The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 1d10 (5) force damage if it ends its turn inside an object.

**Perfect Manifestation.** The bloodstained spirit can manifest physically as an action, and can remain manifested for up to 1 hour, after which it must complete a short or long rest before manifesting again. Whenever the spirit is manifested, it appears completely normal, loses incorporeal movement, and can interact with objects physically as normal. It is indistinguishable from a living creature, though certain magic may be able to determine the truth (such as true seeing). The spirit can end this effect as a free action.

### Actions

**Greater Withering Touch.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6d6+4 (25) necrotic damage.

**Etherealness.** The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of the ghost that can see it must succeed on a Dc 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4x10 years. A

frightened target can repeate the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this spirit's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of its occurring. This ability does not function while the spirit is manifested.

**Devour Soul** (Recharge 5–6). One creature within 5 feet of the bloodstained spirit must make a DC 15 Charisma saving throw. On a failed save, the target gains one level of exhaustion. If a creature dies due to the exhaustion caused by this ability, its soul is destroyed permanently (it cannot be resurrected by any spell below 9th level).

***This particular bloodstained spirit was the captain of the vessel before it smashed into the reef. Unlike his crew, he does not attempt to trick those who see him, and instead attacks with morose finality.***

## Bonk, Bugbear Brawler

*Medium humanoid (goblinoid), chaotic neutral*

**Armor Class** 13
**Hit Points** 67
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 12 (+1) | **WIS** 9 (-1) | **CHA** 10 (+0) |

**Skills** Intimidate +2, Stealth +5
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, bugbear
**CR** 2

**Fists of Fury.** Bonk's unarmed strike deals 1d8 damage (included in attacks below).

**Tough as Nails.** Bonk has advantage on saving throws to resist the following conditions: restrained, incapacitated, stunned, or paralyzed.

### Actions

**Multiattack.** Bonk makes two unarmed strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 1d8+3 (7) bludgeoning damage.

**Headbutt.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 1d4+3 (5) bludgeoning damage, and the target must make a Strength saving throw or be incapacitated for their next turn.

***A bugbear that can be found at the Crow's Nest with near certainty. He is a passionate bare-knuckle brawler who loves to engage in friendly bar fights to pass the time, as evidenced by his broken nose, cauliflower ears and scarred face. A close friend of Zuth, the two are rumored to have "done some work" together in the past.***

## Broken Floorboard

*Tiny construct, unaligned*

**Armor Class** 11
**Hit Points** 2
**Speed** fly 30 ft. (hover)

| | | |
|---|---|---|
| **STR** 2 (-4) | **DEX** 12 (+1) | **CON** 10 (+0) |
| **INT** 3 (-4) | **WIS** 3 (-4) | **CHA** 1 (-5) |

**Senses** blindsight 30 feet, passive Perception 6
**Languages** None
**CR** 0

**Antimagic Susceptibility.** The floorboard is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the floorboard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the floorboard remains motionless, it is indistinguishable from a normal floorboard.

### Actions

**Slam** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

***This construct looks exactly like a floorboard until it decides to attack. Then it looks exactly like a floorboard hovering in the air and hitting you on the head.***

## Cataphract Demon

*Large fiend (demon), lawful evil*

**Armor Class** 18
**Hit Points** 72
**Speed** 30 ft. climb 30 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 15 (+2) |
| **INT** 8 (-1) | **WIS** 14 (+2) | **CHA** 7 (-2) |

**Damage Resistances** cold; bludgeoning, piecing, and slashing from nonmagical weapons
**Damage Immunities** fire, poison
**Condition Immunities** poisoned
**Senses** truesight 30 ft., passive Perception 12
**Languages** Abyssal
**CR** 5

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

**Magic Weapons.** The demon's weapon attacks are magical.

**Survive Anything.** The inherent hardiness of the cockroach is massively enhanced in their armored demonic cousins. If damage would reduce the demon to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is bludgeoning from a magical weapon or from a critical hit. On a success, the demon drops to 1 hit point instead.

### Actions

**Large Spear.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 2d6+3 (10) piercing damage.

**Stunning Blitz (Recharge 5–6).** The demon makes three spear attacks against one creature. If any attack hits, the target must make a DC 13 Constitution saving throw or be stunned until the demon's next turn. For each attack that hits beyond the first, increase the DC by 2, to a maximum of DC 17 if all three attacks hit.

***An ogre-sized, armored cockroach with a massive spear and demonic powers. They are extremely hard to knock down.***

## Celista Friel

*Medium humanoid (human), lawful evil*

**Armor Class** 17
**Hit Points** 58
**Speed** 30 ft.

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

**Saving** Throws Strength +5, Constitution +4
**Skills** Perception +0
**Senses** passive Perception 10
**Languages** Common
**CR** 3

### Actions

**Multiattack.** Celista makes three longsword

attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 (7) slashing damage.

### Reactions

**Parry.** Celista adds 2 to her Armor Class against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

***A lithe human warrior, and the youngest captain in the history of the Moon Dragons. She masks her inexperience with intensity and unwavering commitment.***

## Celista Friel, Servant of the Low God

*Medium humanoid (human), chaotic evil*

**Armor Class** 19
**Hit Points** 135
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 22 (+6) | **CON** 18 (+4) |
| **INT** 16 (+3) | **WIS** 12 (+1) | **CHA** 19 (+4) |

**Saving** Throws Strength +8, Dexterity +11, Constitution +9, Wisdom +6
**Skills** Arcana +8, Acrobtics +11, Perception +6, Stealth +11
**Senses** darkvision 120 ft., passive Perception 11
**Languages** Common, Abyssal, Undercommon
**CR** 14

**Avoidance.** If Celista is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

**Displacement.** Celista projects a magical illusion that makes her appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If she is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while Celista is incapacitated or has a speed of 0.

**Blurred Movement.** Celista does not provoke opportunity attacks when moving.

**Innate** Spellcasting. Celista's spellcasting ability is Charisma (spell save DC 17, spell attack +9). Celista can innately cast the following spells, requiring no material components:

**At will:** *eldritch blast*
**3/day each:** *hex, misty step*

**Legendary Resistance (3/day).** If Celista fails a saving throw, it can choose to succeed instead.

### Actions

**Multiattack.** Celista makes 3 Rapier Attacks.

**Rapier.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 1d8+6 (10) piercing damage, plus 2d6 (7) necrotic damage.

### Bonus Actions

**Arcane Assault (Recharge 5–6).** Celista casts *eldritch blast*, targeting the same creature will all 3 rays from the spell. If at least one of those rays hits the target, Celista immediately teleports to any open space adjacent to that creature.

### Reactions

**Parry.** Celista adds 2 to its Armor Class against one melee attack that would hit it. To do so, Celista must see the attacker and be wielding a melee weapon.

### Legendary Actions

Celista can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Celista regains spent legendary actions at the start of her turn.

**Eldritch Blast.** Celista casts *eldritch blast*.
**Dash.** Celista takes the dash action.
**Detect.** Celista makes a Perception check.

***After being slain during the confrontation with Welgan Malbridorn, Celista's body was recovered by Karstan, who had resurrected. To revive Celista, he used tendrils of the low god's power to sew her body back together and affix her soul back to the mortal plane.***

## Centaur Skeleton

*Large undead, lawful evil*

**Armor Class** 14
**Hit Points** 45
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 14 (+2) | **CON** 14 (+2) |
| **INT** 6 (-2) | **WIS** 8 (-1) | **CHA** 5 (-3) |

**Damage Vulnerabilities** bludgeoning
**Damage Immunities** poison
**Condition Immunites** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 9
**Languages** understands Abyssal but can't speak
**CR** 2

**Charge.** If the skeleton moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 3d6 (10) damage.

### Actions

**Multiattack.** The skeleton makes two ranged attacks, or one pike attack and one hoof attack.

**Pike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d10+4 (9) piercing damage.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 1d8+2 (6) piercing damage.

***Half man, half horse, all skeleton. This creature is as bad as it sounds.***

## Child Of The Deep

**See** Entry - Leviathans

## Clackers

***These crab-like beings live on a plane that contains the high god's island retreat in a vast ocean. Descended from crustaceans, they wear little clothing over their shells and practice a primitive form of blood magic.***

### Clacker Blood Shaman

*Small monstrosity, neutral evil*

**Armor Class** 13
**Hit Points** 71
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 16 (+3) | **CHA** 12 (+1) |

**Saving Throws** Wisdom +5, Charisma +3
**Skills** Perception +5, Survival +5
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Clackers have no spoken or written language, and

instead communicate by clacking their claws together rapidly.
**CR** 3

**Pack Tactics.** The clacker has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Poisoned Blood.** Clacker blood is poisonous to most living creatures. They coat their own weapons in it, covering themselves in ritualistic scars to do so. It can be harvested from a slain clacker (see Clacker Blood Poison sidebar). Clacker Shaman have learned to enhance the toxicity of their poison, adding their Wisdom modifier to the resistance DC (already included).

**Small Minds.** Clackers have advantage on saving throws against charm and fear effects.

**Amphibious.** The clacker can breathe air and water.

### Actions

**Spiked Shillelagh.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) piercing damage, and if the target is a creature, it must make a DC 15 Constitution saving throw or take 3d6 (10) poison damage. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour even after regaining hit points, and is paralyzed while poisoned this way.

**Blood Frenzy** (Recharge 5–6). Up to three clackers within sight of the shaman can immediately use their reaction to make a single melee or ranged attack with advantage. This ability can only target clackers who are below their maximum hit points.

### Reactions

**Blood Control.** Clacker shaman have complete control of their blood and other bodily fluids. Whenever a shaman takes damage, it can use this reaction to choose one creature within 10 feet. That creature must make a DC 12 Dexterity saving throw or take 3d6 (10) poison damage.

## Clacker Needler

*Small monstrosity, neutral evil*

**Armor Class** 14
**Hit Points** 45
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 7 (-2) | **WIS** 12 (+1) | **CHA** 8 (-1) |

**Skills** Perception +3, Survival +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Clackers have no spoken or written language, and instead communicate by clacking their claws together rapidly.
**CR** 1

**Pack Tactics.** The clacker has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Poisoned Blood.** Clacker blood is poisonous to most living creatures. They coat their own weapons in it, covering themselves in ritualistic scars to do so. It can be harvested from a slain clacker (see Clacker Blood Poison sidebar).

**Small Minds.** Clackers have advantage on saving throws against charm and fear effects.

**Amphibious.** The clacker can breathe air and water.

### Actions

**Multiattack.** The clacker makes two blowgun attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60, one target. *Hit:* 1d6+2 (5) piercing damage, and if the target is a creature, it must make a DC 12 Constitution saving throw or take 2d6 (7) poison damage. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour even after regaining hit points, and is paralyzed while poisoned this way.

**Blowgun.** *Ranged Weapon Attack:* +5 to hit, ranged 45/90, one target. *Hit:* 1d4 (2) piercing damage, and if the target is a creature, it must make a DC 12 Constitution saving throw or take 2d6 (7) poison damage. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour even after regaining hit points, and is paralyzed while poisoned this way.

## Clacker Warrior

*Small monstrosity, neutral evil*

**Armor** Class 13
**Hit** Points 40
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 15 (+2) | **CON** 12 (+1) |
| **INT** 7 (-2) | **WIS** 11 (+0) | **CHA** 8 (-1) |

**Skills** Perception +2, Survival +2
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Clackers have no spoken or written language, and instead communicate by clacking their claws together rapidly.
**CR** 1/2

**Pack Tactics.** The clacker has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Poisoned Blood.** Clacker blood is poisonous to most living creatures. They coat their own weapons in it, covering themselves in ritualistic scars to do so. It can be harvested from a slain clacker (see Clacker Blood Poison sidebar).

**Small Minds.** Clackers have advantage on saving throws against charm and fear effects.

**Amphibious.** The clacker can breathe air and water.

### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60, one target. *Hit:* 1d6+2 (5) piercing damage, and if the target is a creature, it must make a DC 11 Constitution saving throw or take 2d6 (7) poison damage. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour even after regaining hit points, and is paralyzed while poisoned this way.

## Clank, Awakened Iron Golem

*Large construct, neutral evil*

**Armor Class** 20
**Hit Points** 210
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 14 (+2) | **DEX** 9 (-1) | **CON** 20 (+5) |
| **INT** 12 (+1) | **WIS** 11 (+0) | **CHA** 9 (-1) |

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** understands common but can't speak
**CR** 16

**Fire Absorption.** Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 3d8+7 (20) bludgeoning damage.

**Great Maul.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 3d10+7 (23) bludgeoning damage.

**Dessication (Recharge 6).** The golem absorbs all moisture within a 15 foot radius of itself. Each creature in that area must make a DC 19 Constitution saving throw, taking 10d8 (45) necrotic damage on a failed save, or half that amount on a successful one.

***This iron golem was "appropriated" by the Weresharks during a raid on the mainland. It has been around for so long, and rusted so much, that it has its own personality.***

## Compassion (Puppet)

*Medium humanoid (tiefling), neutral*

**Armor Class** 17
**Hit Points** 45
**Speed** 25ft.

| | | |
|---|---|---|
| **STR** 1 (-5) | **DEX** 11 (+0) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 16 (+3) | **CHA** 8 (-1) |

**Skills** Insight +5, Perception +5
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Common, Orcish
**CR** 3

**Spellcasting.** Compassion is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, spell attack +5). She has the following spells prepared:

**Cantrips** (at-will). *light, mending, sacred flame, thaumaturgy*
**1st level** (4 slots). *cure wounds, bless, mind over matter*
**2nd level** (3 slots). *spiritual weapon, rippling thunder, lesser restoration*
**3rd level** (2 slots). *sigil of the iron bell, water walk*

### Actions

**Multiattack.** Compassion makes two mace attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) bludgeoning damage.

***Compassion is a tall, statuesque tiefling. Her striking black hair enhances the starkly demonic features of her face. By contrast, her personality carries a strong humanitarian streak. She volunteers regularly at the Baelfyre Asylum. After she is kidnapped by Henrik Latal, her mind and soul are stripped out, leaving behind an unnatural and unnerving husk.***

## Contagion Hound

*Small aberration, chaotic evil*

**Armor Class** 15
**Hit Points** 44
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 2 (-4) | **WIS** 15 (+2) | **CHA** 3 (-4) |

**Skills** Perception +6
**Senses** blindsight 60 ft, passive Perception 16
**Languages** -
**CR** 2

**Keen Hunter.** The contagion hound has advantage on all Perception checks where scent would play a factor.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) piercing damage and 2d6 (7) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease ends. Every hour that elapses, the target must repeat the saving throw, taking 2d6 (7) necrotic damage on a failure. The disease is cured on a success.

***Though they share ancestry with canines, these creatures are no friend of man. Warped by years of breeding by the drow and exposure to all sorts of poisons, venoms, and diseases; contagion hounds often kill their prey after leaving only a scratch.***

## Coral Chamber

*Gargantuan monstrosity, chaotic evil*

**Armor Class** 18
**Hit Points** 184
**Speed** -

| | | |
|---|---|---|
| **STR** 21 (-+5) | **DEX** 10 (++0) | **CON** 22 (+6) |
| **INT** 6 (-2) | **WIS** 6 (-2) | **CHA** 6 (-2) |

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** Poisoned
**Senses** truesight 120 ft., passive Perception 8
**Languages** -
**CR** 13

**Magic Resistance.** The Coral Chamber has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The Coral Chamber makes 5 attacks (no more than two of which can be directed at any one target).

**Coral Protrusion.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 3d6+5 (15) slashing damage and 2d6 (7) poison damage.

***It's a giant living coral chamber that wants to eat you.***

## Coral Golem

*Large construct, unaligned*

**Armor Class** 18
**Hit Points** 184
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 28 (+8) | **DEX** 10 (+0) | **CON** 23 (+6) |
| **INT** 3 (-4) | **WIS** 11 (+0) | **CHA** 1 (-5) |

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** understands the languages of its creator but can't speak
**CR** 12

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.
**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two slam attacks.
**Slam.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 3d8+8 (21) bludgeoning damage.

### Bonus Actions

**Poison Coral (Recharge 5-6).** Until the start of the Golem's next turn all of its slam attacks deal an additional 3d6 (10) poison damage.

***This golem is built or grown from thousands of tiny little creatures, most of which are dead. In its lifespan a typical golem runs into dozens of adventurers, most of which are now dead.***

## Coral Skol

***Coral Skol appear to be calcified coral-encrusted skol. In reality they are calcified coral encrusted skol. Sometimes you can judge a book by its cover.***

### Coral Skol Drone

*Medium humanoid (skol), lawful neutral*

**Armor Class** 16
**Hit Points** 106
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 20 (+5) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 9(-1) |

**Skills** Athletics +10, Perception +4
**Senses** passive Perception 14
**Languages** Skol
**CR** 6

#### Actions

**Multiattack.** The skol makes two coral slam attacks.

**Coral Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3d6+4 (14) bludgeoning damage and if the target is a creature, it must make a DC 12 Constitution saving throw, taking 2d4 (5) poison damage on a failed save, or half that amount on a successful one.

### Coral Skol Nurse

*Medium humanoid (skol), lawful neutral*

**Armor Class** 16
**Hit Points** 106
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 20 (+5) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 9(-1) |

**Skills** Athletics +10, Perception +4
**Senses** passive Perception 14
**Languages** Skol
**CR** 7

**Defend The Eggs.** The first round of combat, the nurse may make a Coral Slam as a bonus action.

#### Actions

**Multiattack.** The skol makes two coral slam attacks.

**Coral Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3d6+4 (14) bludgeoning damage and if the target is a creature, it must make a DC 12 Constitution saving throw, taking 2d4 (5) poison damage on a failed save, or half that amount on a successful one.

### Coral Skol Queen

*Large humanoid (skol), lawful neutral*

**Armor Class** 18
**Hit Points** 190
**Speed** 40 ft, Burrow 30.

| | | |
|---|---|---|
| **STR** 21 (+5) | **DEX** 10 (+0) | **CON** 20 (+5) |
| **INT** 14 (+2) | **WIS** 13 (+1) | **CHA** 17(+3) |

**Saving Throws** Dex +5, Con +10, Wis +6, Cha +8
**Skills** Athletics +11, Perception +6
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 16
**Languages** Skol
**CR** 13

**Legendary Resistance (2/Day):** If the Queen fails a saving throw, it can choose to succeed instead.

#### Actions

**Multiattack.** The Queen can use its Psychic Shock Ability and then Coral Slam and Bite).

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 2d10+5 (16) piercing damage.

**Coral Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 1d6+5 (8) bludgeoning damage plus 1d6 (3) poison damage,

**Crush.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., all targets in range. *Hit:* 2d6+5 (12) bludgeoning damage.

**Psychic Shock.** Each creature of the queen's choice within 30 feet of her is subjected to the howling echo of the silent chorus. They take 2d6 (7) Psychic damage and have disadvantage on their next attack save for half damage and no disadvantage.

#### Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of its turn.

**Coral Body.** The queen regains 2d6 (7) hit points.

**Crushing Body.** The Queen makes a crush attack.

**Acid Spray.** The Queen sprays a glob of poisonous acid at a target within 30 feet. The target must make a DC 14 Dexterity saving throw, taking 2d6 (7) acid damage and 2d6 (7) poison damage on a failed saving throw, or half those amounts on a successful one.

### Coral Skol Warrior

*Medium humanoid (skol), lawful neutral*

**Armor Class** 18
**Hit Points** 149
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 13 (+1) | **CON** 23 (+6) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 11(+0) |

**Skills** Athletics +8, Perception +5
**Senses** passive Perception 15
**Languages** Skol
**CR** 9

#### Actions

**Multiattack.** The skol makes two coral slam attacks.

**Coral Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 4d6+5 (19) bludgeoning damage, and if the target is a creature it must make a DC 12 Constitution saving throw, taking 3d6 (10) poison damage on a failed save, or half that amount on a successful one.

## Corrupted Air Elemental

**See** Entry - Corrupted Elementals

## Corrupted Crystal

# Servitor

**See** Entry - Servitors

# Corrupted Earth Elemental

**See** Entry - Corrupted Elementals

# Corrupted Elementals

***When an armada storm wrecked their containers these elements were released into the mill they had helped power and began causing destructive chaos. They were purposely summoned to help power the machinery inside the mill, so their "corruption" really only amounts to several moody elements being angry about being outside their comfort zone.***

## Corrupted Air Elemental

*Medium elemental, neutral*

**Armor Class** 14
**Hit Points** 62
**Speed** fly 60 ft, hover

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Damage Resistances** lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft, passive Perception 10
**Languages** Auran
**CR** 3

**Bound Elemental.** Unlike normal elementals, this elemental is bound to th1e mill, and cannot more more than 100 feet from its bound machine.

### Actions

**Multiattack.** The elemental makes 2 slam attacks or two wind blast attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage.

**Wind Blast.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 1d10+3 (8) bludgeoning damage and the target must make a DC 13 Strength saving throw or be pushed 15 feet in a direction of the elemental's choosing.

**Vortex (Recharge 5–6).** Choose a creature within 120 feet of the elemental. That creature must make a DC 13 Dexterity saving throw or be lifted 5 feet into the air. Unless the creature has a fly speed, it can't move and has disadvantage on attack rolls. The elemental can only maintain one vortex at a time. A creature can escape the vortex by spending its action to make another saving throw, ending the effect on a success.

## Corrupted Earth Elemental

*Medium elemental, neutral*

**Armor Class** 16
**Hit Points** 56
**Speed** 30 ft., earthglide

| | | |
|---|---|---|
| **STR** 17 (+3 | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Damage Vulnerabilities** thunder
**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft, passive Perception 10
**Languages** Terran
**CR** 3

**Bound Elemental.** Unlike normal elementals, this elemental is bound to the mill, and cannot more more than 100 feet from its bound machine.

### Actions

**Multiattack.** The elemental makes two slam or two earth grab attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage.

**Earth Grab.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 1d10+3 (8) bludgeoning damage and the target must make a DC 13 Strength saving throw or be restrained. A restrained creature can break free as an action.

**Crashing Boulders (Recharge 6).** Various rocks and other debris are launched into the air by the violently shifting ground. Each creature within 60 feet of the elemental must make a DC 13 Dexterity saving throw or take 1d8 bludgeoning damage. A creature failing this save two rounds in a row is incapacitated for 1 round.

## Corrupted Fire Elemental

*Medium elemental, neutral*

**Armor Class** 13
**Hit Points** 56
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** fire, poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft, passive Perception 10
**Languages** Ignan
**CR** 3

**Bound Elemental.** Unlike normal elementals, this elemental is bound to the mill, and cannot more more than 100 feet from its bound machine.

### Actions

**Multiattack.** The elemental makes two slam attacks or two fire blast attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) fire damage.

**Fire Blast.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 1d10+3 (8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 (5) fire damage.

**Roaring Flames (Recharge 5–6).** Each creature within 20 feet of the elemental must make a DC 13 Dexterity saving throw or take 2d6 fire damage. On a successful saving throw, a creature still takes half damage.

## Corrupted Water Elemental

*Medium elemental, neutral*

**Armor Class** 14
**Hit Points** 62
**Speed** 30 ft., swim 30 feet.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Damage Resistances** acid, bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft, passive Perception 10
**Languages** Aquan
**CR** 3

**Bound Elemental.** Unlike normal elementals, this elemental is bound to the mill, and cannot more more than 100 feet from its bound machine.

### Actions

**Multiattack.** The elemental makes two slam attacks or two water blast attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage.

**Water Blast.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 1d10+3 (8) bludgeoning damage and the target must make a DC 13 Strength saving throw or be knocked prone.

**Crashing Wave (Recharge 5–6).** A wave slams through the water in the room. Each enemy in the area must make a DC 13 Dexterity saving throw or take 1d10 (5) bludgeoning damage and be knocked prone.

## Elemental Amalgamation

*Large elemental, chaotic neutral*

**Armor Class** 15
**Hit Points** 95
**Speed** 30 ft., fly 90 ft. (hover), burrow 30 ft., swim 90 ft.

| | | |
|---|---|---|
| **STR** 18 (-4) | **DEX** 16 (+3) | **CON** 18 (+4) |
| **INT** 6 (-3) | **WIS** 10 (+0) | **CHA** 7 (-2) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons
**Damage Immunities** fire; poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft., passive Perception 10
**Languages** none
**CR** 5

### Actions

**Elemental Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 2d6+4 (11) fire or bludgeoning damage (elemental's choice).

**Elemental Blast.** The elemental chooses one creature within 60 feet that it can see, and an element (air, earth, fire, water). That creature must make a DC 14 Dexterity saving throw, suffering the effects of the selected elemental blast on a failed saving throw.

**Air.** The creature takes 2d6 (7) bludgeoning damage and is knocked prone if it is Large or smaller.

**Earth.** The creature takes 4d6 (14) bludgeoning damage.

**Fire.** The creature takes 4d6 (14) fire damage.

Water. The creature takes 3d6 (10) bludgeoning damage and is pushed 10 feet.

### Legendary Actions

**The** prince can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The prince regains spent legendary actions at the start of its turn.

**Dash.** The amalgamation takes the Dash action.

**Draw** Power. The amalgamation makes a recharge roll for Elemental Blast if it has not already recharged.

**Elemental Vortex (costs 2 actions).** The elemental moves up to 30 feet without provoking opportunity attacks, and can move through enemy spaces. Each enemy moved through must make a DC 14 Strength saving throw. On a failed saving throw, that enemy takes 1d10 (5) fire and 1d10 (5) bludgeoning damage, is pushed 15 feet in a random horizontal direction, and knocked prone.

***This creature looks like a swirling contradiction as the four elements battle for dominance. If you were to survive long enough to study it carefully, you'd notice that where the elements meet strange interactions occur, lava, steam, mud, ice, and other combinations trace the creatures form like seams or scars.***

## Corrupted Fire Elemental

**See** Entry - Corrupted Elementals

## Corrupted Python

*Large monstrosity, neutral evil*

**Armor Class** 14
**Hit Points** 75
**Speed** 25 ft., climb 25 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 3 (-4) | **WIS** 10 (+0) | **CHA** 6 (-2) |

**Senses** blindsight 30 ft., passive Perception 10
**Languages** -
**CR** 2

**Necrotic Flesh.** Creatures that start their turn grappled by a corrupted python take 4d6 (14) necrotic damage.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) piercing damage, and the target is grappled. The python can grapple up to one Large or smaller creature at a time.

***Whatever beauty and symmetry that can be found in a giant snake has been erased completely from this creature. It is as terrifying as a normal python, but the body lacks any smoothness or consistency, and in some places it actually seems to be trying to grow legs.***

## Corrupted Skol Skeleton

*Medium undead, lawful evil*

**Armor Class** 14
**Hit Points** 20
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 3 (-4) | **WIS** 10 (+0) | **CHA** 6 (-2) |

**Damage Vulnerabilities** bludgeoning
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft, passive Perception 9
**Languages** understands the languages is knew in life, but can't speak
**CR** 1/2

**Spellcasting.** The necromancer's corruption has dramatically enhanced the spellcasting ability of the skol. It is a 2nd level caster, and it treats its Charisma score as a 14 for the purpose of casting these spells.

**Cantrips** (at will): *eldritch blast*
**1st level** (3 slots): *witchbolt, color spray*

### Actions

**Multiattack.** The skeleton makes a short sword attack. It can cast eldritch blast as a bonus action this turn.

**Short Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) slashing damage.

***These bits of exoskeleton are bleached white or tan and rattle around whatever connective tissue still runs through them to hold them in one piece.***

## Corrupted Skol Zombie

*Medium undead, lawful evil*

**Armor Class** 11
**Hit Points** 68
**Speed** 25ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 8 (-1) | **CON** 16 (+3) |
| **INT** 3 (-4) | **WIS** 6 (-2) | **CHA** 5 (-3) |

**Saving Throws** Wisdom +0
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft, passive Perception 8
**Languages** understands the languages is knew in life, but can't speak
**CR** 1

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 4 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Spellcasting. The** necromancer's corruption has dramatically enhanced the spellcasting ability of the skol. It is a 3rd level caster, and it treats its Wisdom score as a 14 for the purpose of casting these spells.

**At will:** *chill touch*
**1st level** (4 slots): *ray of sickness, witchbolt*
**2nd level** (2 slots): *ray of enfeeblement, phantasmal force*

### Actions

**Multiattack.** The skol makes 2 slam attacks, and can cast chill touch as a bonus action this round.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) bludgeoning damage.

***A sort of "reverse zombie". Since skol have exoskeletons, this looks like a dried out skol husk that somehow manages to stay limber. Sunken eyes and emaciated patches of soft skin around the belly and joints are all that mark this poor creature as undead. That, and the smell.***

## Corrupted Water Elemental

**See** Entry - Corrupted Elementals

## Corrupted Treesinger

*Medium monstrosity, neutral evil*

**Armor Class** 11 (16 with barkskin)
**Hit Points** 80
**Speed** 30 ft., climb 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 15 (+2) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 18 (+4) |

**Senses** darkvision 60 ft., passive Perception
**Languages** Draconic
**CR** 3

**Rootbond.** A corrupted treesinger uses tree roots in the same way a spider uses its web. It has Web Sense regarding any creature moving within 10 feet of the roots of a tree it is currently touching. It also has Spider Climb when climbing trees, and is not hindered by difficult terrain causes by natural plant growth.

**Innate Spellcasting.** The treesinger's innate spellcasting ability is Charisma (spell save DC 14, spell attack +6). The treesinger can innately cast the following spells, requiring no material components:

**At will:** *poison spray*
**3/day each:** *entangle, wrath of the ancients*
**1/day each:** *barkskin, withering gaze*

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

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) piercing damage plus 2d8 (9) poison damage.

**Withering Gaze (Recharge 5–6).** The corrupted treesinger casts *withering gaze*, whether it has already cast it or not.

***If a dryad were raised by demons, it might look like this. Normal human features have been replaced with feral claws and fangs, and those parts that resemble trees are covered in rot and fungus.***

## Corrupted Water Elemental

**See** Entry - Corrupted Elementals

## Crophius, Head Librarian

*Medium undead, lawful neutral*

**Armor Class** 15
**Hit Points** 120
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 18 (+4) | **WIS** 12 (+1) | **CHA** 6 (-2) |

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 11
**Languages** All (tongues)
**CR** 6

**Turn Resistance.** The librarian has advantage on saving throws against any effect that turns undead.

**Stern Gaze.** If a creature starts its turn within 30 feet of the librarian and the two of them can see each other, the librarian can force the creature to make a DC 15 Wisdom saving throw if the librarian isn't incapacitated. On a failed save, the creature is frightened. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is incapacitated until an adjacent ally uses an action to end the effect or until the creature takes damage.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the librarian until the start of its next turn, when it can avert its eyes again. If it looks at the librarian in the meantime, it must immediately make the save.

### Actions

**Multiattack.** The librarian makes a staff attack, then uses frozen touch.

**Headmaster's Staff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) bludgeoning damage plus 1d8 (4) necrotic damage.

**Frozen Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3d6 (10) cold damage.

**Zip It! (Recharge 5–6).** Each creature within 20 feet of

the librarian must make a DC 15 Constitution saving throw. Creatures that fail take 4d10 (22) thunder damage and are deafened for one minute.

### Reactions Actions

**Shhhhh!** Whenever a spellcaster within 60 feet attempts to cast a spell, the librarian can use this reaction to cause the spell to fail. The caster must make a saving throw (using their spellcasting ability) at DC 15. On a failed save, the spell is lost.

***In life this wizard probably looked like a corpse. Reed thin, with sunken eyes, a sharp nose and sharper hearing. Death only enhanced these attributes, culminating in an unholy aura of deathly quiet (emphasis on the quiet).***

## Crystal Viper

*Small monstrosity, unaligned*

**Armor Class** 15
**Hit Points** 41
**Speed** 25 ft., climb 20 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 16 (+3) | **CON** 12 (+1) |
| **INT** 3 (-4) | **WIS** 12 (+1) | **CHA** 6 (-2) |

**Damage Resistances** piercing, slashing
**Condition Immunities** petrified
**Senses** blindsight 30 ft., passive Perception 11
**Languages** -
**CR** 3

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) piercing damage, and if the target is a creature, it must make a DC 14 Constitution saving throw. On a failed saving throw, it is restrained and takes 6d6 (21) poison damage. If the creature is already is already restrained, it is stunned instead of restrained. If it is already stunned, it is petrified instead of stunned.

***The skin on this snake is milky and translucent. Generally, people who get close enough to find out if the snake is simply colored like or actually made of crystal do not survive long enough to pass the knowledge along.***

## Curator

*Medium undead, lawful evil*

**Armor Class** 14
**Hit Points** 52
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 1 (-5) | **DEX** 11 (+0) | **CON** 12 (+1) |
| **INT** 10 (+0) | **WIS** 10 (+0) | **CHA** 16 (+3) |

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** cold, necrotic, poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft., passive Perception 10
**Languages** any languages it knew in life
**CR** 3

**Ethereal Sight.** The curator can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The curator can move through other creatures and objects as if they were difficult terrain. It takes 1d10 (5) force damage if it ends its turn inside an object.

**Chilling Aura.** Whenever a living creature starts its turn within 15 feet of a curator, it takes 1d6 (3) cold damage.

### Actions

**Icy Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3d6+3 (13) cold damage.

**Strip Moisture (Recharge 6).** Each creature within a 30 foot cone must make a DC 13 Constitution saving throw, taking 3d8 necrotic damage and gaining a level of exhaustion on failed save. On a successful save, that creature takes half damage and does not suffer a level of exhaustion. All exhaustion gained from this ability ends after a short or long rest.

***A specter raised to be part of the undead library, this undead is usually charged with organizing and reshelving volumes, as well as attending to other minor tasks. It has a preference for cold.***

## Daer Thulin

**See** Entry - Drow Elves

## Deathbore Centipedes

***Massively armored arthropods that are as long as a man when hatched but can get much, much larger. Younglings are a favored food of many desert creatures, and many desert creatures are a favored food of the legendary elders.***

### Deathbore Centipede (Legendary)

*Large monstrosity, neutral evil*

**Armor Class** 15
**Hit Points** 90
**Speed** 40 ft., burrow 40 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 3 (-4) | **WIS** 10 (+0) | **CHA** 3 (-4) |

**Skills** Perception +4
**Senses** blindsight 60 ft., passive Perception 14
**Languages** –
**CR** 2

**Legendary Resistance** (1/day). If the centipede fails a saving throw, it can choose to succeed instead.

**Vicious Grapple.** The deathbore centipede can use a bonus action to make a bite attack against a creature it has grappled.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1d6+4 (7) piercing damage.

**Constrict.** *Melee Weapon Attack:* 6 to hit, reach 5 ft., one creature. *Hit:* 2d6+4 (11) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the worm can't constrict another target.

**Acid Spray (Recharge 5–6).** The worm vomits a spray of acid. One creature within 15 feet must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

The worm can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The worm regains spend legendary actions at the start of its turn.

**Bite Attack.** The worm makes a bite attack.

**Disengage.** The worm takes the disengage action.

### Hatchling Deathbore Centipede

*Small monstrosity, neutral evil*

**Armor Class** 13
**Hit Points** 20
**Speed** 30 ft., burrow 20 ft.

| | | |
|---|---|---|
| **STR** 5 (-3) | **DEX** 14 (+2) | **CON** 12 (+1) |
| **INT** 1 (-5) | **WIS** 7 (-2) | **CHA** 3 (-4) |

**Skills** Perception +0
**Senses** blindsight 30 ft., passive Perception 1
**Languages** –
**CR** 1/2

**Pack Tactics.** The centipede has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) piercing damage, and 1d6 (3) acid damage.

## Deathhawk

*Large monstrosity, chaotic evil*

**Armor Class** 16
**Hit Points** 200
**Speed** 30ft., fly 60 ft. (hover)

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 20 (+5) | **CON** 16 (+3) |
| **INT** 10 (+0) | **WIS** 13 (+1) | **CHA** 18 (+4) |

**Saving Throws** Strength +8, Constitution +7, Intelligence +4, Wisdom +5
**Damage Immunities** necrotic, fire
**Condition Immunities** restrained, grappled, prone
**Senses** truesight 120 ft., passive Perception 9
**Languages** -
**CR** 10

**Black Flames.** The deathhawk's attacks all deal both necrotic and fire damage. When checking resistances and immunities, always use the worst damage type for the target. For example, if a creature is immune to fire but not necrotic damage, it would take full damage from the attack, but a creature resistant to both fire and necrotic damage would be resistant to the deathhawk's damage.

**Cycle of Rebirth.** Whenever the deathhawk reaches 150, 100, and 50 hit points, it erupts with energy and disappears. Each creature within 60 feet of the deathhawk when this occurs must make a DC 17 Dexterity saving throw or take 6d10 (33) fire and necrotic damage. It reappears at the start of its next turn in an open space of its choosing within 60 feet of where it disappeared.

### Actions

**Multiattack.** The deathhawk makes two talon attacks and one rotting spittle attack.

**Talon.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d10+5 (16) fire and necrotic damage.

**Rotting Spittle.** *Ranged Weapon Attack:* +9 to hit, ranged 30 feet, one target. *Hit:* 2d8+5 (14) fire and necrotic damage, and the target must make a DC 17 Constitution saving throw become incapacitated until the deathhawk's next turn.

**On Death's Wing (Recharge 6).** The deathhawk moves up to 60 feet in a straight line and can move through enemy spaces. Each enemy can choose to make an attack of opportunity as the deathhawk enters its space, or to make a DC 17 Dexterity saving throw. If a creature fails the save or takes the attack of opportunity, it takes 5d10 (27) fire and necrotic damage. On a successful save that creature falls prone it its space but takes no damage.

***A phoenix-like creature birthed into semi-existence at the Throne of Creation. It combines the rebirthing common to phoenixes with undeath to form a powerful foe with intense necrotic powers.***

## Deceit

*Medium monstrosity, chaotic evil*

**Armor Class** 18
**Hit Points** 155
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 18 (+4) | **CON** 16 (+3) |
| **INT** 17 (+3) | **WIS** 15 (+2) | **CHA** 20 (+5) |

**Saving Throws** Strength +4, Dexterity +7, Constitution +6, Intelligence +6, Wisdom +5, Charisma +8
**Skills** Deception +40
**Condition Immunities** charmed, frightened, paralyzed, stunned
**Senses** truesight 120 ft., passive Perception 9
**Languages** -
**CR** 8

**Hypnotic Flesh.** Whenever a creature makes a melee attack against Deceit, it must make a DC 16 Wisdom saving throw. On a failed save, that creature is charmed and the attack fails. That creature remains charmed for one minute, or until it takes an action to shake off the effect.

**Magic Resistance.** Deceit has advantage on saving throws against spells and other magical effects.

### Actions

**Touch of Lies.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6d10 (33) psychic damage, and the target must make a DC 16 Charisma saving throw. On a failed save, the target is stunned until Deceit's next turn.

**Insidious Falsehoods (Recharge 5–6).** Each creature within 100 feet that can hear Deceit must make a DC 16 Wisdom saving throw. On a failed save, that creature must immediately use its reaction (if available) to move 15 feet in a straight line closer to its nearest ally. If the creature ends that movement adjacent to an ally, it immediately makes a melee attack against that ally. If multiple creatures fail the saving throw, resolve their reactions in initiative order.

***A cultist that has become the embodiment of lies. Deceit's form and demeanor constantly change, ever defying true form.***

## Demon Ant Queen

*Huge monstrosity, unaligned*

**Armor Class** 17
**Hit Points** 140
**Speed** 30 ft. burrow 30 ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 12 (+1) | **CON** 20 (+5) |
| **INT** 8 (-1) | **WIS** 16 (+3) | **CHA** 12 (+1) |

**Saving Throws** Constitution +8, Wisdom +7, Charisma +5
**Skills** Perception +7
**Damage Immunities** acid
**Senses** darkvision 60 ft., tremorsense 120 ft., passive Perception 17
**Languages** Abyssal
**CR** 9

**Hive** Queen. Any and all ants within 300 feet of the queen with less than 7 Intelligence are under her complete control and will follow her instructions exactly. If multiple queens are in an area, the queen with the higher Charisma score controls the ants.

### Actions

**Multiattack.** The queen makes two slam attacks and a bite attack.

**Bite.** *Melee Weapon Attack:*+10 to hit, reach 5 ft., one target.

*Hit:* 3d6+6 (16) piercing damage plus 2d6 (7) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the queen can bite only the grappled creature and has advantage on attack rolls to do so.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 3d6+6 (16) bludgeoning damage.

**Acid Spray (Recharge 5–6).** The queen spits acid in a line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 14d6 (49) acid damage on a failed save, or half that amount on a successful one.

***Demon Ant Queens look much like ankhegs, except for their terrifyingly human-like faces. These queens are horrific foes with incredible power over ants and ankhegs.***

## Dominated Farmers

*Medium humanoid (any), chaotic neutral*

**Armor Class** 12
**Hit Points** 22
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 9 (-1) | **CHA** 10 (+0) |

**Senses** passive Perception 9
**Languages** Common
**CR** 1/8

**Dominated.** This creature is dominated by a Soulfire Wasp. Killing this creature or the wasp kills the other.

### Actions

**Farm Implement.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d8+1 (5) bludgeoning/slashing/piercing damage. Choose the damage type based on the farm implement used (or determine at random).

***Hapless Topside residents who have been taken over by mindfire wasps, no longer in control of their minds or bodies.***

## Plague Scarab Swarm (Dominated)

**See** Entry - Plague Scarab Swarm

## Domination Priest

*Medium humanoid (human), chaotic evil*

**Armor Class** 15
**Hit Points** 47
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 11 (+0) | **WIS** 15 (+2) | **CHA** 13 (+1) |

**Senses** passive Perception 12
**Languages** Common, Abyssal
**CR** 1

**Soul Domination.** A domination priest doesn't actually dominate creatures. Instead, they channel the power of the low god into a helpless humanoid creature of medium or small size over a period of one hour. This destroys that creature's mind and allows a tiny fragment of the low god to possess that creature, creating a possessed warrior. A domination priest can control up to three possessed warriors at a time.

### Actions

**Pain Spike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) piercing damage, and the target must make a DC 12 Constitution saving throw. On a failed saving throw, the target suffers such pain that it can't take reactions or concentrate on spells.

**Consume Soul (Recharge 5–6).** The priest consumes the soul of one of its possessed warriors if that warrior is within 30 feet and above 0 hit points. The priest gains temporary hit points equal to the warriors remaining hit points, then the warrior immediately dies. As long as the priest has temporary hit points remaining from this ability, its Pain Spike ability deals an additional 1d8 (4) damage.

***This priest, an acolyte of the low god, does not appear unusual, but his method of domination is anything but common. Instead of taking control of a creature's mind, he simply rips out its consciousness and replaces it with the will of the low god.***

## Drone Servitor

**See** Entry - Servitors

## Drow Elves

***The drow of the Besieged Cliffs similar to their race in other settings, but a specific corruption has overtaken the followers of Prince Vraye. Corrupted by an unnatural religion that goes completely against everything the drow hold dear, these dark elves appear warped or more feral than their relatives. Mouths are too wide, teeth too long, eyes unblinking and tongues forked, something has altered these drow and turned them...wrong.***

## Daer Thulin

*Medium humanoid (elf), lawful evil*

**Armor Class** 17
**Hit Points** 110
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 17 (+3) |
| **INT** 12 (+1) | **WIS** 11 (+0) | **CHA** 12 (+1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 6

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, Daer Thulin has disadvantage on attack rolls, as well as on Perception checks that rely on sight.. While in sunlight, Daer Thulin has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Rune of Pain.** Daer Thulin's attacks all deal an additional 2d8 (9) necrotic damage (already included in the attacks).

### Actions

**Multiattack.** Daer Thulin makes 2 attacks with Fable's End.

**Fable's End.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+5 (12) slashing damage and 2d8 (9) necrotic damage.

### Reactions

**Parry.** Daer Thulin can use this reaction when another creature makes a melee weapon attack against him. Increase his Armor Class by 4 for that attack.

## Drow Blackblade

*Medium humanoid (elf), lawful evil*

**Armor Class** 13
**Hit Points** 60
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 16 (+3) | **CON** 14 (+2) |
| **INT** 13 (+1) | **WIS** 10 (+0) | **CHA** 11 (+0) |

**Skills** Stealth +5
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 2

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Sneak Attack** (1/turn). The drow deals an extra 4d6 (14) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

### Actions

**Poisoned Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage plus 2d6 (7) poison damage.

### Bonus Actions

**Hide in Plain Sight.** The blackblade can make a Stealth check as a bonus action if it is at least partially within dim light or *darkness*.

## Drow Bloodmagus

*Medium humanoid (elf), lawful evil*

**Armor Class** 16
**Hit Points** 80
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 14 (+2) | **DEX** 12 (+1) | **CON** 17 (+3) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 13 (+1) |

**Saving Throws** Constitution +6
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 6

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Blood Shield.** The bloodmagus has resistance to necrotic damage, as well as bludgeoning, piercing, and slashing damage from non-magical weapons as long as it is above half its maximum hit points.

### Actions

**Multiattack.** The bloodmagus uses draw power if it is available, then makes a Blood Spike attack.

**Blood Spike.** *Ranged Spell Attack:* +6 to hit, ranged 60 ft, one target. *Hit:* 2d10 (11) necrotic damage, and the target must make a DC 14 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage dealt. A creature's maximum hit point total returns to normal after a short rest.

**Draw Power** (Recharge 5–6). Each enemy within 30 feet of the bloodmagus must make a DC 14 Constitution saving throw, taking 3d6 (10) necrotic damage on a failed saving throw, or half that amount on a successful one. For each creature that fails this save, the bloodmagus' next Blood Spike deals an additional 1d6 (3) damage.

### Bonus Actions

**Boiling Blood** (Recharge short rest). Each ally within 30 feet of the bloodmagus becomes enraged. A creature enraged by this ability makes all melee attack rolls with advantage, and all melee attack rolls against it have advantage. Enraged creatures also deal an additional 1d6 damage with melee weapon attacks while enraged. This ability requires concentration as though it were a spell (as though Constitution were the bloodmagus' primary spellcasting ability).

## Drow Chainmaster

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 52
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 13 (+1) |
| **INT** 9 (-1) | **WIS** 11 (+0) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 2

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 9). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Dominating Chain.** If the chainmaster has a creature chained (which takes 1 minute and requires the creature to be helpless), that creature acts on its initiative and takes whatever actions and movement the chainmaster dictates. The chainmaster can also be the target of any spells with a range of "Self" that the chained creature casts. If the chain is severed, both the creature and the chainmaster are stunned for one round.

### Actions

**Multiattack.** The chainmaster makes two spiked chain attacks.

**Spike Chain.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 2d4+3 (8) piercing damage.

## Drow Consort

*Medium humanoid (elf), lawful evil*

**Armor Class** 16
**Hit Points** 86
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 17 (+3) | **CON** 12 (+1) |
| **INT** 10 (+0) | **WIS** 9 (-1) | **CHA** 14 (+2) |

**Skills** Acrobatics +5, Stealth +5
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Undercommon
**CR** 4

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Multiattack.** The consort makes two shortsword attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 (7) piercing damage and 1d6 (3) poison damage. If the drow matriarch has taken damage since the end of the consort's previous turn, this attack has advantage.

### Reactions

**Protective Stance.** If the consort is adjacent to the drow matriarch and an enemy makes an attack against her, the consort can use its reaction to leap into the path of the attack. That attack must now target the consort.

## Drow Contagion Priest

*Medium humanoid (elf), lawful evil*

**Armor Class** 14
**Hit Points** 80
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 11 (+0) | **WIS** 18 (+4) | **CHA** 14 (+2) |

**Saving Throws** Wisdom +7, Charisma +5
**Skills** Insight +7, Perception +7, Religion +4
**Senses** darkvision 60 ft., passive Perception 17
**Languages** Common, Undercommon
**CR** 5

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Spellcasting.** The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, spell attack +7). The matriarch has the following spells known:

**Cantrips** (at will): *guidance, mending, sacred flame, thaumaturgy*
**1st level** (4 slots): *bane, inflict wounds, shield of faith*
**2nd level** (3 slots): *blindness/deafness, hold person, temporary insanity*
**3rd level** (3 slots): *bestow curse, dispel magic, speak with dead*
**4th level** (3 slots): *blight, choking fog*
**5th level** (1 slot): *contagion, insect plague*

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Contagious Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4d6 (14) necrotic damage and the target must make a DC 13 Constitution saving throw or become poisoned until its next short or long rest.

## Drow Huntsman

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 132
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 18 (+4) | **CON** 17 (+3) |
| **INT** 12 (+1) | **WIS** 16 (+3) | **CHA** 9 (-1) |

**Skills** Perception +6, Survival +9
**Senses** darkvision 60 ft., passive Perception 16
**Languages** Common, Undercommon
**CR** 5

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**On the Hunt.** After spending 1 minute studying a trail, the huntsman has advantage on all Survival checks made to follow that trail.

**Prey on the Weak.** The huntsman deals an additional 1d8 damage on weapon attacks made against a creature below its maximum health.

### Actions

**Multiattack.** The huntsman makes three ranged attacks. One of those three attacks can be with a poisoned arrow.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6+4 (7) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, ranged 150/600, one target. *Hit:* 1d8+4 (8) piercing damage.

**Poison Arrows.** The huntsman makes a longbow attack with a poisoned arrow. Choose one of the following before making the attack roll. A poisoned arrow is lost on a miss, and each arrow can be used only once before the huntsman must reapply the poisons (using a short rest).

**Centipede Poison.** In addition to the normal damage from the attack, the target must make a DC 14 Constitution saving throw or take 2d6 (7) poison damage and become paralyzed for 1 minute. A creature paralyzed by this arrow receives a new saving throw at the end of its turn, ending the effect for itself on a success.

**Scorpion Poison.** In addition to the normal damage from the attack, the target must make a DC 14 Constitution saving throw or take 3d6 (10) poison damage and become incapacitated for 1 minute. A creature incapacitated by this arrow receives a new saving throw at the end of its turn, ending the effect for itself on a success.

**Viper Poison.** In addition to the normal damage from the attack, the target must make a DC 14 Constitution saving throw or take 4d8 (18) poison damage.

## Drow Matriarch

*Medium humanoid (elf), lawful evil*

**Armor Class** 12 (15 with mage armor)
**Hit Points** 48
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 9 (-1) | **DEX** 15 (+2) | **CON** 12 (+1) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 18 (+4) |

**Saving Throws** Wisdom +5, Charisma +7
**Skills** Arcana +3, Deception +6

**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Undercommon
**CR** 5

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Spellcasting.** The Drow Matriarch is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, spell attack +7). The matriarch has the following spells known:

**Cantrips** (at will): *mage hand, minor illusion, poison spray, ray of frost, firebolt*
**1st level** (4 slots): *mage armor, ray of sickness, shield*
**2nd level** (3 slots): *creeping frost, misty step, web*
**3rd level** (3 slots): *haste, sleet storm*
**4th level** (3 slots): *blight, confusion*
**5th level** (1 slot): *dominate person*

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Aura of Majesty.** Whenever an adjacent creature makes an attack roll against the matriarch, that attack has disadvantage.

### Actions

**Multiattack.** The matriarch makes two poisonous fang scepter attacks.

**Poisonous Fang Scepter.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6 (3) bludgeoning damage, and the target must make a DC 12 Constitution saving throw or take 2d6 (7) poison damage.

## Drow Palace Guard

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 35
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 14 (+2) | **CON** 12 (+1) |
| **INT** 10 (+0) | **WIS** 11 (+0) | **CHA** 9 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 1

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 9). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Multiattack.** The drow makes two melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600, one target. *Hit:* 1d8+2 (6) piercing damage.

### Bonus Actions

**Feint.** One adjacent enemy must make a Perception check DC 13. On a failed check, the drow has advantage on its next attack against that creature.

## Drow Papersmith

*Medium humanoid (elf), lawful evil*

**Armor Class** 14
**Hit Points** 72
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 15 (+2) |

**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common, Undercommon
**CR** 3

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Rune of Pain.** Daer Thulin's attacks all deal an additional 1d8 (4) necrotic damage (already included in the attacks).

### Actions

**Multiattack.** The papersmith makes two attacks with its paper blade.

**Paper Blade.** *Melee Weapon Attack:* +5 to attack, reach 5 ft., one target. *Hit:* 1d8+2 (6) slashing damage and 1d8 (4) necrotic damage.

### Bonus Actions

**Runes of Power**
The papersmith inscribes its sword with three runes. In addition to the Rune of Pain, it can activate either of the following two runes as a bonus action. Reapplying a Rune takes a short rest. The runes can only be activated by the papersmith that inscribed them.

**Rune of Vitality.** The papersmith regains 2d8+3 (12) hit points.

**Rune of Speed.** The papersmith gains the benefit of the haste spell. Its spellcasting ability score is Charisma for any required concentration checks.

## Drow Polearm Master

*Medium humanoid (elf), lawful evil*

**Armor Class** 16
**Hit Points** 105
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 14 (+2) | **CON** 14 (+2) |
| **INT** 12 (+1) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Saving Throws** Strength +5, Constitution +4
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 4

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 9). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Polearm Master.** The polearm master scores a critical hit on a roll of 19 or 20 with polearms, and has a +2 bonus to attack

and damage with those weapons (included in its attacks).

### Actions

**Multiattack.** The drow makes two glaive attacks, then uses trip, disarm, or lunge.

**Glaive.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 1d10+5 (10) slashing damage.

**Trip.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 1d10 (5) slashing damage, and the target must make a DC 13 Strength saving throw or be knocked prone.

**Disarm.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 1d10 (5) slashing damage, and the target must make a DC 13 Strength saving throw or drop one weapon it is currently holding.

**Lunge.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 1d10 (5) slashing damage.

## Drow Prison Guard

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 35
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 14 (+2) | **DEX** 15 (+2) | **CON** 13 (+1) |
| **INT** 10 (+0) | **WIS** 11 (+0) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 1

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 9). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Multiattack.** The drow makes two melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600, one target. *Hit:* 1d8+2 (6) piercing damage.

## Drow Scorpion Rider

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 101
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 15 (+2) | **CHA** 10 (+0) |

**Skills** Animal Handling +4
**Senses** darkvision 60 ft., passive Perception 16
**Languages** Common, Undercommon
**CR** 3

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**War Saddle.** While mounted, the scorpion rider is immune to forced movement, as well as the prone and restrained conditions.

### Actions

**Multiattack.** The scorpion rider makes two melee or ranged attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60, one target. *Hit:* 1d6+3 (6) piercing damage.

### Bonus Actions

**Spur Mount (Recharge 5–** 6). The rider's scorpion mount can make one melee attack of its choice. It must spend its reaction to do so.

## Drow Scout

*Medium humanoid (elf), lawful evil*

**Armor Class** 13
**Hit Points** 47
**Speed** 35 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 17 (+3) | **CON** 12 (+1) |
| **INT** 8 (-1) | **WIS** 15 (+2) | **CHA** 10 (+0) |

**Skills** Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Undercommon
**CR** 2

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Skirmisher.** If the scout moves at least 10 feet on its turn, it receives a +1 bonus to Armor Class and deals 1d6 additional damage on its next attack that turn. This increases by +1 and +1d6 for each additional 10 feet of movement, to a maximum of +3 to Armor Class and +3d6 damage to its next attack.

### Actions

**Longbow.** *Ranged Weapon Attack:* +5 to hit, ranged 150/600, one target. *Hit:* 1d8+3 piercing damage.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage.

## Drow Sharpshooter

*Medium humanoid (elf), lawful evil*

**Armor Class** 13
**Hit Points** 38
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 16 (+3) | **CON** 13 (+1) |
| **INT** 8 (-1) | **WIS** 13 (+1) | **CHA** 9 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 2

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 9). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self

only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Deadeye.** The sharpshooter scores a critical hit with ranged weapon attacks on a roll of 18 to 20, and deals an additional 1d8 damage with ranged weapon critical hits.

### Actions

**Multiattack.** The sharpshooter makes two longbow attacks.

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, ranged 150/600, one target. *Hit:* 1d8+3 (7) piercing damage.

**Volley** (Recharge 5 - 6). Choose a point within the longbow's normal range. The sharpshooter makes a longbow attack against each creature within 20 feet of that point.

## Drow Swarmborn (Centipede)

*Medium humanoid (elf), lawful evil*

**Armor Class** 14
**Hit Points** 55
**Speed** 30 ft., climb 30 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 16 (+3) | **CON** 12 (+1) |
| **INT** 8 (-1) | **WIS** 8 (-1) | **CHA** 6 (-2) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunites** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 3

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 8). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Swarmborn.** Whenever a swarmborn is reduced to half of its maximum hit points or fewer, it loses the ability to maintain its humanoid form, and gains "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 centipede. The swarm can't regain hit points or gain temporary hit points."

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage, and the target must make a DC 12 Constitution saving throw or take 3d6 (10) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

**Bites** (Swarm Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4 (5) piercing damage, and the target must make a DC 12 Constitution saving throw or take 3d6 (10) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

## Drow Swarmborn (Scorpion)

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 60
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 6 (-2) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunites** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 4

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 8). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Swarmborn.** Whenever a swarmborn is reduced to half of its maximum hit points or fewer, it loses the ability to maintain its humanoid form, and gains "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 scorpion. The swarm can't regain hit points or gain temporary hit points."

### Actions

**Multiattack.** The swarmborn makes three attacks: two with its claws and one with its sting.

**Claws** (non-swarm only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) bludgeoning damage.

**Sting** (non-swarm only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 (7) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 2d10 (11) poison damage on a failed save, or half as much damage on a successful one.

**Stings** (swarm only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d8 (9) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 2d10 (11) poison damage on a failed save, or half as much damage on a successful one.

## Drow Swarmborn (Spider)

*Medium humanoid (elf), lawful evil*

**Armor Class** 13
**Hit Points** 42
**Speed** 30 ft., climb 30 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 16 (+3) | **CON** 10 (+0) |
| **INT** 8 (-1) | **WIS** 11 (+0) | **CHA** 7 (-2) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunites** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 2

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 8). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Swarmborn.** Whenever a swarmborn is reduced to half of its maximum hit points or fewer, it loses the ability to maintain its humanoid form, and gains "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 spider. The swarm can't regain hit points or gain temporary hit points."

**Spider Climb.** The drow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the drow knows the exact location of any other creature in contact with the same web.

**Web Walker.** The drow ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage, and the target must make a DC 12 Constitution saving throw or take 2d6 (7) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

**Bites** (Swarm Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4 (5) piercing damage, and the target must make a DC 12 Constitution saving throw or take 2d6 (7) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

**Web** (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, ranged 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 10 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 5; vulnerability to fire damage; immunity to bludgeoning, piercing, poison, and psychic damage). If the swarmborn is below half health, this ability can only target creatures in the swarm's space.

## Drow Swarmborn (Wasp)

*Medium humanoid (elf), lawful evil*

**Armor Class** 14
**Hit Points** 51
**Speed** 30 ft., fly 40 ft. (hover)

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 16 (+3) | **CON** 10 (+0) |
| **INT** 8 (-1) | **WIS** 11 (+0) | **CHA** 6 (-2) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunites** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 3

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Flyby.** The swarmborn doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 8). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Swarmborn.** Whenever a swarmborn is reduced to half of its maximum hit points or fewer, it loses the ability to maintain its humanoid form, and gains "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 wasp. The swarm can't regain hit points or gain temporary hit points."

### Actions

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) piercing damage, and the target must make a DC 12 Constitution saving throw or take 3d6 (10) poison damage.

**Stings** (Swarm Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6 (7) piercing damage, and the target must make a DC 12 Constitution saving throw or take 3d6 (10) poison damage.

## Drow Warleader

*Medium humanoid (elf), lawful evil*

**Armor Class** 17
**Hit Points** 110
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 12 (+1) | **WIS** 10 (+0) | **CHA** 12 (+1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 5

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Demand Courage.** The warleader and all drow within 30 feet of it are immune to the frightened and charmed conditions.

### Actions

**Multiattack.** The warleader makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 (8) slashing damage, and the warleader can move 5 feet without provoking attacks of opportunity.

### Bonus Actions

**Incite Action (Recharge** 6). Up to three drow within 30 feet of the warleader can use their reaction to make one melee or ranged attack of their choice.

## Enslaved Drow Priestess

*Medium humanoid (elf), lawful evil*

**Armor Class** 15
**Hit Points** 71
**Speed** 30 ft.

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

**Saving Throws** Wisdom +5, Charisma +3
**Skills** Insight +5, Perception +5, Religion +2
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 4

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*

**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight** Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Spellcasting.** The priestess is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, spell attack +5). The matriarch has the following cleric spells prepared:

**Cantrips** (at will): *guidance, poison spray, spare the dying, thaumaturgy*
**1st level** (4 slots): *bane, cure wounds, ray of sickness,*
**2nd level** (3 slots): *protection from poison, temporary insanity, web*
**3rd level** (3 slots): *conjure animals* (2 giant spiders), *dispel magic*
**4th level** (1 slot): *choking fog*

## Actions

**Cudgel.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) bludgeoning damage.

# Prince Vraye

*Medium monstrosity, chaotic evil*

**Armor Class** 18
**Hit Points** 160
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 17 (+3) | **CON** 16 (+3) |
| **INT** 15 (+2) | **WIS** 19 (+4) | **CHA** 17 (+3) |

**Saving Throws** Constitution +8, Wisdom +9, Charisma +8
**Skills** Arcana +7, Deception +8, Perception +9, Stealth +8
**Damage Immunities** poison, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** darkvision 120 ft., passive Perception 19
**Languages** Common, Undercommon
**CR** 14

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights*
**1/day each:** *darkness, faerie fire, levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the prince has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

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

**Spellcasting.** The Prince is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The Prince has the following cleric spells prepared:

**Cantrips** (at will): *chill touch, desparate ward, poison spray, spare the dying, thaumaturgy*
**1st level** (4 slots): *bane, command, mind over matter*
**2nd level** (3 slots): *blindness/deafness, silence, temporary insanity*
**3rd level** (3 slots): *bestow curse, dispel magic, spirit guardians*
**4th level** (3 slots): *choking fog, freedom of movement, guardian of faith*
**5th level** (2 slots): *contagion, gibbering horror*
**6th level** (1 slot): *drown*

## Actions

**Multiattack.** The prince makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +9 to attack, reach 5 ft., one target. *Hit:* 1d8+4 (8) slashing damage plus 2d10 (11) poison damage.

**Swarm Barrier (Recharge 5–6).** The prince surrounds himself with a ring of stinging insects. Each creature within 10 feet must make a DC 17 Dexterity saving throw, taking 3d10 (16) piercing damage and 3d10 (16) poison damage on a failed saving throw, or half those amounts on a successful one.

## Reactions

**Swarm's Protection.** The prince can use this reaction whenever he would be hit by an attack, but only if he has at least one legendary action remaining. Using this reaction costs one legendary action. If the triggering attack hit by 5 or more, it deals half damage and cannot be a critical hit as the swarm partially absorbs the blow. If it hit by less than 5, it has no effect as the swarm completely absorbs the blow.

## Legendary Actions

The prince can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The prince regains spent legendary actions at the start of its turn.

**Attack.** The prince makes a longsword attack.

**Swarm Slam.** A swarm of insects coalesces and slams into a creature of the prince's choosing. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 3d10 (16) bludgeoning damage and the target is knocked prone.

**Burst Beetles (Costs 2 Actions).** A swarm of burst beetles forms at a point of the prince's choosing within 100 feet, then immediately ruptures. Each creature within 30 feet of that point must make a DC 17 Dexterity saving throw or take 3d10 (16) acid damage.

**Engulf.** The prince chooses one creature within 100 feet. That creature must make a DC 17 Dexterity saving throw or become completely engulfed in a sphere of swarming insects. An engulfed creature is blinded and restrained until it escapes using an action (escape DC 17). If a creature is engulfed at the start of its turn, it takes 2d10 (11) piercing damage.

***This drow prince has converted his army and other followers into a cult worshiping the Swarm Lord, an aspect of the low god. He overthrew the existing drow matriarchy and plans to march his insectoid army to take Fenrot, followed shortly thereafter by Skyfall.***

# Drukar, Vampire Priest of the Low God

*Medium undead (shapechanger), chaotic evil*

**Armor Class** 18
**Hit Points** 185
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 18 (+4) | **CON** 20 (+5) |
| **INT** 16 (+3) | **WIS** 20 (+5) | **CHA** 18 (+4) |

**Saving Throws** Dexterity +9, Wisdom +10, Charisma +9
**Skills** Perception +10, Stealth +9
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
**Senses** darkvision 120 ft., passive Perception 20
**Languages** the languages it knew in life (Common, Abyssal)
**CR** 16

**Shapechanger.** If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is weaing transforms with it, but nothing it is carrying does. It reverts to its ture form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying

speed of 20 feet, can hover, and can enter a hostile creatures space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

**Legendary** Resistance (3/day). If Drukar fails a saving throw, it can choose to succeed instead.

**Misty Escape.** When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that is isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

**Regeneration.** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Spider** Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Spellcasting.** The vampire is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, spell attack +10). Drukar has the following cleric spells prepared:

**Cantrips** (at will): *guidance, resistance, sacred flame, spare the dying, thaumaturgy*
**1st level** (4 slots): *bane, command, guiding bolt, shield of faith*
**2nd level** (3 slots): *hold person, silence, spiritual weapon*
**3rd level** (3 slots): *animate dead, bestow curse, spirit guardians*
**4th level** (3 slots): *freedom of movement, guardian of faith, stone shape*
**5th level** (2 slots): *geas, insect plague*

**Vampire Weaknesses.** The vampire has the following flaws:

**Forbiddance.** The vampire can't enter a residence without an invitation from one of its occupants.

**Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.

**Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

**Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight it has disadvantage on attack rolls and ability checks.

### Actions

**Multiattack** (Vampire Form Only). Drukar makes two attacks, only one of which can be a bite attack.

**Unarmed Strike** (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8+5 (9) bludgeoning damage. Instead of dealing damage, Drukar can grapple the target (escape DC 19).

**Bite (Bat or Vampire Form Only).** *Melee Weapon Attack:* +10 to hit, one willing creature or one that is grappled by Drukar, incapacitated, or restrained, reach 5 ft., one target. *Hit:* 1d6+5 (8) piercing damage, plus 3d6 (10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

**Charm.** The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted firend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself with a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/day).** The vampire magically calls 2d4 swarms of bats or rats, provided teh sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the campire dismises them as a bonus action.

### Legendary Actions

**The** vampire can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

**Move.** The vampire moves up to its speed without provoking opportunity attacks.

**Unarmed Strike.** The vampire makes one unarmed strike attack.

**Bite (Costs 2 Actions).** The vampire makes one bite attack.

***Long ago, this devotee of the high god was seduced by the low to give up his temple, but was not completely successful. He is trapped in a curse of undeath, unable to die until he is accepted and forgiven by either high or low, but both gods seem unrelenting in their disappointment.***

## Drunken Nesters

*Medium humanoid (any), chaotic neutral*

**Armor Class** 12
**Hit Points** 22
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 9 (-1) | **CHA** 10 (+0) |

**Senses** passive Perception 9
**Languages** Common
**CR** 1/8

**Improvised weapons.** Drunken Nesters are proficient with bottles used as clubs, but will often use barstools or other improvised weapons as well.

### Actions

**Barstool.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1d8+1 damage (1d10+1 if used in two hands).

**Bottle.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60, one target. *Hit:* 1d6+1 damage.

***Just a few dock workers and craftsmen, neck deep in ale and looking for a fight.***

## Duergar

***The Duergar of the Lightless Depths are stoic and***

***ruthless race. They cleave to the needs of their clan above all else, and will sacrifice nearly anything to protect their family and brethren. They are also strongly xenophobic, with particularly antiquated views on slavery.***

## Duergar Axe Master

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 16
**Hit Points** 9
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 14 (+2) | **CHA** 7 (-2) |

**Damage Resistances** poison
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Undercommon, Dwarven
**CR** 2

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Multiattack.** The Axe Master makes two hand axe attacks.

**Hand Axe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60, one target. *Hit:* 6 (1d6+3) slashing damage or 10 (2d6+3) slashing damage while enlarged.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## Duergar Peon

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 14
**Hit Points** 15
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 13 (+1) | **DEX** 12 (+1) | **CON** 13 (+1) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 7 (-2) |

**Skills** Perception +2
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Undercommon, Common, Dwarven
**CR** 1/2

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Club.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage, or 8 (2d6+1) slashing damage if enlarged.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## Duergar Stonesinger

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 14
**Hit Points** 33
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 12 (+1) |
| **INT** 10 (+0) | **WIS** 8 (-1) | **CHA** 15 (+2) |

**Saving Throws** Dexterity +3, Charisma +4
**Skills** Perception +1, Persuasion +4, Intimidate +4
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Undercommon, Dwarven
**CR** 2

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Dark Inspiration** (3/day). As a bonus action, choose one ally within 60 feet and roll 1d4. The chosen ally can add that amount to all attack rolls or damage rolls (not both) on their next turn.

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

**Cantrips** (at will): *blade ward, true strike, viscious mockery*
**1st level** (4 slots): *bane, cure wounds, faerie fire, Tasha's hideous laughter, thunderwave*
**2nd level** (3 slots): *cloud of daggers, invisibility*

### Actions

**Greataxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12+1) slashing damage or 14 (2d12+1) slashing damage while enlarged.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## Duergar Warsmith

*Medium humanoid (dwarf), lawful evil*

**Armor Class** 16
**Hit Points** 123
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 16 (-3) | **DEX** 10 (+0) | **CON** 20 (+5) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 8 (-1) |

**Damage Resistances** poison
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Dwarven, Undercommon
**CR** 6

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Hammer Rhythm.** The warsmith has advantage on attack rolls made with its maul against creatures that the warsmith hit on its previous turn.

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as Perception checks that rely on sight.

### Actions

**Multiattack.** The warsmith uses Enlarge if it is available, and then makes two maul attacks.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Maul.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage or 4d6+3 (17) bludgeoning damage if enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## Dwarf Merchant

*Medium humanoid (dwarf), neutral evil*

**Armor Class** 13
**Hit Points** 13
**Speed** 25 ft.

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

**Skills** Appraisal +5
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Dwarven
**CR** 1/4

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and resistance against poison damage.

**Stonecunning.** Whenever a dwarf makes an History check related to the origin of stonework, it is considered proficient in the History skill and adds double its proficiency bonus to the check, instead of its normal proficiency bonus.

### Actions

**Blackjack.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 bludgeoning damage

**Hand Crossbow.** *Ranged Weapon Attack:* +2 to hit, ranged 30/120, one target. *Hit:* 1d4 piercing damage.

***This dwarf is extorting an elven father for the return of his immigrant children.***

## Dwarven Pirate

**See** Entry - Skull Crackers

## Efreeti Halfblood Pirate

*Medium elemental, neutral evil*

**Armor Class** 15
**Hit Points** 86
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 18 (+4) |
| **INT** 12 (+1) | **WIS** 10 (+0) | **CHA** 16 (+3) |

**Damage Immunities** fire
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Ignan
**CR** 4

**Innate Spellcasting.** The halfblood's innate spellcasting ability is Charisma (spell save DC 13, spell attack +5). It can innately cast the following spells, requiring no material components:

**At will:** *firebolt*
**1/day each:** *feather fall, scorching ray*

### Actions

**Multiattack.** The halfblood makes two scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+4 (7) slashing damage, plus 1d8 (4) fire damage.

***Efreeti Halfbloods carry many of the fiery traits of their namesake genetic ancestors, but are otherwise generally human in appearance.***

## Elemental Amalgamation

**See** Entry - Corrupted Elementals

## Elder Swarm Dragon

**See** Entry - Swarm Dragons

## Elder Tetrataun

**See** Entry - Tetratauns

## Enslaved Drow Priestess

**See** Entry - Drow Elves

## Eortis "Thing Hitter"

*Medium humanoid (elf), neutral*

**Armor Class** 14
**Hit Points** 13
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 13 (+1) | **CON** 10 (+0) |
| **INT** 11 (+0) | **WIS** 11 (+0) | **CHA** 10 (+0) |

**Skills** Athletics +5 Perception +2
**Senses** low light vision 60 ft., passive Perception 12
**Languages** Common, Elven
**CR** 1/4

**Fey Ancestry:** Eortis has advantage on saving throws against being Charmed, and magic can't put the him to sleep.

### Actions

**Longsword: Melee:** +4 to hit, reach 5 ft. one target. *Hit:* 10 (1d8+2) slashing damage.

***Eortis is an elf who hits things and has an obvious***

***name.***

## Experiment #10

*Medium monstrosity, chaotic evil*

**Armor Class** 17
**Hit Points** 135
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 10 (+0) | **CON** 16 (+3) |
| **INT** 8 (-1) | **WIS** 8 (-1) | **CHA** 20 (+5) |

**Damage** Resistances psychic
**Condition Immunities.** charmed, frightened
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Orcish
**CR** 6

**Create Puppet.** The puppeteer can spend 4 hours completing a ritual to create a puppet out of a helpless living creature. That creature's mind is destroyed, and the puppeteer retains all of that creature's memories. As long as the puppet is within 300 feet of the puppeteer, it follows all of his mental commands exactly. Destroying the puppeteer will almost always slay the puppet (thought the puppet tends to find this a merciful end).

### Actions

**Multiattack.** The puppeteer makes a slam attack, then uses its Puppetmaster ability.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage.

**Puppetmaster.** Choose an enemy within 60 feet. That creature must make a DC 16 Charisma saving throw. On a failed save, that creature must make a melee or ranged attack of the puppeteer's choice against its nearest ally. The puppeteer cannot force a creature to expend any limited resources (such as spell slots or Action Surge).

**Two Strings (Recharge 5–6).** Choose two enemy creatures within range. They must each make a DC 16 Charisma saving throw. On a failed save, that creature is charmed by the puppeteer and will not attack it. Creatures charmed by the puppeteer get a new saving throw on their turn, ending the effect on a success.

**No Strings on Me. (Recharge Short Rest).** All negative effects on the puppeteer automatically end as though it had passed the original saving throw.

***Known to Latal as "the puppeteer", this horrible experiment is a thin, stalky abomination with the ability to strip out a creature's soul and command its corpse like a marionette.***

## Experiment #5

*Small monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 25
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 15 (+2) | **CON** 10 (+0) |
| **INT** 9 (-1) | **WIS** 12 (+1) | **CHA** 10 (+0) |

**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common
**CR** 1/2

**Unnatural Reach.** This creature's melee attacks have a reach of 10 feet. This is not apparent until it makes an attack at reach for the first time.

### Actions

**Short Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) slashing damage.

**Acidic Bile (Recharge 5–6).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4d6 (14) acid damage, range 30 feet.

***This monstrosity seems to be a normal grothik at first. However, its limbs and organs distend horribly, granting it an unnatural reach.***

## Experiment #7

*Small monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 23
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 14 (+2) | **CON** 10 (+0) |
| **INT** 13 (+1) | **WIS** 8 (-1) | **CHA** 15 (+2) |

**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common
**CR** 1/4

**Life Drain.** Whenever this experiment deals damage, it gains temporary hit points equal to the damage it dealt.

### Actions

**Touch of** Pain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) necrotic damage.

***This small girl moves with a stilted and unnerving gate. Her bloodshot red eyes seem to glow with power if she touches another living being.***

## Experiment #8

*Medium monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 46
**Speed** 30ft.

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

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Orcish
**CR** 2

### Actions

**Swarming Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 (7) bludgeoning damage, plus a small horde of insects bite the target, dealing an additional 2d6 (7) piercing damage, or an additional 1d6 (3) piercing damage if the experiment is below half health.

***This experiment is basically a swarm of insects given humanoid shape. As it takes damage its form becomes less distinct and more swarm-like.***

## Experiment #9

*Large monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 39
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 1 (-5) | **WIS** 1 (-5) | **CHA** 1 (-5) |

**Senses** darkvision 60 ft., passive Perception 9
**Languages** -
**CR** 3

**Headless.** This experiment automatically succeeds on all Intelligence, Wisdom, and Charisma saving throws.

**Enrage.** Whenever this experiment takes damage, it becomes enraged until hit hits a creature in melee. If enraged, this experiment deals an additional 1d6 (3) damage with its tentacle attack.

### Actions

**Multiattack.** The experiment makes a battleaxe and tentacle attack.

**Large Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d10+3 (8 damage) slashing damage.

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 1d6+3 (6) bludeoning damage, and the target becomes grappled.

***This headless abomination carries a massive axe in one hand, while the other arm is replaced by a writhing mass of tentacles. The rest of its body is a hulking mass of muscle and tendon.***

## Fallen Avatar Golem

*Medium construct, unaligned*

**Armor Class** 16
**Hit Points** 55
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 16 (+3) | **CON** 15 (+2) |
| **INT** 3 (-4) | **WIS** 10 (+0) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons that aren't made of adamantine
**Damage Immunities** poison, psychic, necrotic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** Common, Celestial
**CR** 5

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Death Burst.** When the golem dies, it explodes in a burst of radiant energy. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, becoming blinded and taking 10d6 (35) radiant damage on a failed save, or half that amount and no blindness on a successful one. A blinded creature can make another saving throw at the end of its turn, ending the effect on itself with a successful save.

### Actions

**Multiattack.** The golem makes two weapon attacks.

**Sword or Axe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8+4 (8) slashing damage, and the golem moves 10 feet without provoking attacks of opportunity.

***This statue is an unfinished carving of one of the high god's dead avatars, a man named Authion Nerandis.***

## Filament Swarm

*Large swarm of tiny monstrosities, chaotic evil*

**Armor Class** 15
**Hit Points** 155
**Speed** 20 ft., swim 40 ft.

| | | |
|---|---|---|
| **STR** 6 (-2) | **DEX** 19 (+4) | **CON** 18 (+4) |
| **INT** 16 (+3) | **WIS** 10 (+0) | **CHA** 10 (+0) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 30 ft., passive Perception 10
**Languages** -
**CR** 10

**Acid Body.** Creatures that start their turn in the same space as the filament swarm take 3d6 (10) acid damage.

**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 larvae. The swarm can't regain hit points or gain temporary hit points.

**Water breathing.** The swarm can breathe only under water.

### Actions

**Multiattack.** The swarm makes two melee attacks.

**Bites.** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 2d6+3 (10) piecing damage and 4d6 (14) acid damage, or 1d6+3 (6) piercing damage and 4d6 (14) acid damage if the swarm is below half its maximum hit points.

## Filthcaster Zombie

*Medium undead, chaotic evil*

**Armor Class** 14 (natural)
**Hit Points** 39
**Speed** 30 ft.

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

**Saving Throws** Constitution +4
**Skills** Perception +2
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 12
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Aura of Filth.** All living cretures within 30 feet of a filthcaster zombie have disadvantage on attack rolls made against it.

### Actions

**Filthy Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the creature must make a DC 12 Constitution saving throw or be incapacitated until the end of their next turn.

**Fling Filth (Recharge 5–6).** Choose up to three creatures, all of which must be within 30 feet. If the target is a zombie, it rolls an additional 1d4 when attacking and adds the result to its attack roll. If the target is not a zombie, it must make a DC 12 Wisdom saving throw. On a failed save, the target must roll an additional 1d4 when attacking and subtract the result from its attack roll. This ability requires concentration (as though concentrating on a spell).

***This zombie is covered and sickening filth. It carries a nauseating stench and flings its filth at its enemies.***

## Finger of the Low God

**See** Entry - Leviathans

## Firetrap Servitor

**See** Entry - Servitors

## The Firewatch

**The** Firewatch is the combined force of the firefighting teams, city guards, and municipal workers in Skyfall.

## Firewatch Guardsmen

*Medium humanoid (human), Lawful neutral*

**Armor Class** 14
**Hit Points** 11
**Speed** 30 ft.

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

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** Common
**CR** 1/4

**Surprise Left Hook.** The first time the guardsman uses Left Hook, it counts as a bonus action instead of an action.

### Actions

**Hatchet. Melee** or ranged Weapon Attack: +4 to hit, reach 5 ft. or 10ft/30ft, one target. *Hit:* 5 (1d8 + 2) slashing damage.

**Left Hook**. Melee Unarmed Attack: +3 to hit, reach 5 ft, one target. *Hit:* 3 (1d3 + 1) bludgeoning damage.

## Firewatch Guardsmen Captain

*Medium humanoid (human), Lawful neutral*

**Armor Class** 16
**Hit Points** 15
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 10 (+0) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** Common
**CR** 1/4

**Surprise Shield Smash.** The first time the guardsman uses Shield Smash, it counts as a bonus action instead of an action.

### Actions

**Battle Axe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Shield Smash**. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target must pass a DC 11 strength save or be pushed 10 ft.

## Firewatch Guardsmen Heavy

*Medium humanoid (human), Lawful neutral*

**Armor Class** 16
**Hit Points** 13
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 11 (+0) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 10 (+0) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** Common
**CR** 1/4

**Surprise Left Hook.** The first time the guardsman uses Left Hook, it counts as a bonus action instead of an action.

### Actions

**Battle Axe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Left Hook**. *Melee Unarmed Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

## Flame Archon

*Medium celestial, chaotic neutral*

**Armor Class** 17
**Hit Points** 118
**Speed** 30 ft., fly 60 ft. (hover)

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 18 (+4) | **CON** 16 (+3) |
| **INT** 16 (+3) | **WIS** 15 (+2) | **CHA** 19 (+4) |

**Saving Throws** Dexterity +7, Charisma +7
**Skills** Acrobatics +7, Perception +5
**Damage Resistances** radiant; bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** fire
**Condition Immunites** charmed, exhaustion, frightened
**Senses** darkvision 120 ft., passive Perception 15
**Languages** all, telepathy 120 ft.
**CR** 8

**Flaming Weapons.** The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 3d8 fire damage (included in the attack).

**Innate Spellcasting.** The archon's spellcasting ability is Charisma (spell save DC 15, +7 spell attack). The archon can innately cast the following spells, requiring only verbal components:

**At will:** *firebolt, light, detect evil and good*
**1/day each:** *flaming sphere*

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

### Actions

**Multiattack.** The archon makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6+4 (7) slashing damage plus 3d8 (13) fire damage.

### Bonus Actions

**Cantrip.** The flame archon can cast the firebolt cantrip as a bonus action.

***Flame archons are the angelic embodiment of flame, wreathing their wings and weaponry in blazing heat.***

## Frostspawn Spider Swarm

*Medium swarm of Tiny monstrosities, chaotic evil*

**Armor Class** 13
**Hit Points** 27
**Speed** 20 ft., climb 20 ft.

| | | |
|---|---|---|
| **STR** 3 (-4) | **DEX** 14 (+2) | **CON** 12 (+1) |
| **INT** 6 (-2) | **WIS** 10 (+0) | **CHA** 4 (-3) |

**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** cold
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**CR** 1

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions

caused by webbing.

**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 spider. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Frozen** Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 2d6 (7) cold damage, or 1d6 (3) cold damage if the swarm has half its hit points or fewer. The target's speed is reduced by 5 feet each time it is hit by this attack. Creatures reduced to 0 speed by this ability are restrained. A creature whose speed is reduced by this ability can take an action to remove the ice and return its speed to normal.

***One of the best things about spiders is they tend to die in the cold. These spiders are the exception. Crystals of glittering ice encase the eight skittering legs.***

## Giant Splaytongue Frog

*Large monstrosity, unaligned*

**Armor Class** 13
**Hit Points** 32
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 2 (-4) | **WIS** 10 (+0) | **CHA** 7 (-2) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**CR** 1

**Grasping Tongue.** Creatures who start their turn grappled by the splaytongue take 3d6 (10) bludgeoning damage as the grasping tentacles choke the life out of the target.

**Amphibious.** The frog can breathe air and water.

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

### Actions

**Tongue.** *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 1d8+2 (6) bludgeoning damage, and the target is pulled 15 feet closer to the frog and grappled (escape DC 15).

***Some people think frogs are kind of cute. This frog is the size of a horse and has a mass of ropey tendrils for a tongue which it uses to eat those people for breakfast.***

## Gnolls

***The gnolls of the besieged cliffs are a proud and noble race. Their fur tends toward brown with bands and swirls of deep black. In the wild they are often armored in the tough shells of giant beetles, in the city proper they tend toward respectable roles within the Fire Watch, though the Fireplace Jackals are one of the most vicious gangs in the Dregs.***

## Gnoll Pirate

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 16
**Hit Points** 50
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 17 (+3) | **CON** 12 (+1) |
| **INT** 12 (+1) | **WIS** 8 (-1) | **CHA** 8 (-1) |

**Senses** darkvision 60 feet, passive Perception 9
**Languages** Gnoll
**CR** 2

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

### Actions

**Multiattack.** The gnoll makes two scimitar attacks and a bite attack.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage.

## Gnoll Warbringer

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 15
**Hit Points** 96
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 14 (+2) | **CON** 16 (+3) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 9 (-1) |

**Saving Throws** Strength +5, Constitution +5
**Skills** Athletics +5, Perception +3
**Senses** darkvision 60 feet, passive Perception 13
**Languages** Common,
**CR** 3

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

**Reckless Attack.** The gnoll can choose to gain advantage on all melee attack rolls on its turn. If it does so, it grants advantage to all attackers until its next turn.

**Enrage.** Whenever a creature deals damage to the warbringer, increase the damage of its next attack by 3 points. This ability stacks with itself, and is reset to zero on the Gnoll's next successful attack.

### Actions

**Great Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d12+3 (9) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage.

## Starving Gnoll

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 13
**Hit Points** 15
**Speed** 30ft.

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

**Senses** darkvision 60 feet, passive Perception 9
**Languages** Gnoll
**CR** 1/4

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

### Actions

**Club.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) bludgeoning damage.

## Gnome Pirate

**See** Entry - Wombat's Wombats

## Greater Imp Dragoon

*Medium fiend (devil, shapechanger), lawful evil*

**Armor Class** 17
**Hit Points** 65
**Speed** 30 ft., fly 40 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 15 (+2) | **CON** 16 (+3) |
| **INT** 12 (+1) | **WIS** 14 (+2) | **CHA** 19 (+4) |

**Saving Throws** Dexterity +5, Charisma +7
**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
**Damage Immunities** fire, poison
**Condition Immunites** poisoned
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Infernal, Common
**CR** 7

**Improved Shapechanger.** The imp can use its action to polymorph into a beast form that resembles a wolf (40 ft.), a bat (20 ft., fly 60 ft., or a spider (30 ft., climb 30 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying melds into the new form, unlike normal imps.

**Devil's Sight.** Magical *darkness* doesn't impede the imp's darkvision.

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

**Innate** Spellcasting. The imp's spellcasting ability is Charisma (spell save DC 15, spell attack +7). The imp can innately cast the following spells, requiring no material components:

**At will:** *detect magic*
**3/day each:** *fireball*
**1/day each:** *greater invisibility*

### Actions

**Multiattack.** The imp makes two greatspear attacks, then a sting attack. Altneratively, it can make two bite attacks in any of it's alternate forms.

**Greatspear.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 2d6+4 (11) piercing damage.

**Sting (Bite in Beast Form)**, *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 (8) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 5d6 (17) poison damage on a failed save, or half that amount on a successful one.

**Invisibility.** The imp magically turns invisible until it attacks or its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

***This imp is significantly larger that its lesser cousin. It is slightly larger than a human, though more lithe. Imp Dragoons carry massive great spears, and use them to deadly effect.***

## Greed Demon

*Large fiend (demon), chaotic evil*

**Armor Class** 15
**Hit Points** 125
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 15 (+2) | **CON** 20(+5) |
| **INT** 8(-1) | **WIS** 12 (+1) | **CHA** 10 (+0) |

**Saving Throws** Str +7, Con+8, Wis +4
**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 120 ft., passive Perception 11
**Languages** Abyssal, telepathy 120 ft.
**CR** 7

**Greed Aura.** Any creature that starts its turn adjacent to the Greed Demon takes 1d8 (4) psychic damage and has disadvantage on all attacks, checks, and saving throws until the start of their next turn unless it succeeds on a DC 15 Wisdom saving throw.

### Actions

**Multiattack.** The Greed Demon makes two claw attacks

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3d6+4 (14) slashing damage.

***These demons thrive on avarice and greed deriving energy from the souls of those who covet. Fun Fact: They also like to use their talons to remove eyelids.***

## Greed Golem

*Medium Construct, neutral*

**Armor Class** 17
**Hit Points** 100
**Speed** 30 ft.,

| | | |
|---|---|---|
| **STR** 19 (+4) | **DEX** 10 (+0) | **CON** 18 (+4) |
| **INT** 6 (-2) | **WIS** 10 (+0) | **CHA** 5 (-3) |

**Damage Immunities** lightning, poison, bludgeoning, piercing, and slashing from nonmagical attacks.
**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common but cannot speak
**CR** 6

**Immutable Form.** The Golem is immune to any spell or effect that would alter its form.

**False Appearance.** If the Greed golem does not move or take an action on its turn it is indistinguishable from a pile of treasure.

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

**Magic Weapons.** The golem's attacks count as magical.

**Powered** by **Greed.** If the golem comes within 10 feet of unattended coins or gems worth at least 100 gp that do not belong to its master, it has disadvantage on all attacks until it absorbs the treasure.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 2d10+4 (15) bludgeoning damage.

**Absorb Treasure.** The golem may absorb any coins or gems that are unattended. It regains 1 hit point for every 10 gp of coins or gems absorbed.

***In Squall Giant temple, the loot takes you!***

## Grothik Pirate

**See** Entry - Wombat's Wombats

## Growth

*Large monstrosity, chaotic evil*

**Armor Class** 19
**Hit Points** 125
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 16 (+3) | **CON** 20 (+5) |
| **INT** 8 (-1) | **WIS** 17 (+3) | **CHA** 8 (-1) |

**Skills** Perception +6
**Senses** darkvision 120 ft., passive Perception 16
**Languages** -
**CR** 7

### Actions

**Vile Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d10+6 (17) piercing damage and 3d8 (13) poison damage.

**Fecundity (Recharge 5 – 6).** Growth chooses a point within 60 feet. Within 15 feet of that point, lashing tentacles sprout from the ground. The area is considered difficult terrain for Growth's enemies. The first time an enemy enters the area on a turn or starts its turn there, the enemy must make a DC 16 Dexterity saving throw, taking 4d8 (18) bludgeoning damage and 4d8 (18) necrotic damage and becoming restrained on a failed saving throw. On a successful save, the creature takes half that damage and is not restrained. Restrained creatures receive a new saving throw at the end of their turn, ending the effect for themselves on a success. The area of tentacles lasts until Growth dismisses it as an action, or uses Fecundity again.

***One of four beast servants of the low god.***

## Hale Hound

*Medium monstrosity, lawful neutral*

**Armor Class** 16 (natural armor)
**Hit Points** 75
**Speed** 50 ft.,

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12(+1) | **CON** 16 (+3) |
| **INT** 6 (-2) | **WIS** 13 (+1) | **CHA** 6 (-2) |

**Skills** Perception +5
**Damage Immunities** Fire
**Senses** darkvision 60 ft., passive Perception 15
**Languages** All languages, but cannot speak any
**CR** 5

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Regeneration. The** hound regains 10 hit points at the start of its turn. If the hound takes necrotic or cold damage, this trait doesn't function at the start of the hound's next turn. The hound only dies if it starts its turn with 0 hitpoints and it doesn't regenerate.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) piercing damage and 1d6 (3) radiant damage.

**Radiant Breath** (Recharge 5-6). The hound exhales radiant energy in a 15-cone. Each creature in the area must make a dc 13 Dexterity saving throw, taking 27 (6d8) radiant damage on a failed save or half as much on a successful one.

***Despite being born beings of light, Hale hounds are often trained as guardians and war dogs. Their durability and relative intelligence make them prized by both the just, and those who can break their inherent goodness.***

## Half-Formed Abomination

*Huge monstrosity, chaotic evil*

**Armor Class** 16
**Hit Points** 180
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 10 (+0) | **CON** 18 (+4) |
| **INT** 4 (-3) | **WIS** 16 (+3) | **CHA** 2 (-4) |

**Condition Immunities** frightened, prone
**Senses** darkvision 60 ft., passive Perception 9
**Languages** -
**CR** 8

**Aura of Madness.** The abomination has an aura of madness. Each creature that starts its turn within 40 feet of the abomination must succeed on a DC 14 Wisdom saving throw. On a failure, that creature can't take reactions until the start of its next turn and rolls 1d8 to determine what it does on its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all of its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

### Actions

**Multiattack.** The abomination makes two tentacle attacks, and then can attempt to consume a grappled creature if possible.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 15 feet, one target. *Hit:* 2d10+4 (15) bludgeoning damage and the target is grappled (Escape DC 15).

**Consume.** The abomination attempts to draw a grappled creature into its body and devour it. One creature grappled by the abomination must make a DC 15 Strength saving throw or be drawn into the abomination's body. Creatures within the abomination at the start of their turn take an additional 4d8 (18) necrotic damage and are incapacitated. A consumed creature receives a new saving throw each turn, ending the effect and falling prone in a random space adjacent to the abomination on a success. Creatures that pass the initial saving throw are not consumed, but are still grappled until they escape. The abomination can have up to 4 medium or two large creatures consumed at the same time.

***This abomination is a half-formed mass of tentacles, limbs, teeth, and terror. Just being hear the abomination causes temporary insanity.***

## Halfling Pirate

**See** Entry - Wombat's Wombats

## Hall Monitor

*Medium undead, lawful evil*

**Armor Class** 13
**Hit Points** 44
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 1 (-5) | **DEX** 16 (+3) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 10 (+0) | **CHA** 14 (+2) |

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft., passive Perception 10
**Languages** understands all languages it knew in life but can't speak
**CR** 2

**Incorporeal Movement.** The hall monitor can move through other creatures and objects as if they were difficult terrain. It takes 1d10 (5) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the hall monitor has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### Actions

**Forceful** Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3d6 (10) force damage.

**Stacks Intruder Response (Recharge 5–6).** Choose one creature within 60 feet. That creature must make a DC 12 Charisma saving throw or take 3d10 (16) psychic damage and be knocked prone.

***This incorporeal spirit roams the halls and stacks of the undead library, keeping a protective watch over the works stored there.***

## Hatchling Deathbore Centipede

**See** Entry - Deathbore Centipedes

## Henrik Latal

*Medium humanoid (human), chaotic evil*

**Armor Class** 17
**Hit Points** 210
**Speed** 40ft., climb 40 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 18 (+4) |
| **INT** 14 (+2) | **WIS** 12 (+1) | **CHA** 20 (+5) |

**Saving Throws** Strength +8, Dexterity +5, Constitution +8, Intelligence +6, Wisdom +5, Charisma +9
**Damage Resistances** necrotic
**Condition Immunities** frightened, charmed
**Skills** Deception +9, Intimidate +9
**Senses** truesight 60 ft, passive Perception 11
**Languages**
**CR** 10

**Legendary Resistance (3/day).** If Latal fails a saving throw, it can choose to succeed instead.

**Low God's Blessing.** Henrik is under the effects of a bless spell permanently, and has truesight 60 feet. Neither benefit can be dispelled, nor do they require concentration.

### Actions

**Multiattack.** Henrik makes two Staff of Corruption attacks, or three Vile Blast attacks.

**Staff of Corruption.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+4 (8) bludgeoning damage, plus 2d6 (7) necrotic damage.

**Vile Blast.** *Ranged Spell Attack:* +9 to hit, ranged 120 ft., one target. *Hit:* 1d10+5 (11) necrotic damage.

### Staff of Corruption

Henrik wields a Staff of Corruption (see Appendix #: Magic Items). In addition to the normal uses of the staff, it also grants Henrik additional abilities due to his connection to the Low God. Henrik can use an action to cast the following additional spells using the staff: parch (2 charges), gibbering horror (3 charges).

### Legendary Actions

Henrik can take 3 legendary actions, choosing from the options below. Only one option can be used at a time, and only at the end of another creature's turn. Henrik regains spend legendary actions at the start of his turn.

**Detect.** Latal makes a Perception check.

**Sickening Transposition.** Choose one creature within 60 feet. That creature and Henrik immediately exchange locations. The teleported creature must then make a DC 16 Wisdom saving throw or take 2d8 (9) necrotic damage and become restrained. The restraint ends when the creature takes an action to shake off the weakness.

**Vile Blast.** Henrik makes a Vile Blast attack.

***Henrik Latal is the head of Baelfyre Asylum. Unfortunately, he is also the head of a cult following the low god. He fancies himself the low god's new avatar, and spends his days hunting for the Throne of Creation.***

## Hired Thugs

*Medium humanoid (human), chaotic evil*

**Armor Class** 15
**Hit Points** 32
**Speed** 30ft.

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

**Senses** passive Perception 9
**Languages** Common
**CR** 1/2

**Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) bludgeoning damage.

**Sack of False Coins.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage, and the targeted creature must make a DC 12 Constitution saving throw or be unable to take reactions for one minute. The sack of coins bursts open on a hit, preventing the use of this ability until another sack has been filled as an action.

***Spilt Ink hired these thugs to pose as guards to help him smuggle money out of the popular bank that Ink manages.***

## Hivefire Wasps

***These sheep-sized wasps have keen psychic abilities for defeating victims and capturing prey. Their favorite meal seems to be anything on two legs with a high opinion of itself. The different species are, in order of viciousness, the Bloodfire, Mindfire and Soulfire Wasps.***

### Bloodfire Wasp

*Tiny beast, neutral evil*

**Armor Class** 12
**Hit Points** 5
**Speed 10** ft., fly 50 ft.

| | | |
|---|---|---|
| **STR** 6 (-2) | **DEX** 16 (+3) | **CON** 10 (+0) |
| **INT** 6 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** –
**CR** 1/8

**Strange Whispers.** A creature poisoned by a Bloodfire Wasp is subjected to strange whispers in their minds. The whispers are little more than an annoyance.

### Actions

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage. The target must make a DC 10 Constitution saving throw or take 2 (1d4) poison damage, and become poisoned. A poisoned creature must make the saving throw again at the end of each turn. On a success, the effect ends.

### Bloodfire Wasp Swarm

*Medium swarm of Tiny beasts, neutral evil*

**Armor Class** 13
**Hit Points** 28
**Speed 10** ft., fly 50 ft.

| | | |
|---|---|---|
| **STR** 6 (-2) | **DEX** 16 (+3) | **CON** 9 (-1) |
| **INT** 6 (-2) | **WIS** 8 (-1) | **CHA** 12 (+1) |

**Skills** Perception +1
**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 11
**Languages** –
**CR** 1

**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 wasp. The swarm can't regain hit points or gain temporary hit points.

**Maddening Whispers.** A creature poisoned by a Bloodfire Wasp Swarm is subjected to maddening whispers in their mind. A poisoned creature cannot concentrate on spells or take reactions.

### Actions

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in 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 11 Constitution saving throw, or take 7 (2d6) poison damage and gain the poisoned condition.

## Mindfire Wasp

*Small beast, neutral evil*

**Armor Class** 12
**Hit Points** 9
**Speed** 10 ft., fly 50 ft.

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

**Skills** Perception +0
**Senses** darkvision 60 ft., passive Perception 10
**Languages** –
**CR** 1/4

### Actions

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage. The target must make a DC 10 Constitution saving throw or become poisoned. A poisoned creature must make the saving throw again at the end of each turn. On a success, the effect ends.

**Command.** The wasp projects a telepathic command to each creature currently poisoned by it within 30 feet. Each affected creature must make a DC 10 Charisma saving throw, or follow one command given by the wasp (as the command spell) this round. A creature with an Intelligence score less than 5 has disadvantage on this saving throw.

## Soulfire Wasp

*Medium beast, neutral evil*

**Armor Class** 11
**Hit Points** 16
**Speed** 10 ft., fly 50 ft.

| | | |
|---|---|---|
| **STR** 14 (+2) | **DEX** 15 (+2) | **CON** 12 (+1) |
| **INT** 11 (+0) | **WIS** 8 (-1) | **CHA** 14 (+2) |

**Skills** Perception +1, Athletics +4
**Senses** darkvision 60 ft., passive Perception 11
**Languages** –
**CR** 1/2

**Latch On.** A Soulfire Wasp that hits a non-grappled creature with its Sting attack can make a grapple attempt as a bonus action.

### Actions

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage.

**Inject.** A target currently grappled by a Soulfire Wasp must make a DC 12 Constitution save, or gain the poisoned condition. The poisoned condition ends when the Soulfire Wasp is no longer grappling with the target. If a poisoned target breaks free from the grapple, it takes 5 (1d6+2) piercing damage as the barbed stinger is ripped free.

**Dominate.** This ability may only be used on a creature that is currently both grappled and poisoned by the Soulfire Wasp. The creature must make a DC 12 Charisma save, or be totally dominated by the Soulfire Wasp. A dominated creature mentally and physically fused with the wasp; removal of the wasp will kill the creature, while the death of creature will kill the wasp. The wasp controls the dominated creatures actions completely. The fused creature retains all of its proficiencies, skill bonuses, and physical ability scores. Use the mental ability scores of the creature or the wasp, whichever is higher.

## Hoardburster Zombie

*Large undead, chaotic evil*

**Armor Class** 12
**Hit Points** 52
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 9 (-1) | **CON** 14 (+2) |
| **INT** 5 (-3) | **WIS** 10 (+0) | **CHA** 4 (-3) |

**Saving Throws** Constitution +4, Wisdom +2
**Skills** Perception +2
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 12
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Cleave.** If the hoardburster reduces an enemy to zero hit points, it can make a melee attack as a bonus action.

**Death Throws.** When the hoardburster is reduced to zero hit points, the magic holding it together is released in a violent burst of bone fragments and rotting flesh. Each creature within 15 feet must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or 7 (2d6) piercing damage on a successful one.

### Actions

**Multiattack.** The hoardburster makes two cleaver attacks.

**Cleaver.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

***All zombies are gross piles of rotting death, these zombies make the other zombies look fit for the senate chamber. Grossly bloated and somehow standing nearly 9 feet high these bulbous monstrosities are among the most feared weapons of Fenrot.***

## Hoarfrost Worm

*Huge monstrosity, unaligned*

**Armor Class** 16
**Hit Points** 207
**Speed** 20 ft., burrow 40 ft.

| | | |
|---|---|---|
| **STR** 24 (+7) | **DEX** 14 (+2) | **CON** 20 (+5) |
| **INT** 2 (-4) | **WIS** 14 (+2) | **CHA** 5 (-3) |

**Damage Immunities** cold
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 12
**Languages** -

**CR** 11

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 4d10+7 (29) piercing damage plus 5d6 (17) cold damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the worm can't bite another target.

**Swallow.** The worm 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 restrained, and it has total cover aginast attacks and other effects outside the worm, and it takes 6d6 (21) acid damage at the start of each of the worm's turns.

If the worm takes 30 or more damage on a single turn from a creature inside it, the worm must succeed on a DC 15 Constitution saving throw or be forced to regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Frozen Breath (Recharge 5–6).** The worm exhales a blast of frozen winds in a 60-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 8d10 (44) cold damage on a failed save, or half that amount on a successful one.

***A hoarfrost worm is a ferocious denizen of the Lightless Depths. Nearly 100 feet long, large enough to swallow a half-orc whole, and filled with frozen energy, this worm uses its breath weapon to turn its enemies to ice before devouring them.***

## Hulking Brute

*Medium humanoid (orc), chaotic evil*

**Armor Class** 13
**Hit Points** 39
**Speed** 30ft.

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

**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Orcish
**CR** 1

**Brutal Pugilist.** The brute deals an additional die of damage when brass knuckles (included in attacks).

### Actions

**Brass Knuckles.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4+3 (8) bludgeoning damage.

### Reactions Actions

**Sucker Punch.** The brute can use this reaction when a creature attacks it in melee, targeting that creature. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4 (5) bludgeoning damage, and the triggering attack has disadvantage.

***This orc carries a pair of brass knuckles and hits hard enough with them to make you look for the cart that ran you over.***

## Human Pirate

**See** Entry - Skull Crackers

## Icetrap Spider

*Large monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 42
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 13 (+1) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 7 (-2) |

**Skills** Stealth +5
**Senses** darkvision 60 ft., passive Perception 11
**Languages** -
**CR** 1

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (6) piercing damage.

**Frost Breath (Recharge 5–6).** The spider exhales frost in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 4d6 (14) cold damage on a failed save, or half as much damage on a successful one. Creatures that fail this save are restrained. A creature restrained by this ability can make a new saving throw at the end of its turn, ending the effect for itself on a successful save.

***Icetrap spiders strike fear into the hearts of even the mighty duergar. The larger man-sized cousin of the Frostspawn Spider, this beast prowls the tunnels of the Cracks looking for its next meal.***

## Ironmind Psychic

*Medium monstrosity, chaotic evil*

**Armor Class** 16
**Hit Points** 68
**Speed** 30ft., fly 60 ft. (hover)

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 12 (+1) | **WIS** 10 (+0) | **CHA** 17 (+3) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, telepathy 120 ft.
**CR** 3

**Mental Shields.** The psychic has advantage on saving throws against any abilities that cause the charmed or frightened conditions. In addition, if the Ironmind Psychic takes the Dodge action, it also gains resistance to bludgeoning, piercing, and slashing damage until its next turn.

**Psychic Barriers.** The psychic's Armor Class is equal to 13 + its Charisma modifier (already included).

### Actions

**Multiattack.** The psychic makes two Psychic Blast attacks this turn.

**Unarmed Strike.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

**Psychic Blast.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 1d10+3 (8) psychic damage.

**Dominate Mind (Recharge 5–6).** Choose a creature within 60 feet of the psychic. That creature must make a DC 13 Charisma saving throw. On a failed save, that creature will follow the psychic's instructions until this ability ends. The creature will not take suicidal actions, and gets a new saving throw if the psychic attempts to force the creature to do something out of character (such as attack its allies), ending the effect for itself on a success.

### Reactions

**Psychic Pulse.** Whenever an enemy moves adjacent to the psychic, it can use this reaction to push that creature 15 feet away and force it to make a DC 13 Strength saving throw. On a failed save, that creature is knocked prone.

***Latal's only willing experiment, the Ironmind psychic appears frail, but uses massive telekinetic abilities to fight his enemies and move his body.***

## Karstan Gotugan

*Medium humanoid (half-orc), lawful evil*

**Armor Class** 16
**Hit Points** 112
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 18 (+4) | **CON** 16 (+3) |
| **INT** 18 (+4) | **WIS** 16 (+3) | **CHA** 20 (+5) |

**Saving Throws** Str +5, Dex +7, Con+6, Int +7, Wis +6, Cha+8
**Skills** Deception +31, Diplomacy +31, Insight +26, Intimidation +8, Perception +26
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons
**Damage Immunities** necrotic
**Condition Immunities** charmed, frightened
**Senses** truesight 60 ft., passive Perception 36
**Languages** any (see Blessing of the Low God)
**CR** 7

**Blessing of the Low God.** The low god's blessing grants Karstan a number of benefits:

- Immunity to necrotic damage.
- Immunity to the charmed and frightened conditions.
- Resistancce to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Truesight 60 ft.
- The ability to understand, speak, or write any written or spoken language.
- A +20 bonus to all Deception, Diplomacy, Insight, and Perception checks.

**Sneak Attack (1/turn).** Karstan deals an extra 4d6 (14) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Karstan doesn't have disadvantage on the attack roll.

**Relentless Endurance (Recharges after a Long Rest).** When a half-orc is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

### Actions

**Multiattack.** Karstan makes two rapier attacks.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 (8) piercing damage, plus 3d6 (10) poison damage.

## Karstan Gotugan, Avatar of the Low God

*Large monstrosity, neutral evil*

**Armor Class** 20
**Hit Points** 266
**Speed** 50 ft., fly 120 ft.

| | | |
|---|---|---|
| **STR** 24 (+7) | **DEX** 22 (+6) | **CON** 26 (+8) |
| **INT** 20 (+5) | **WIS** 18 (+4) | **CHA** 26 (+8) |

**Saving Throws** Str +14, Dex +13, Con+15, Int +12, Wis +11, Cha+15
**Skills** Deception +22, Diplomacy +22, Insight +11, Intimidation +15, Perception +11
**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
**Condition Immunities** charmed, frightened, poisoned
**Senses** truesight 120 ft., passive Perception 21
**Languages** any (see Blessing of the Low God)
**CR** 22

**Blessing of the Low God.** The low god's blessing grants Karstan a number of benefits:

- Immunity to necrotic and poison damage.
- Immunity to the charmed, frightened, and poisoned conditions.
- Immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Truesight 120 ft.
- The ability to understand, speak, or write any written or spoken language.

**Sneak Attack (1/turn).** Karstan deals an extra 4d6 (14) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Karstan doesn't have disadvantage on the attack roll.

**Magic Resistance.** Karstan has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Karstan's weapon attacks are magical.

**Legendary Resistance (3/day).** If Karstan fails a saving throw, he can choose to succeed instead.

**Innate Spellcasting.** Karstan's spellcasting ability is Charisma (spell save DC 20, spell attack +12). He can innately cast the following spells, requiring no material components:

**At will:** *stormsong, rippling thunder, dissonant whispers, temporary insanity*
**3/day each:** *counterspell, darkness, dispel magic*
**1/day each:** *hysteria, parch*

### Actions

**Multiattack.** Karstan makes three attacks with Skypiercer.

**Skypiercer.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 1d8+7 (11) piercing damage plus 3d6 (10) poison damage. If the target is a creature, it must make a DC 22 Strength saving throw or be knocked prone and slammed into the ground, taking an additional 2d6 (7) bludgeoning damage. If the creature is flying, it instead immediately plummets 60 feet straight down, taking falling damage as normal plus 2d6 (7) bludgeoning damage.

### Reactions

**Skypiercer's** Parry. Karstan can use this reaction whenever a creature makes a melee attack against him. Karstan makes an attack with Skypiercer against the triggering creature. If the attack hits, that creature is pushed 30 feet away (60 feet if it was flying) and is knocked prone.

### Legendary Actions

Karstan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Karstan regains spent legendary actions at the start of his turn.

**Attack.** Karstan makes an attack with Skypiercer.

**Blurred Speed.** Karstan uses the Dash action. For that movement, he can move through enemy spaces and does not provoke opportunity attacks.

**Low God's Madness.** Karstan casts dissonant whispers or temporary insanity.

## Karstan Gotugan, Empowered

*Large monstrosity, neutral evil*

**Armor Class 18**
**Hit Points 165**
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 18 (+4) | **CON** 22 (+6) |
| **INT** 18 (+4) | **WIS** 16 (+3) | **CHA** 24 (+7) |

**Saving Throws** Str +10, Dex +9, Con+11, Int +9, Wis +8, Cha+10
**Skills** Deception +17, Diplomacy +17, Insight +8, Intimidation +12, Perception +8
**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
**Condition Immunities** charmed, frightened, poisoned
**Senses** truesight 120 ft., passive Perception 18
**Languages** any (see Blessing of the Low God)
**CR** 15

**Blessing of the Low God.** The low god's blessing grants Karstan a number of benefits:

- Immunity to necrotic and poison damage.
- Immunity to the charmed, frightened, and poisoned conditions.
- Immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Truesight 120 ft.
- The ability to understand, speak, or write any written or spoken language.

**Sneak Attack (1/turn).** Karstan deals an extra 4d6 (14 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Karstan doesn't have disadvantage on the attack roll.

**Magic Resistance.** Karstan has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Karstan's weapon attacks are magical.

**Innate Spellcasting.** Karstan's spellcasting ability is Charisma (spell save DC 20, spell attack +12). He can innately cast the following spells, requiring no material components:

**At will:** *stormsong, rippling thunder, dissonant whispers, temporary insanity*
**3/day each:** *counterspell, darkness, dispel magic*
**1/day each:** *hysteria, parch*

### Actions

**Multiattack.** Karstan makes two attacks with Skypiercer.

**Skypiercer.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8+5 (9) piercing damage plus 3d6 (10) poison damage. If the target is a creature, it must make a DC 18 Strength saving throw or be knocked prone.

### Legendary Actions

Karstan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Karstan regains spent legendary actions at the start of his turn.

**Attack.** Karstan makes an attack with Skypiercer.

**Blurred Speed.** Karstan uses the Dash action. For that movement, he can move through enemy spaces and does not provoke opportunity attacks.

**Low God's Madness.** Karstan casts dissonant whispers or temporary insanity.

## Kojh the Undying

**See** Entry - Squall Giants

## Lava Ant Swarm

*Medium swarm of Tiny monstrosities, neutral evil*

**Armor Class** 13
**Hit Points** 40
**Speed** 30 ft. climb 30 ft.

| | | |
|---|---|---|
| **STR** 7 (-2) | **DEX** 15 (+2) | **CON** 12 (+1) |
| **INT** 1 (-5) | **WIS** 7 (-2) | **CHA** 1 (-5) |

**Damage Resistances** bludeoning, piercing, slashing
**Damage Immunities** fire
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 10 ft., passive Perception 8
**Languages** -
**CR** 1

**Burning Bodies.** If an enemy creature starts its turn in the same space as the swarm, it takes 1d6 (3) fire damage.

**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 ants. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in swarm's space. *Hit:* 4d4 (10) fire damage, or 2d4 (5) fire damage if the swarm has half its hit points or fewer.

***These giant red ants glow from within like a blacksmiths forge or the molten heart of a volcano.***

# Leviathans

***Though this term is often used to describe any large deep sea dwellers, true leviathans are low spawn released from oceanic wild fonts. Like terrestrial low spawn, they are chaotic expulsions of life and can be wildly different from one another.***

## Child Of The Deep

*Huge monstrosity (leviathan), chaotic evil*

**Armor Class** 17
**Hit Points** 138
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 14 (+2) | **CON** 16 (+3) |
| **INT** 14 (+2) | **WIS** 12 (+1) | **CHA** 16 (+3) |

**Saving** Throws Strength +8, Charisma +4
**Damage** Immunities. Lightning
**Condition** Immunities. Frightened, paralyzed
**Senses** truesight 60 ft., passive Perception 11
**Languages** telepathy 120ft
**CR** 8

**Amphibious.** The leviathan can breathe air and water.

**Freedom of Movement.** The leviathan ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restrains or being grappled.

**Charged Flesh.** Creatures that make a melee attack against the child of the deep take 1d8 (4) lightning damage.

### Actions

**Multiattack.** The child of the deep makes two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 2d6+5 (12) bludgeoning damage, and the target is grappled (escape DC 15). The child of the deep has 10 tentacles, and can grapple up to 5 targets.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d8+5 (14) piercing damage

**Devour.** The child of the deep makes three bite attacks against a creature currently grappled by it.

**Electrical Discharge (Recharge 5–6).** The child of the deep discharges electricity in a 60 foot radius around itself. Each creature in the area must make a DC 14 Dexterity saving throw, taking 4d10 (22) lightning damage on a failed save, or half that amount on a successful one.

***This slender youngling was only recently been released from the font. It is a typical sea serpent shape, only 25 to 40 feet long. This particular leviathan has been bound by Henrik Latal to serve and protect his little cult.***

## Coral Behemoth

*Gargantuan monstrosity, chaotic evil*

**Armor Class** 17
**Hit Points** 260
**Speed** 10 ft., swim 60 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 10 (+0) | **CON** 22 (+6) |
| **INT** 15 (+2) | **WIS** 12 (+1) | **CHA** 20 (+5) |

**Saving Throws** Int +7, Wis +6, Cha +10
**Damage Immunities** psychic
**Condition Immunities** charmed, frightened, stunned
**Senses** darkvision 120 ft., passive Perception 11
**Languages** telepathy 300 ft.
**CR** 13

**Detect Thoughts.** The behemoth can detect the surface thoughts of any creature within 300 feet of it. This does not allow the behemoth to know the location of that creature, however, the behemoth can use its Psychic Blast ability on creatures whose thoughts it has detected, even if they aren't in line of sight or within range.

### Actions

**Multiattack.** The behemoth uses psychic blast twice, then makes a bite or swallow attack.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 2d10+5 (16) piercing damage, and the target is grappled.

**Psychic Blast.** *Ranged Spell Attack:* +10 to hit, ranged 60 ft., one target. *Hit:* 4d10 (22) psychic damage.

**Swallow.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target grappled by the behemoth. *Hit:* The target is swallowed by the behemoth, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the behemoth, and it takes 6d6 (21) acid damage at the start of each of the behemoth's turns. If the behemoth takes 35 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 25 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 behemoth. If the behemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

### Bonus Actions

Mind **Melt (Recharge 6).** Each creature within 30 feet of the behemoth must make a DC 18 Charisma saving throw, taking 5d6 (17) psychic damage and becoming incapacitated on a failed saving throw. Creatures that successfully save take half damage and are not incapacitated.

## Finger of the Low God

*Gargantuan monstrosity (leviathan), chaotic evil*

**Armor Class** 19
**Hit Points** 280
**Speed** 30 ft., swim 60 ft.

| | | |
|---|---|---|
| **STR** 26 (+8) | **DEX** 14 (+2) | **CON** 24 (+7) |
| **INT** 20 (+5) | **WIS** 18 (+4) | **CHA** 22 (+6) |

**Saving Throws** Str +15, Dex +9, Con +14, Int +12, Wis +10
**Damage Immunities** lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
**Condition Immunities** charmed, frightened, paralyzed
**Senses** truesight 120 ft., passive Perception 14
**Languages** telepathy 120 ft.
**CR** 21

**Amphibious.** The leviathan can breathe air and water.

**Freedom of Movement.** The leviathan ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restrains or being grappled.

**Siege Monster.** The leviathan deals double damage to objects and structures.

**Charged Flesh.** Creatures that make a melee attack against the leviathan take 1d10 (5) lightning damage.

### Actions

**Multiattack.** The leviathan makes 3 tentacle attacks, each of which it can replace with one use of Hurl Wreckage.

**Tentacles.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 2d8+8 (17) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends the target is restrained. The leviathan has 10 tentacles, each of which can grapple one target.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 3d8+8 (21) piercing damage.

**Devour.** The leviathan makes 3 bite attacks against a creature currently grappled by it.

**Hurl Wreckage.** *Ranged Weapon Attack:* +15 to hit, range 90 ft., one target. *Hit:* 2d10+8 (19) bludgeoning damage and the target is knocked prone.

**Electrical Discharge (Recharge 5–6).** The leviathan discharges electricity in a 60 foot radius around itself. Each creature in the area must make a DC 22 Dexterity saving throw, taking 8d10 (44) lightning damage on a failed saving throw, or half that amount on a successful one.

### Legendary Actions

The leviathan can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The leviathan regains spent legendary actions at the start of its turn.

**Attack.** The kraken makes one tentacle or bite attack.

**Crushing Despair** (Costs 2 Actions). Each creature within 60 feet of the leviathan must make a DC 21 Wisdom saving throw. Creatures failing this saving throw are frightened for 1 minute. A frightened creature receives a new saving throw at the end of its turn, ending the effect for itself on a success.

**Bellowing Rage (Costs 3 Actions).** Each creature within 30 feet of the leviathan must make a DC 22 Constitution saving throw, taking 10d6 (35) thunder damage on a failed saving throw, or half that amount on a successful one.

***This spawn is but a mere shadow of the power the low god commands fallen over Skyfall. In desperation, Karstan attempts to bring a small but vengeful part of the low god into the final battle with the avatars. The result is a leviathan that seems more an accumulated mass of spawn than a single creature. It tries to retain the sea serpent shape that most leviathans share, but its body is more mercurial, constantly forming, absorbing and reforming body parts.***

## Tendril of the Low God

*Large monstrosity, chaotic evil*

**Armor Class** 15
**Hit Points** 67
**Speed** teleport 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 15 (+2) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 16 (+3) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, psychic
**Condition Immunities** blinded, charmed, frightened, prone, restrained
**Senses** blindsight 120 ft, passive Perception 10
**Languages** -
**CR** 6

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

### Actions

**Multiattack.** The tedril makes 2 melee attacks.

**Necrotic Tendril.** *Melee Weapon Attack:* +7 to attack, reach 5 ft., one target. *Hit:* 2d8 (9) necrotic damage plus 2d8 (9) psychic damage.

**Telekinetic Blast (Recharge 5–6).** Each enemy creature within a 30 foot cone must make a DC 14 Dexterity saving throw. A creature failing this saving throw is pushed 15 feet, knocked prone, and takes 8d6 (28) psychic damage.

***This tendril is drastically out of place in the high god's crystal fortress, and resembles nothing so much as a disembodied tentacle groping its way across the floor.***

## Lifeleech Mosquito

*Medium monstrosity, neutral*

**Armor Class** 15
**Hit Points** 40
**Speed** 15 ft., fly 40 ft. (hover)

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 16 (+3) | **CON** 14 (+2) |
| **INT** 2 (-4) | **WIS** 12 (+1) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 11
**Languages** -
**CR** 2

**Life Sense.** Lifeleech mosquitos have advantage on attack rolls against living creatures whose anatomy contains blood.

### Actions

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) piercing damage, and the target is grappled (escape DC 13).

**Lifeleech.** A creature grappled by a lifeleech mosquito must make a DC 12 Constitution saving throw, taking 3d6 (10) necrotic damage and gaining one level of exhaustion on a failed save. On a successful save, the creature takes half damage and does not become exhausted.

***Nobody likes bloodsucking insects, just ask the banking guild. That their touch drains life essence in the figurative as well as literal sense certainly doesn't help this mosquito's case.***

## Lightning Mephit

*Small elemental, neutral evil*
**Armor Class** 12
**Hit Points** 17
**Speed** 30 ft., fly 40 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 14 (+2) | **CON** 10 (+0) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 10 (+0) |

**Skills** Stealth +3
**Damage Vulnerabilities** cold
**Damage Immunities** lightning, poison
**Condition Immunities** Poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Ignan, Auran
**CR** 1/2

**Death Bolt**. When the mephit dies, it explodes in a bolt of lightning. One target within 30 feet, and all creatures in a straight line between the mephit and the target must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

**Innate Spellcasting (1/Day).** The mephit can innately cast *scorching ray* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma. The damage delt by this ray is lightning instead of fire.

### Actions

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) lightning damage.
**Lightning Breath (Recharge 6).** The mephit exhales a 15-line lightning. Each creature in that area, and any creature adjacent to a creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

***Apparently, some mephits have a very unhealthy relationship with lightning.***

## Loran Fell, Fallen Necromancer

*Medium humanoid (human), chaotic evil*

**Armor Class** 15 (mage armor)
**Hit Points** 42
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 14 (+2) | **CON** 12 (+1) |
| **INT** 16 (+3) | **WIS** 10 (+0) | **CHA** 11 (+0) |

**Skills** Arcana +5, Perception +2, History +5
**Senses** passive Perception 12
**Languages** Common, Undercommon, Draconic,
**CR** 3

**Spellcasting.** The necromancer is a 6th level spellcaster. It's spellcasting ability is intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

**Cantrips (at will):** *prestidigitation, life leech, chill touch, firebolt*
**1st level** (4 slots, one used on mage armor): *shield, mage armor, Sleg's slashing slicer, ray of enfeeblement*
**2nd level** (3 slots): *abrupt animation, scorching ray, mirror image*
**3rd level** (3 slots): *counterspell, sandblast, animate dead*

### Actions

**Dagger.** *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 1d4+2 (4) piercing damage.

***Loran has always fancied himself a powerful tyrant. He hid his psychosis long enough to gain training from the Necromancers of Fenrot but was quickly discovered conducting unauthorized experiments against the living. The necromancers, knowing his madness, exiled him to the Cracks. Whether intentionally or through twisted coincidence he now has the privacy and subject pool to continue his work.***

## Low God Elite Guard

*Medium monstrosity, chaotic evil*

**Armor Class** 17
**Hit Points** 80
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 10 (+0) | **CON** 16 (+3) |

| | | |
|---|---|---|
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 6 (-2) |

**Saving Throws** Strength +4, Wisdom +3
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common
**CR** 2

### Actions

**Multiattack.** The elite guard makes a greataxe attack and a tentacle attack.

**Greataxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d12+2 (9) slashing damage.

**Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) bludgeoning damage and the target is grappled (escape DC 12)

**Absorb Life (Recharge 5–6).** One creature grappled by the elite guard must make a DC 13 Constitution saving throw, taking 2d6 (7) necrotic damage on a failed save, or half that amount on a successful one. The elite guard regains hit points equal to the damage dealt.

## Low God Elite Guard (Empowered)

*Medium monstrosity, chaotic evil*

**Armor Class** 17
**Hit Points** 80
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 10 (+0) | **CON** 16 (+3) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 6 (-2) |

**Saving Throws** Strength +4, Wisdom +3
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common
**CR** 3

**Aura of Black Lightning.** The elite guard can choose to make any of its attacks deal lightning or necrotic damage as it sees fit, rather than the attack's normal damage.

### Actions

**Multiattack.** The elite guard makes a greataxe attack and a tentacle attack.

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d12+3 (10) slashing damage.

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) bludgeoning damage and the target is grappled (escape DC 14).

**Inflict Nightmare (Recharge 5–6).** Choose a creature within 30 feet. That creature must make a DC 13 Wisdom saving throw. On a failed save, that creature becomes frightened for one minute. At the end of each of that creature's turns while this ability is active, the target must make the saving throw again, taking 4d6 (14) psychic damage on a failed save, or ending the effect on a successful one.

***An elite guard of armored humanoid monstrosities, these creatures are tough to kill, and only get tougher once the low god resurrects them.***

## Lucinda, Squall Giant Princess

**See** Entry - Squall Giants

## Mindfire Wasp

**See** Entry - Hivefire Wasps

## Mercenary archer

*Medium humanoid (human), Lawful Evil*

**Armor Class** 12
**Hit Points** 11
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 12 (+1) | **CON** 12 (+1) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 10 (+0) |

**Senses** passive Perception 10
**Languages** Common
**CR** 1/8

**Purchased Bravery.** If more than half of the Mercenary Archer's allies have been defeated in the current combat, they have disadvantage on all attack rolls.

### Actions

**Shortsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. *Hit:* 4 (1d6+1) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

***Some soldiers are brave and honorable warriors that will steadfastly defend their liege. These are not those, these warriors will bravely shoot poisoned arrows in your back and flee when things seem to be going against them.***

## Mercenary War Priest

*Medium humanoid (human), Lawful Evil*

**Armor Class** 15
**Hit Points** 9
**Speed** 30 ft.

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

**Senses** passive Perception 11
**Languages** Common
**CR** 1/4

**Spellcasting:** The war preist is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save dc 11, +3 to hit with spell attacks). The War Priest has the following cleric spells prepared:

**Cantrips (at will):** *light, thaumaturgy*
1st **level (3 slots):** *bane, healing word, shield of faith*

### Actions

**Mace:** *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. *Hit:* 4 (1d6+1) bludgeoning damage.

***A fanatical cult of warriors devoted to fighting for the highest bidder.***

## Merchant's Goons

*Medium humanoid (troll-blooded), neutral*

**Armor Class** 12
**Hit Points** 37
**Speed** 30ft.

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

**Skills** Athletics +4
**Senses** darkvision 60ft., passive Perception 10
**Languages** Common
**CR** 1/2

**Limited Regeneration.** Troll-blooded goons that start their turn below half health regain 1 hit point.

### Actions

**Maul.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage.

***These goons serve the dwarf merchant Fenrik Goldsmile. One look tells you they aren't kept around for their scathing wit.***

# Moondragons

***Before the numerous guilds of the city merged, the Moon Dragons were one of the more powerful mercenary guilds. With the outlawing of true mercenary armies in the city now they are amongst the mostly highly sought after guards and protectors. While even the most common recruit is a force to be reckoned with, the crafty hunters and the most skilled Dopplesolden are the true talent of the organization.***

## Moondragon Captain

*Medium humanoid (human), neutral evil*

**Armor Class** 15
**Hit Points** 27
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 14 (+2) | **CON** 10 (+0) |
| **INT** 12 (+1) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Skills** Acrobatics +4, Stealth +4
**Senses** passive Perception 11
**Languages** Common
**CR** 1

**Sneak Attack (1/turn).** The captain deals an extra 3d6 (10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the captain doesn't have disadvantage on the attack roll.

### Actions

**Short Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (5) slashing damage.

## Moondragon Dagger Dancer

*Medium humanoid (elf), neutral evil*

**Armor Class** 14
**Hit Points** 22
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 15 (+2) | **CON** 13 (+1) |
| **INT** 10 (+0) | **WIS** 10 (+0) | **CHA** 11 (+0) |

**Skills** Acrobatics +4, Perception +0
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Elven
**CR** 1/2

### Actions

**Multiattack.** The dagger dancer makes two short sword attacks.

**Short Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

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

## Moondragon Dopplesolden

*Medium humanoid (human), lawful evil*

**Armor Class** 17
**Hit Points** 67
**Speed** 25ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 10 (+0) | **CON** 16 (+3) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 10 (+0) |

**Saving Throws** Strength +6, Constitution +5
**Skills** Perception +4
**Senses** passive Perception 14
**Languages** Common
**CR** 3

**Legendary Resistance (1/day).** If the dopplesolden fails a saving throw, it can choose to succeed instead.

### Actions

**Maul.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage.

**Smash.** The dopplesolden slams its maul into the floor of the warehouse, sending splinters flying. Choose a space adjacent to the dopplesolden. Each creature within 5 feet of that space other than the dopplesolden must make a DC 14 Dexterity saving throw or take 1d8 (4) piercing damage. The area also becomes difficult terrain permanently.

### Legendary Actions

The dopplesolden can take 1 legendary action, choosing from the options below. Legendary actions can only be taken at the end of another creature's turn, and only one at a time. The dopplesolden regains spent legendary actions at the start of its turn.

**Dash.** The dopplesolden takes the Dash action.
**Detect.** The dopplesolden makes a Perception check.
**Smash.** The dopplesolden uses its Smash action.

## Moondragon Hunter

*Medium humanoid (half-orc), lawful evil*

**Armor Class** 13
**Hit Points** 32
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 10 (+0) |

**Skills** intimidate +2
**Senses** darkvision 60ft., passive Perception 10
**Languages** Common, Orc
**CR** 1/2

### Actions

**Zweihander.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) slashing damage.

## Moondragon Initiate

*Small humanoid (goblin), lawful neutral*

**Armor Class** 13
**Hit Points** 13
**Speed** 40ft.

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

**Skills** Acrobatics +4, Stealth +4
**Senses** darkvision 60ft.,P P 9
**Languages** Common, Goblin
**CR** 1/4

### Actions

**Multiattack.** The initiate makes a shortsword and a dagger attack.

**Short Sword.** +3 to hit, reach 5ft., one target, 1d6+1 (4) slashing damage.

**Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 1d4 (2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, ranged 80/320, one target. *Hit:* 1d6+1 (4) piercing damage.

## Moondragon Mercenary

*Medium humanoid (human), lawful evil*

**Armor Class** 14
**Hit Points** 27
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 14 (+2) | **CON** 12 (+1) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 9 (-1) |

**Senses** passive Perception 11
**Languages** common
**CR** 1/2

**Sharpshot.** When the moondragon mercenary attacks a creature that is adjacent to another member of the Moondragons with a ranged attack, it deals an additional 1d6 damage.

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320, one target. *Hit:* 1d6+2 (5) piercing damage.

## Moondragon Sneak

*Medium humanoid (goblinoid), neutral evil*

**Armor Class** 13
**Hit Points** 16
**Speed** 30 ft.

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

**Skills** Stealth +6
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Goblin
**CR** 1/2

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Multiattack.** The thug makes two melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 1d6+2 (5) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4, ranged 80/320, one target. *Hit:* 1d6+2 (5) piercing damage.

## Mummy Necromancer

*Medium undead, lawful evil*

**Armor Class** 14
**Hit Points** 78
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 10 (+0) | **CON** 16 (+3) |
| **INT** 18 (+4) | **WIS** 10 (+0) | **CHA** 15 (+2) |

**Saving Throws** Intelligence +6, Wisdom +5
**Skills** Arcana +6
**Damage Vulnerabilities** fire
**Damage Resistances** bludgeoning, piercing, slashing from non-magical weapons
**Damage Immunities** necrotic, poison
**Condition Immunites** charmed, exhaustion, frightened, paralyzed, poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** the languages it knew in life
**CR** 8

**Spellcasting.** The mummy necromancer is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, spell attack +7). The mummy necromancer has the following wizard spells prepared:

**Cantrips (at will):** *chill touch, minor illusion, poison spray, prestidigitation*
**1st level** (4 slots): *false life, fog cloud, magic missile, ray of sickness*
**2nd level** (3 slots): *abrupt animation, ray of enfeeblement, shatter*
**3rd level** (3 slots): *counterspell, haste, vampiric touch*
**4th level** (2 slots): *blight, phantasmal killer*

**Turn Immunity.** The mummy's study of necromantic magics has rendered it immune to any effect s that turn undead.

### Actions

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage, plus 4d6 (14) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 (10) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

***This mummy has achieved a terrifying level of control over the lost horde of undead freed by the fall of Fenrot.***

## Mutation

*Large monstrosity, chaotic evil*

**Armor Class** 19
**Hit Points** 125
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 16 (+3) | **CON** 20 (+5) |
| **INT** 8 (-1) | **WIS** 17 (+3) | **CHA** 8 (-1) |

**Skills** Perception +6
**Senses** darkvision 120 ft., passive Perception 16
**Languages** -
**CR** 7

**Aura** of **Mutation.** Allied monstrosities within 30 feet of Mutation deal an additional 2d6 damage on their first weapon attack that hits each round. Enemy creatures within 30 feet of Mutation grant advantage to attackers other than Mutation.

### Actions

**Vile Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d8+6 (15) piercing damage and 2d8 (9) poison damage.

***One of four beast servants of the low god.***

## Nailed Floorboard

*Small construct, unaligned*

**Armor Class** 13
**Hit Points** 8
**Speed** Fly 30 ft. (hover)

| | | |
|---|---|---|
| **STR** 2 (-4) | **DEX** 14 (+2) | **CON** 10 (+0) |
| **INT** 3 (-4) | **WIS** 3 (-4) | **CHA** 1 (-5) |

**Senses** blindsight 30 feet, passive Perception 6
**Languages** None
**CR** 1/8

**Antimagic Susceptibility.** The floorboard is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the floorboard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the floorboard remains motionless, it is indistinguishable from a normal floorboard.

### Actions

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 (4) piercing damage.

***These floorboards appear perfectly normal right up until the leap into the air and assault you with rusty nails.***

## Necrosis Ant

*Large undead, neutral*

**Armor Class** 13
**Hit Points** 32
**Speed** 25ft., Climb 25ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 10 (+0) | **CON** 12 (+1) |
| **INT** 1 (-5) | **WIS** 8 (-1) | **CHA** 3 (-4) |

**Saving Throws** Wisdom +0
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft, tremorsense 60 ft., passive Perception 9
**Languages** none
**CR** 1

### Actions

**Draining** Bite. *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 1d6+3 (6) piercing damage. A creature hit by this bite attack must make a DC 13 Constitution saving throw. On a failed save, that creature takes 1d8 (4) necrotic damage and gains one level of exhaustion. Exhaustion caused by this ability ends whenever the creature receives magical healing of any kind.

***This enormous ant is nearly 10 feet long and is as tall at the shoulder as an average human. Its black chitin is ringed with green fungal spores that have the disgusting tendency to infect soft skinned creatures and multiple rapidly causing skin muscle and bone to rapidly liquefy and slough off.***

## Oathbreaker Zombie

*Medium undead, lawful evil*

**Armor Class** 16
**Hit Points** 52
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 7 (-2) | **CHA** 12 (+1) |

**Saving Throws** Wisdom +0, Charisma +3
**Damage Immunities** poison
**Damage Resistances** fire
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Vow of Enmity (Recharge On Short Or Long Rest).** As a bonus action, choose one creature within sight. The oathbreaker gains advantage on all attack rolls against that creature for 1 minute.

### Actions

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

**Necrotic Touch.** One undead creature touched regains up to 40 hit points. You need not spend all 40 hit points in one touch. Once all 40 hit points have been spent, this ability cannot be used until the oathbreaker takes a long rest.

**Grave Breath.** Each creature in a 15 foot cone must make a DC 12 Dexterity saving throw, taking 3d6 fire and 3d6 necrotic damage on a failed save, or half damage on a successful one.

***This zombie was a paladin in its prior life that broke one or more of its sacred vows.***

## Old S'ven

*Huge monstrosity, chaotic evil*

**Armor Class** 15
**Hit Points** 142
**Speed** 40ft., climb 40 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 12 (+1) | **CON** 15 (+2) |
| **INT** 12 (+1) | **WIS** 11 (+0) | **CHA** 16 (+3) |

**Skills** Perception +5, Deception +6
**Senses** blindsight 120 ft., passive Perception 15
**Languages** telepathy 120 ft.
**CR** 7

**Spider Climb.** S'ven can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Magic Resistance.** S'ven has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** Old S'ven makes two attacks: one bite and one slam.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d10+5 (10) piercing damage.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d8+5 (14) bludgeoning damage.

**Deepest Fear.** Old S'ven reaches into the deepest recesses of a creature's mind to find its greatest fear. That creature must make a DC 15 Charisma saving throw or be overcome with fear, gaining the frightened condition. Creatures frightened by Old S'ven cannot attack or cast spells. A creature frightened by Old S'ven receives a new saving throw at the end of its turn, ending the effect for itself on a successful save. Creatures that save against this effect or have it end are immune to it for 24 hours.

**Psychic Rupture (Recharge 5–6).** Old S'ven unleashes a blast of psychic power in a 30 foot cone. Creatures in the area must make a DC 15 Wisdom saving throw, taking 8d6 (28) psychic damage on a failed save, or half as much on a successful one.

### Legendary Actions

Old S'ven can take 2 legendary actions, choosing from the options below. Only one option can be used at a time, and only at the end of another creature's turn. S'ven regains spend legendary actions at the start of its turn.

**Detect.** S'ven makes a Perception check.

**Bite.** S'ven makes a bite attack.

**Feed on Terror (Costs 2 actions).** One creature currently frightened by Old S'ven takes 3d6 (10) psychic damage, and Old S'ven regains the same number of hit points.

***Old Seven Eyes or old S'ven is a children's tale meant to instill a healthy fear of the Lightless Depths into the young of Skyfall. In truth the Spider is closer to a demon lord than a simple spider. It is the patron of arachnids in the caverns, feared more that worshiped by its eight-legged kin.***

## Painwrack Abomination

*Large monstrosity, chaotic evil*

**Armor Class** 16
**Hit Points** 192
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 15 (+2) | **CON** 18 (+4) |
| **INT** 12 (+1) | **WIS** 14 (+2) | **CHA** 5 (-3) |

**Damage Immunities** psychic
**Condition Immunities** charmed, frightened
**Senses** darkvision 120 ft., passive Perception 12
**Languages** -
**CR** 10

**Aura of Pain.** Each creature that starts its turn within 10 feet of the abomination must make a DC 16 Wisdom saving throw. On a failed saving throw, that creature is incapacitated by pain until it leaves the area. Starting a future turn in the area requires a new saving throw.

### Actions

**Multiattack.** The abomination makes two melee attacks.

**Pain Touch.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d6+5 (12) bludgeoning damage plus 4d10 (22) psychic damage.

***These abominations are the culmination of Celista's experiments on the high god's island retreat. Their very touch instills their victims with a sense of unbearable pain.***

## Plague Scarab Swarm

***A swarm of flesh-rending bugs that spread disease, common to the Lightless Depths. When dominated by a stronger will (like Prince Vraye) the swarm becomes a powerful and mercurial horde that can easily defeat entire legions.***

## Plague Scarab Swarm

*Medium swarm of Tiny beasts, chaotic evil*

**Armor Class** 13
**Hit Points** 45
**Speed** 30 ft. climb 30 ft.

| | | |
|---|---|---|
| **STR** 7 (-2) | **DEX** 18 (+4) | **CON** 16 (+3) |
| **INT** 1 (-5) | **WIS** 12 (+1) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 10 ft., passive Perception 11
**Languages** -
**CR** 3

**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 scarab. The swarm can't regain hit points or gain temporary hit points.

**Devouring** Swarm. If the swarm uses its bites against a nonmagical, non-metal object, it deals double damage.

### Actions

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 4d10 (22) piercing damage, or 2d10 (11) piercing damage if the swarm has half its hit points or fewer. If the target is a creature, it must make a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its Dexterity by 1d4 (2) on a failure. The disease is cured on a success. The target dies if the disease reduces its Dexterity to 0. This reduction to the target's Dexterity lasts until the disease is cured.

## Plague Scarab Swarm (Dominated)

*Medium swarm of Tiny beasts, chaotic evil*

**Armor Class** 13
**Hit Points** 45
**Speed** 30 ft. climb 30 ft.

| | | |
|---|---|---|
| **STR** 7 (-2) | **DEX** 18 (+4) | **CON** 16 (+3) |
| **INT** 1 (-5) | **WIS** 12 (+1) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 10 ft., passive Perception 11
**Languages** -
**CR** 4

**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 scarab. The swarm can't regain hit points or gain temporary hit points.

**Dominated.** The prince is controlling these swarms directly. As such, they use the coordination and tactics that would be possible with an Intelligence score of 15, rather than 1.

**Devouring Swarm.** If the swarm uses its bites against a nonmagical, non-metal object, it deals double damage.

**Legendary Resistance** (1/day). If the swarm fails a saving throw, it can choose to succeed instead.

### Actions

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 4d10 (22) piercing damage, or 2d10 (11) piercing damage if the swarm has half its hit points or fewer. If the target is a creature, it must make a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its Dexterity by 1d4 (2) on a failure. The disease is cured on a success. The target dies if the disease reduces its Dexterity to 0. This reduction to the target's Dexterity lasts until the disease is cured.

### Legendary Actions

The dominated plague scarabs are being pushed to new heights by the prince and his connection to the low god. This is represented by one use of Legendary Resistance and one Legendary Action per swarm. The swarm can use any of the legendary actions below, and only at the end of another creature's turn. The swarms regain their legendary actions at the start of their turn. Actions that cost two or more legendary actions require multiple swarms to coordinate and spend their legendary actions together.

**Dash.** The swarm takes the Dash action.

**Consume Flesh** (Costs 2 Actions). Two swarms adjacent to the same creature merge momentarily and assault that creature. Make a single Bites attack, which deals an additional 2d10 (11) damage.

**Engulf** (Costs 3 Actions). Three swarms

immediately move up to half their speed, and each swarm must end that movement on the same creature's space. That creature must make a DC 14 Dexterity saving throw or become engulfed. An engulfed creature is blinded and restrained until it makes a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check as an action to escape. An engulfed creature takes 1d10 (5) piercing damage at the start of each swarm's turn that is engulfing it, to a maximum of 3d10 (16) piercing damage. While the three swarms engulf a creature, they are all restrained as well.

## Plonk

*Medium humanoid (goblinoid), neutral evil*

**Armor Class** 16
**Hit Points** 52
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 14 (+2) | **CON** 15 (+2) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 13 (+1) |

**Saving Throws** Strength +6, Constitution +4
**Skills** Athletics +6, Stealth +6, Survival +3
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common, Goblin
**CR** 2

**Brute.** A melee weapon deals one extra die of its damage when Plonk hits with it (included in the attack).

**Sneak** Attack (1/turn). Plonk deals an extra 1d6 (3) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Plonk doesn't have disadvantage on the attack roll.

### Actions

**Short** Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) slashing damage

***Plonk, a bugbear, leads a small gang of thugs that provisionally report to The Twelve. They see an opportunity to make points with Karstan, at the cost of the party's lives. A small price indeed, as far as Plonk is concerned.***

## Poisonous Twinfang Spider

*Small monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 27
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 6 (-2) | **DEX** 16 (+3) | **CON** 12 (+1) |
| **INT** 7 (-2) | **WIS** 8 (-1) | **CHA** 5 (-3) |

**Senses** darkvision 60 ft., passive Perception 9
**Languages** -
**CR** 1/2

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 4d6 (14) poison damage on a failed save, or half as much on a successful one.

***This small spider's fangs drip a horrifying green poison that sizzles slightly when in contact with the air.***

## Possessed Salver Golem

*Large monstrosity (construct), chaotic evil*

**Armor Class** 18
**Hit Points** 190
**Speed** 30 ft., swim 30 ft., climb 15 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 4 (-3) |

**Damage Immunities** Fire, poison, psychic, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
**Condition Immunities** Charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 12
**Languages** -
**CR** 15

**Grasping Tentacles.** If the salver golem hits the same creature with at least two tentacle attacks in the same turn, that creature becomes grappled.

**Tendrils of Corruption.** Creatures that start their turn grappled by the golem take 3d8 (13) necrotic damage and 3d8 (13) poison damage.

### Actions

**Multiattack.** The golem makes 4 tentacle attacks this turn.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 2d8+5 (14) bludgeoning damage.

**Toxic Spray (Recharge 5–6).** The golem unleashes a spray of toxic oil and fumes. Each creature in a 30 foot cone must make a DC 16 Constitution saving throw, taking 4d10 (22) poison damage and 4d10 (22) necrotic damage on a failed save, or half that amount on a successful one.

***If you ever wondered what a salver golem possessed by the embodiment of a low god abomination would look like, look no further. This golem seems held together by a writhing mass of muscle, tendon, and pseudopod.***

## Possessed Warrior

*Medium humanoid (any), chaotic evil*

**Armor Class** 11
**Hit Points** 35
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 13 (+1) | **CON** 12 (+1) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 3 (-4) |

**Senses** blindsight 60 ft. (blind beyond that range), passive Perception 9
**Languages** Common, Orcish
**CR** 1/2

**Prey on the Weak.** Possessed warriors have advantage on attack rolls made against blind creatures.

### Actions

**Various Weapons (any d8 weapon).** *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 1d8+2 (6) damage of the type dealt by the weapon.

**Horrific Gaze (Recharges on Short Rest).** Choose one creature within 10 feet. That creature must succeed on a DC 12 Wisdom saving throw. On a failed save, that creature is blinded until the warrior's next turn.

***At first glance, these warriors appear fairly normal. However, one look into the writhing mass of worms that***

*have replaced their eyes gives lie to that fantasy.*

## Primitive Abomination

*Huge monstrosity, chaotic evil*

**Armor Class** 15
**Hit Points** 255
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 12 (+1) | **CON** 22 (+6) |
| **INT** 17 (+3) | **WIS** 14 (+2) | **CHA** 14 (+2) |

**Saving Throws** Constitution +11, Wisdom +6, Charisma +6
**Damage Immunities** lightning; bludgeoning, piercing, and slashing from non-magical weapons
**Magic Resistance.** The abomination has advantage on saving throws against spells and other magical effects.
**Magic Weapons.** The abomination's weapon attacks are magical.
**Skills** Athletics +9, Perception +6
**Senses** truesight 120 ft., passive Perception 16
**Languages** Any (tongues)
**CR** 12

**Corruption.** Creatures who start their turn grappled by an abomination take 6d8 (27) necrotic damage at the start of their turn.

### Actions

**Multiattack.** The abomination makes two tentacle attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 3d8+5 (18) bludgeoning damage, and the target is grappled (escape DC 17).

**Electrical Discharge (Recharge 5–6).** Each creature in a 60-foot line must make a DC 18 Dexterity saving throw, taking 10d8 (45) lightning damage on a failed save, or half that amount on a successful one.

***This is an ancient version of the modern abominations that serve the low god. While fearsome, this beast is no match for the servants Karstan has called upon.***

## Primitive Tetrataun

**See** Entry - Tetratauns

## Prince Vraye

**See** Entry - Drow

## Ravenous Hoard

*Huge swarm of Medium undead, chaotic evil*

**Armor Class** 11
**Hit Points** 52
**Speed** 40 ft., Climb 20 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 12 (+1) |
| **INT** 5 (-3) | **WIS** 7 (-2) | **CHA** 3 (-4) |

**Saving Throws** Wisdom +0
**Damage Immunities** poison
**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**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 wasp. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Slams.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer.

**Tear Limb from Limb (Recharge 6).** Each creature in the swarm's space must make a DC 13 Constitution saving throw, or suffer disadvantage on all Strength and Dexterity checks and saving throws until healed.

***This horde is a huge swarm of zombies and skeletons crawling all over each other.***

## Razorfang War Bat

*Large beast, unaligned*

**Armor Class** 15
**Hit Points** 72
**Speed** 10 ft., fly 60 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 18 (+4) | **CON** 15 (+2) |
| **INT** 2 (-4) | **WIS** 12 (+1) | **CHA** 6 (-2) |

**Senses** blindsight 60 ft., passive Perception 11
**Languages** -
**CR** 3

**Echolocation.** The bat can't use its blindsight while deafened.

**Flyby.** The bat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing.** The bat has advantage on Perception checks that rely on hearing.

**Razor Fangs.** The war bat adds double its Strength modifier to its bite attack (already included in the attack).

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+6 (13) piercing damage.

**War Dive.** The war bat chooses an enemy below it and takes the Dash action. If that Dash action ends adjacent to that enemy, the war bat makes a Bite attack that deals an additional 2d6 (7) damage.

***Razorfang war bats differ from normal giant bats in one important way. Their elongated snouts are filled with razor sharp teeth, fronted by a massive pair of fangs.***

## Resurrection

*Large monstrosity, chaotic evil*

**Armor Class** 19
**Hit Points** 125
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 16 (+3) | **CON** 20 (+5) |
| **INT** 8 (-1) | **WIS** 17 (+3) | **CHA** 8 (-1) |

**Skills** Perception +6
**Senses** darkvision 120 ft., passive Perception 16
**Languages** -
**CR** 7

### Actions

**Multiattack.** Resurrection makes two Vile Bite attacks.

**Vile Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d8+6 (15) piercing damage and 2d8 (9) poison damage.

**Breath of Chaos (Recharge 5 – 6).** Resurrection exhales a 30 foot cone of chaotic energy. Allies

within the area regain 3d8 (13) hit points. Enemies within the area must make a DC 16 Constitution saving throw, taking 3d8 (13) necrotic damage on a failed save.

***One of four beast servants of the low god.***

## Rooftop Runner Thugs

*Medium humanoid (goblinoid), neutral evil*

**Armor Class** 13
**Hit Points** 16
**Speed** 30 ft.

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

**Skills** Stealth +6
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Goblin
**CR** 1/2

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Multiattack.** The thug makes two melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 1d6+2 (5) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4, ranged 80/320, one target. *Hit:* 1d6+2 (5) piercing damage.

***These thugs are members of a mostly goblin gang that specializes in rooftop robbery.***

## Rotted Rootbeast

*Medium monstrosity, neutral evil*

**Armor Class** 15
**Hit Points** 82
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 11 (+0) | **CON** 17 (+3) |
| **INT** 4 (-3) | **WIS** 14 (+2) | **CHA** 11 (+0) |

**Skills** Perception +5
**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons
**Condition Immunities** blinded, deafened, exhaustion
**Senses** blindsight 60 ft. (blind beyond this radius), passive perception 15
**Languages** -
**CR** 5

### Actions

**Multiattack.** The rootbeast makes two Impale attacks.

**Impale.** *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit:* 2d4+4 (9) piercing damage, and the target is impaled (grappled) by a root (escape DC 15). The rootbeast can impale up to 4 medium or smaller creatures at a time.

**Desiccate.** Each creature impaled by the rootbeast must make a DC 14 Constitution saving throw. On a failed save, that creature takes 4d8 (18) necrotic damage as the water is drained from its body.

***These beasts are basically hound-shaped masses of rotting tree roots. They impale their victims with roots and draw moisture from their bodies.***

## Rotted Treant

*Huge undead, chaotic evil*

**Armor Class** 15
**Hit Points** 107
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 8 (-1) | **CON** 14 (+2) |
| **INT** 1 (-5) | **WIS** 10 (+0) | **CHA** 7 (-2) |

**Damage Vulnerabilities** bludgeoning, slashing, fire
**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**CR** 2

**Siege Monster.** The treant deals double damage to objects and structures.

### Actions

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +6 to hit, range 40/80, one target. *Hit:* 2d8+4 (13) bludgeoning damage.

**Sap Life (Recharge 6).** Each creature within 15 feet of the treant must make a DC 12 Constitution saving throw. On a failed save, that creature's Strength or Constitution is reduced by 2 points (its choice). Ability scores reduced by this ability return to normal after a short or long rest.

***Similar to their living cousins, these creatures resemble nothing so much as animate rotting trees.***

## Rusty The Salver Golem

*Large construct, neutral*

**Armor Class** 16
**Hit Points** 90
**Speed** 30ft., swim 60 ft.

| | | |
|---|---|---|
| **STR** 19 (+4) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 14 (+2) | **CHA** 6 (-2) |

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Understands common, cannot speak
**CR** 7

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Grasping Tentacles.** If Rusty hits the same creature with at least two tentacle attacks in the same turn, it can make a grapple attempt against that creature as a bonus action that turn.

### Actions

**Multiattack.** Rusty makes four tentacle attacks this turn.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 1d8+7 (7) bludgeoning damage.

**Toxic Cloud (Recharge 5–6).** Rusty emits a cloud of toxic oil. Each creature within 15 feet of Rusty must make a DC 13 Constitution saving throw, taking 8d6 (28) poison damage on a failed save, or half that amount on a successful one.

***Rusty is a malfunctioning Salver Golem working in the bay underneath Skyfall. He has been tampered with, causing him move the guide buoys during storms, with suitably dangerous results for the ships trying to make safe harbor.***

# Rykk Hounds

***Rykk hounds are aquatic creatures that make their homes in filth and disease-ridden sewers or rivers. Their claws are utterly vicious, designed to disembowel their victims in a single swipe.***

## Rykk Hound

*Large aberration, neutral*

**Armor Class** 14
**Hit Points** 85
**Speed** 30 ft., swim 30 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 9 (-1) | **WIS** 12 (+1) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 13
**Languages** none
**CR** 2

**Festering Flesh.** Whenever a creature attacks a Rykk Hound with a melee attack, it takes 2d6 (7) necrotic damage.

**Amphibious.** This creature can breathe both air and water.

### Actions

**Multiattack.** The Rykk Hound makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d4+3 (8) piercing damage, and the target must make a DC 10 Constitution saving throw. On a failed save, the creature is poisoned until the disease is cured. If the creature is already poisoned, it takes an additional 1d6 (3) necrotic damage. A new saving throw can be made at the end of a short rest, curing the disease on a success.

## Rykk Hound Pup

*Small aberration, neutral*

**Armor Class** 13
**Hit Points** 27
**Speed** 20 ft., swim 20 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 13 (+1) | **CON** 12 (+1) |
| **INT** 6 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** none
**CR** 1/2

**Festering Flesh.** Whenever a creature attacks a Rykk Hound Pup with a melee attack, it takes 1d6 (3) necrotic damage.

**Burst Flesh.** Whenever a Rykk Hound Pup is reduced to zero hit points, each creature within 5 feet must make a DC 12 Dexterity saving throw or take 2d6 (7) necrotic damage (half damage on a successful save).

**Amphibious.** This creature can breathe both air and water.

### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d4+1 (3) piercing damage, and the target must make a DC 10 Constitution saving throw. On a failed save, the creature is poisoned until the disease is cured. A new saving throw can be made at the end of a short rest, curing the disease on a success.

## Rykk Spawn Swarm

*Medium swarm of Tiny aberrations, neutral*

**Armor Class 13**
**Hit Points 28**
**Speed** 10 ft., swim 30 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 16 (+3) | **CON** 9 (-1) |
| **INT** 1 (-5) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** none
**CR** 1

**Draining Filth.** Creatures that enter or start their turn in the same space as a Rykk Spawn Swarm must make a DC 10 Constitution saving throw or suffer one temporary level of exhaustion as the viscous filth saps their energy. Washing the filth off as an action will remove the temporary level of exhaustion.

**Amphibious.** This creature can breathe both air and water.

**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 rykk spawn. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 4d6 (14) piercing damage, or 2d6 (7) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw. On a failed save, the creature is poisoned until the disease is cured. A new saving throw can be made at the end of a short rest, curing the disease on a success.

## Screeching Shade

*Medium undead, lawful evil*

**Armor Class** 12
**Hit Points** 39
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 15 (+2) | **CON** 10 (+0) |
| **INT** 10 (+0) | **WIS** 9 (-1) | **CHA** 16 (+3) |

**Damage Vulnerabilities** radiant
**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
**Damage Immunities** necrotic, poison
**Condition Immunites** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft., passive Perception 9
**Languages** -
**CR** 2

**Amorphous.** The shade can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or *darkness*, the shade can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the shade has disadvantage on attack rolls, ability checks, and saving throws.

**Living Sound.** A screeching shade that starts its turn deafened or silenced takes 1d10 (5) psychic damage.

### Actions

**Wail.** Choose one creature within 30 feet. That creature must make a DC 13 Constitution saving throw or take 4d6 (14) thunder damage.

**Horrific Screeching (Recharge 5–6).** Each creature within a 15-foot cone must make a DC 13 Wisdom saving throw or take 3d6 psychic damage and become frightened for 1 minute. A creature frightened by this ability receive a new saving throw at the end of their turn, ending the effect for itself on a success. Creatures frightened by the shade will not attack it.

***Screeching shades are what you'd get if a shadow and a banshee and a very loud, very sad baby.***

## Sea Hag Sorceress

*Medium fey, chaotic evil*

**Armor Class** 14

**Hit Points** 56
**Speed** 30 ft., swim 40 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 12 (+1) | **WIS** 12 (+1) | **CHA** 17 (+3) |

**Senses** darkvision 60 ft., passive Perception 11
**Languages** Aquan, Common, Giant
**CR** 4

**Amphibious.** The hag can breathe air and water.

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

**Spellcasting.** The hag is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, spell attack +5). The matriarch has the following spells known:

**Cantrips** (at will): *chill touch, minor illusion, poison spray, ray of frost*
**1st level** (4 slots): *ray of sickness, silt trap*
**2nd level** (3 slots): *creeping frost, abrupt animation*
**3rd level** (3 slots): *gangrenous mantle, siren's call*
**4th level** (1 slots): *cone of cold*

### Actions

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) slashing damage.

**Death Glare.** The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fails to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Investigation check to discern that the hag is disguised.

***Agnes, Tabitha, and Edwina are sea hag sorceresses of respectable power in Skyfall. With a dark fey beauty of indeterminate years, these fair creatures have been known to hide their monstrous features behind minor illusions. They have a tendency to stare at other creatures unnervingly. Whether their intensity signals that they like you or that they'd like to eat you isn't really clear.***

## Servitors

***These constructs serve in the high god's palace on another plane. Who made them is a bit unclear, but they protect the palace without fail and seem to be well-made. From the simple drone servitors to their larger cousins the corrupted crystal servitors, they come in several distinct styles.***

### Corrupted Crystal Servitor

*Large construct, unaligned*

**Armor Class** 15
**Hit Points** 90
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 18 (+4) |
| **INT** 9 (-1) | **WIS** 10 (+0) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons that aren't made of adamantine
**Damage Immunities** poison, psychic, necrotic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** Common, Celestial
**CR** 8

**Immutable Form.** The servitor is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The servitor's weapon attacks are magical.

#### Actions

**Multiattack.** The servitor makes 2 slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+4 (13) bludgeoning damage.

**Spew Corruption** (Recharge 5–6). Each creature within a 30 feet cone must make a DC 16 Dexterity saving throw, taking 12d6 (42) necrotic damage on failed saving throw, or half that amount on a successful one. Creatures that fail the saving throw are also incapacitated until the servitor's next turn.

#### Bonus Actions

**Scintillating Crystals.** The servitor activates the many crystal growths spreading over its body. Each creature within 30 feet that can see the servitor must make a DC 14 Charisma saving throw or take 2d10 (11) psychic damage and become charmed by the servitor. Charmed creatures can make another saving throw at the end of their turn, or when they take damage.

### Drone Servitor

*medium construct, unaligned*

**Armor Class** 16
**Hit Points** 45
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 13 (+1) | **CON** 16 (+3) |
| **INT** 5 (-3) | **WIS** 10 (+0) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons that aren't made of adamantine
**Damage Immunities** poison, psychic, necrotic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** Common, Celestial
**CR** 4

**Immutable Form.** The servitor is immune to any spell or effect that would alter its form.
**Magic Resistance.** The servitor has advantage on saving throws against spells and other magical effects.
**Magic Weapons.** The servitor's weapon attacks are magical.

#### Actions

**Multiattack.** The servitor makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d10+4 (9) bludgeoning damage.

**Spew Corruption (Recharge 5–6).** Each creature within a 15 feet cone must make a DC 13 Dexterity saving throw, taking 8d6 (28) necrotic damage on failed saving throw, or half that amount on a successful one.

### Firetrap Servitor

*Medium construct, unaligned*

**Armor Class** 16
**Hit Points** 62
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 18 (+4) | **CON** 12 (+1) |
| **INT** 5 (-3) | **WIS** 10 (+0) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons that aren't made of adamantine
**Damage Immunities** poison, psychic, necrotic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** Common, Celestial
**CR** 6

**Immutable Form.** The servitor is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The servitor's weapon attacks are magical.

**Death Burst.** When the servitor dies, it explodes in a burst of fiery energy. Each creature within 30 feet of it must make a DC 14 Dexterity saving throw, taking 8d6 (28) fire damage on a failed save, or half that amount and no blindness on a successful one.

### Actions

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage.

**Spew Corruption (Recharge 5–6).** Each creature within a 15 feet cone must make a DC 14 Dexterity saving throw, taking 6d6 (21) necrotic damage on failed saving throw, or half that amount on a successful one.

## Servitor Foreman

*Large construct, unaligned*

**Armor Class** 17
**Hit Points** 70
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 8 (-1) | **CON** 18 (+4) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons that aren't made of adamantine
**Damage Immunities** poison, psychic, necrotic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** Common, Celestial
**CR** 7

**Immutable Form.** The servitor is immune to any spell or effect that would alter its form.
**Magic Resistance.** The servitor has advantage on saving throws against spells and other magical effects.
**Magic Weapons.** The servitor's weapon attacks are magical.

### Actions

**Multiattack.** The foreman makes 2 wrench attacks.

**Wrench.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 3d6+5 (15) bludgeoning damage.
**Spew Corruption (Recharge 5–6).** Each creature within a 15 feet cone must make a DC 15 Dexterity saving throw, taking 10d6 (35) necrotic damage on failed saving throw, or half that amount on a successful one.

## Winged Servitor

*Medium construct, unaligned*

**Armor Class** 16
**Hit Points** 20
**Speed** 10 ft., fly 40 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 17 (+3) | **CON** 12 (+1) |
| **INT** 5 (-3) | **WIS** 10 (+0) | **CHA** 1 (-5) |

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons that aren't made of adamantine
**Damage Immunities** poison, psychic, necrotic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** Common, Celestial
**CR** 2

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The servitor makes two needle attacks.

**Needle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+4 (6) piercing damage.

**Spew Corruption (Recharge 5–6).** One creature directly underneath the servitor must make a DC 11 Dexterity saving throw, taking 4d6 (14) necrotic damage on failed saving throw, or half that amount on a successful one.

## Servitor Foreman

**See** Entry - Servitors

## Severed Limb Swarm

*Medium swarm of tiny aberrations, chaotic evil*

**Armor Class** 13
**Hit Points** 43
**Speed** 20 ft., climb 20 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 14 (+2) | **CON** 16 (+3) |
| **INT** 1 (-5) | **WIS** 10 (+0) | **CHA** 3 (-4) |

**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11
**Languages** -
**CR** 3

**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 limb. The swarm can't regain hit points or gain temporary hit points.

**Antimagic Susceptibility.** The swarm is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

### Actions

**Slams.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 2d6 (7) bludgeoning damage and 2d6 (7) necrotic damage, or 1d6 (3) bludgeoning damage and 2d6 (7) necrotic damage if the swarm has half its hit points or fewer. If the target is a creature, it is also grappled (escape DC 14). A medium severed limb swarm can only grapple one creature at a time.

**Siphon Soul.** The swarm uses its Slams attack against a creature it has grappled. If the attack hits, the target

takes an additional 3d6 (10) psychic damage.

***A mass of hands, feet, arms and legs that swarms living creatures trying to tear off more parts to grow itself.***

## Shelf Golem

*Large construct, neutral*

**Armor Class** 16
**Hit Points** 127
**Speed** 25ft.

| | | |
|---|---|---|
| **STR** 19 (+4) | **DEX** 12 (+1) | **CON** 16 (+3) |
| **INT** 3 (-4) | **WIS** 11 (+0) | **CHA** 1 (-5) |

**Damage Vulnerabilities** fire
**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine
**Condition Immunities.** Charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 10
**Languages** -
**CR** 8

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.
**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.
**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 2d8+4 (13) bludgeoning damage.

**Necronomicon (Recharge 5–6).** The golem unleashes the power of the Necronomicon. Each creature within 30 feet of the golem must make a DC 14 Constitution saving throw, taking 8d6 (28) necrotic damage and suffering the effects of the confusion spell for one round on a failed save. On a successful save, the creature takes half damage and does not suffer the confusion effect.

**The Art of War (Recharge 5–6).** The golem moves its speed without provoking attacks of opportunity, then makes three slam attacks.

**Ancient Spellbook (Recharge 5–6).** Choose a first level spell from the wizard spell list. The golem casts that spell at its minimum level. Its spellcasting ability is Constitution (spell save DC 14, spell attack +6).

***After years lying dormant, its shelves covered in arcane tomes of incredible power, this bookshelf has awakened to a semblance of life. It now roams the halls at the behest of the Head Librarian.***

## Skolkeg Abomination

*Large undead, chaotic evil*

**Armor Class** 18
**Hit Points** 92
**Speed** 30ft, Climb 30 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 14 (+2) | **CON** 14 (+2) |
| **INT** 6 (-2) | **WIS** 8 (-1) | **CHA** 4 (-3) |

**Saving Throws** Wisdom +0
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 9
**Languages** understands the languages is knew in life, but can't speak
**CR** 4

**Undead Fortitude.** If damage reduces the abomination to 0 hit points, it must make a Constitution saving throw with a DC of 4 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the abomination drops to 1 hit point instead.

### Actions

**Multiattack.** The abomination makes two cleaver attacks and a bite attack.

**Cleaver.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d10+4 (9) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+4 (7) piercing damage plus 1d6 acid damage.

**Acidic Filth (Recharge 6).** Choose one creature within 10 feet. That creature must make a DC 14 Dexterity saving throw or take 2d12 (13) acid damage and become incapacitated until the abomination's next turn.

***This abomination is the result of Loran Fell's experimentation with giant ants and skol corpses. It is effectively the nightmare version of a skol/ant centaur.***

## Skulker

*Medium humanoid (half elf), neutral evil*

**Armor Class** 15
**Hit Points** 27
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 16 (+3) | **CON** 10 (+0) |
| **INT** 9 (-1) | **WIS** 10 (+0) | **CHA** 12 (+1) |

**Skills** Stealth +5, Deception +3
**Senses** low light vision, passive Perception 10
**Languages** Common, Elven
**CR** 1

**Sneak Attack (1/turn).** The skulker deals an extra 2d6 (7) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the skulker doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The skulker makes two dagger attacks.

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 (4) slashing damage.

**Dirty Trick.** The skulker uses a dirty trick (such as kicking dirt into an opponent's eyes, tripping them, etc). +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 (4) bludgeoning, piercing, or slashing damage (as appropriate) and the target is either: knocked prone, blinded for one round, or can't take reactions for one round.

***These shifty thugs roam the Cracks looking for fresh meat ripe for the picking.***

## Skull Crackers

***The Skull Crackers a low level gang of pirates and cutthroats on a floating island of scrap and ship parts called Corsair's Drift.***

## Dwarven Pirate (Skull Crackers)

*Medium humanoid (dwarf), chaotic neutral*

**Armor Class** 15
**Hit Points** 38
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 15 (+2) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 12 (+1) |

**Senses** passive Perception 10

**Languages** Common, Dwarven
**CR** 2

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and resistance against poison damage.

**Stonecunning.** Whenever a dwarf makes an History check related to the origin of stonework, it is considered proficient in the History skill and adds double its proficiency bonus to the check, instead of its normal proficiency bonus.

**Gang Up.** The pirate has advantage on an attack roll against a creature if at least one of the pirate's crew (Skull Crackers) is within 5 feet of the creature and the crew member isn't incapacitated.

**Sucker Punch.** As long as the pirate has advantage on an attack, that attack deals an additional 1d6 (3) damage.

### Actions

**Multiattack.** The pirate makes two cutlass (scimitar) attacks.

**Cutlass.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage.

**Cheap Shot** (Recharge 5–6). +5 to hit, 1d4+3 (5) bludgeoning damage, and the target is blinded, incapacitated, or restrained (pirate's choice) until the pirate's next turn.

## Human Pirate (Skull Crackers)

*Medium humanoid (human), chaotic neutral*

**Armor Class** 14
**Hit Points** 32
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 12 (+1) |

**Senses** passive Perception 10
**Languages** Common
**CR** 2

**Gang Up.** The pirate has advantage on an attack roll against a creature if at least one of the pirate's crew (Skull Crackers) is within 5 feet of the creature and the crew member isn't incapacitated.

**Sucker Punch.** As long as the pirate has advantage on an attack, that attack deals an additional 1d6 (3) damage.

### Actions

**Multiattack.** The pirate makes two cutlass (scimitar) attacks.

**Cutlass.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage.

**Cheap Shot (Recharge 5–6).** +5 to hit, 1d4+3 (5) bludgeoning damage, and the target is blinded, incapacitated, or restrained (pirate's choice) until the pirate's next turn.

## Slipskin Abomination

*Medium monstrosity, chaotic evil*

**Armor Class** 15
**Hit Points** 78
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 14 (+2) | **CON** 15 (+2) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 16 (+3) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Undercommon
**CR** 3

**Unnatural Reach.** The abomination can extend its reach to 15 feet at any time with its weapon or bite attacks. Until it does so, it is not apparent that the abomination has reach greater than 5 feet.

**Mimicry.** The abomination can mimic any voices it has heard. A creature hearing the sounds can tell they are imitations by making a DC 17 Insight check.

**Strange Anatomy.** Though the abomination appears to be humanoid, none of its internal organs are in the right place. The abomination is immune to critical hits.

### Actions

**Multiattack.** The abomination makes a bite attack and two longsword attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 15 feet, one target. *Hit:* 1d10+3 (8) piercing damage.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 1d8+3 (7) slashing damage, or 1d10+3 (8) slashing damage if used in two hands.

***This abomination is appears to be a completely normal human, utterly indistinguishable from others of that species, right up until its jaw distends as it tries to eat your face.***

## Slithering Eye

*Medium monstrosity, chaotic evil*

**Armor Class** 15
**Hit Points** 90
**Speed** 20 ft., climb 20 ft.

| | | |
|---|---|---|
| **STR** 14 (+2) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 12 (+1) | **WIS** 15 (+2) | **CHA** 18 (+4) |

**Damage Resistances** bludgeoning, piercing, slashing from non-magical weapons
**Damage Immunities** psychic
**Condition Immunities** charmed, frightened
**Senses** blindsight 60 ft., passive Perception 12
**Languages** telepathy 120 ft.
**CR** 6

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

**Aura of Insanity.** Each enemy creature that starts its turn within 20 feet of the eye must make a DC 15 Wisdom saving throw. On a failed save, the creature is incapacitated and falls prone, unable to stand while up while this ability is active. Creatures receive a new saving throw at the start of their turn, ending the effect for themselves on a successful save. A creature that saves against this ability is immune to it for 24 hours.

### Actions

**Multiattack.** The eye makes two tentacle attacks, then uses Maddening Gaze if possible.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8+3 (7) bludgeoning damage and the target is grappled (escape DC 13). The eye can only grapple one Large or smaller creature at a time.

**Maddening Gaze.** One creature grappled by the eye must make a DC 15 Charisma saving throw, taking 6d8 (27) psychic damage on a failed saving throw, or half that amount on a successful one.

***This massive eye, roughly the size of a troll's head, is surrounded by a roiling mass of tentacles and pseudopods that it uses to move around. The sight of a slithering eye is enough to cause the strongest souls to rave with madness.***

## Smoke Boil Grothar

*Medium humanoid (human shapechanger) Chaotic Neutral*

**Armor Class** 15
**Hit Points** 60
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 10 (+0) | **CON** 12 (+1) |
| **INT** 11 (+0) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Skills** Athletics +4, Perception +2
**Senses** passive Perception 12
**Languages** Common
**CR** 2

**Smoke Boil Rage.** The grothar is filled with raging power thanks to the Smoke Boil infection. When rolling damage it rolls twice and takes the better result

### Actions

**Multiattack.** The grothar makes two spear attacks.

**Spear.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+2) piercing damage.

***Grothar are the descendents of the early experiments that eventually led to the creation of the Grothik. They are larger and almost always feral.***

## Smoke Boil Grothik

*Medium humanoid (grothik), chaotic evil*

**Armor Class** 12
**Hit Points** 7
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 15 (+2) | **CON** 10 (+0) |
| **INT** 8 (-1) | **WIS** 7 (-2) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 8
**Languages** Common
**CR** 1/8

**Smoke Boil Rage.** While under the effects of Smoke Boils the Grothik deals an additional 2 damage on all melee attacks but has a -1 penalty to attack (both included below). Creatures attacking the Grothik have advantage on their attack rolls.

### Actions

**Shortsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

***Amongst the most feared illnesses amongst the Grothik, Smoke Boils causes and unthinking rage in the usually chipper rodents. None yet understand the cause of Smoke Boils, but it does not appear to be transmitted through bites or blood contact.***

## Solen Trianor

*Medium humanoid (elf), chaotic evil*

**Armor Class** 18
**Hit Points** 191
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 12 (+1) | **DEX** 18 (+4) | **CON** 12 (+1) |
| **INT** 16 (+3) | **WIS** 15 (+2) | **CHA** 18 (+4) |

**Saving** Throws Intelligence +7, Charisma +8
**Skills** Deception +12, Diplomacy +12, Insight +6, Perception +6
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Elven
**CR** 11

**Fey Ancestry.** Solen has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Sneak Attack** (1/turn). Solen deals an extra 3d6 (10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Solen doesn't have disadvantage on the attack roll.

**Spellcasting.** Solen is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, spell attack +7). Solen has the following wizard spells prepared:

**Cantrips** (at will): *firebolt, poison spray, prestidigitation, sea whip*
**1st level** (4 slots): *detect magic, shield, thunderwave*
**2nd level** (3 slots): *invisibility, mirror image, scorching ray*
**3rd level** (2 slots): *dispel magic, fireball*

### Actions

**Multiattack.** Solen makes 3 rapier attacks, then casts a cantrip.

**Rimelight Rapier.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8+6 (10) piercing damage plus 2d6 (7) cold damage. This item radiates dim light within 30 feet at all times when drawn.

**Winter** Sun **(Recharge Long Rest).** Once per day, the wielder of a Rimelight weapon can use an action to cast the daylight spell. In addition, any area the light touches becomes freezing cold while the spell lasts. Creatures who start their turn in the area take 1d6 cold damage.

***Solen is an elven warrior selected to be the high god's avatar in centuries past. His failure and indiscretion led him to be banished to the high god's island retreat to live out his days in exile.***

## Soulfire Wasp

**See** Entry - Hivefire Wasps

## Sparklight Mosquito

*Large monstrosity, neutral*

**Armor Class** 15
**Hit Points** 90
**Speed** 20 ft., fly 30 ft. (hover)

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 14 (+2) | **CON** 16 (+3) |
| **INT** 3 (-4) | **WIS** 13 (+1) | **CHA** 7 (-2) |

**Senses** darkvision 60 ft., passive Perception 11
**Languages** -
**CR** 3

**Shocking Burst.** The first time a sparklight mosquito takes damage from a weapon each round, electricity erupts from it. Each creature within 15 feet of the mosquito must make a DC 13 Dexterity saving throw, taking 2d6 (7) lightning damage on a failed save, or half that amount on a successful one.

### Actions

**Shocking Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) piercing damage, plus 1d8 (4) lightning damage and the target can't take reactions until the mosquito's next turn.

***Sparklight mosquitos resemble normal mosquitos for the most part. Well, except for the side and the constant charge of electricity in the air whenever they are near.***

## Spellblight Zombie

*Medium undead, neutral evil*

**Armor Class** 13
**Hit Points** 32
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 5 (-3) | **WIS** 7 (-2) | **CHA** 7 (-2) |

**Saving Throws** Constitution +4, Charisma +0
**Skills** Perception +0
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Remnants of Power.** A spellblight zombie treats all spells it casts as though it had a spellcasting ability score of 16 (spell save DC 13, +5 spell attack bonus)

### Actions

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) bludgeoning damage.

**Loosen the Chain.** The spellblight zombie calls on its master to relenquish control long enough unleash a blast of magic. The spellblight zombie makes all decisions regarding the spell that is cast, but cannot control which spell that is. Roll 1d6:

1 – 2: 1st level spell (*witchbolt*)
3 – 4: 2nd level spell (*scorching ray*)
5 – 6: 3rd level spell (*slow*)

All spells are cast at their minimum level. Each spellblight zombie is created with different spells, but once selected they cannot be changed. The default option is listed next to each result above, but feel free to change them as needed. Note that if you choose a damage dealing spell in the 3rd level slot, you should increase the zombie's CR by one.

***Unlike most zombies, this creature has retained a large portion of the arcane might it had in its previous life. However, it is enthralled by a powerful necromancer, restricting its access to power at the necromancer's discretion.***

## Spilt Ink

*Medium humanoid (grothik), neutral evil*

**Armor Class** 15
**Hit Points** 39
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 18 (+4) | **CON** 12 (+1) |
| **INT** 13 (+1) | **WIS** 8 (-1) | **CHA** 14 (+2) |

**Skills** Stealth +6, Deception +6
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Undercommon
**CR** 2

**Cunning Action.** Spilt Ink can use the Dash, Disengage, and Hide actions as bonus actions.

**Sneak Attack (1/turn).** The grothik deals an extra 3d6 (10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the grothik doesn't have disadvantage on the attack roll.

### Actions

**Kukri.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d4+4 (6) slashing damage.

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

***Spilt Ink manages a large bank in Skyfall. He is the architect of a scam that is bleeding the bank dry.***

# Squall Giants

***Generally among the giants, strength and size outweigh social graces or intellect. Squall giants are no exception though they share more with Cloud and Storm giants than their more closely related peers. Typically standing 10 to 11 feet tall these giants are lithe and wiry with blue or grey skin and hair the color of sea spray. They are fierce warriors and practitioners of storm magic.***

## Greed Priest

*Huge giant, chaotic evil*

**Armor Class** 18
**Hit Points** 90
**Speed** 40 ft

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 10 (0) | **CON** 16 (+3) |
| **INT** 12 (+1) | **WIS** 16 (+3) | **CHA** 16 (+3) |

**Damage Immunities** cold, lightning
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Giant
**CR** 6

**Spellcasting.** The Greed Priest is a 5th level spellcaster. It spellcasting ability for these spells is Wisdom (spell save DC 14, +6 to hit with spell attacks) the Greed Priest has the following cleric spells prepared:

**Cantrips (At will):** *light, sacred flame, thaumaturgy*
**1st Level (4 Slots):** *bane, bless, inflict wounds, shield of faith*
**2nd Level (3 slots):** *blindness/deafness, hold person, silence*
**3rd Level (2 slots):** *animate dead, bestow curse, sending*

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

**At will:** *detect magic, feather fall, levitate, light*
**3/day each:** *silt trap, fog cloud*
**1/day each:** *creeping frost*

### Actions

**Multiattack.** The giant makes two attacks with its Mace.

**Mace.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3d8+4 (18) bludgeoning damage.

## Lucinda, Squall Giant Princess

*Huge giant, chaotic neutral*

**Armor Class** 17
**Hit Points** 150
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 19 (+4) | **DEX** 16 (+3) | **CON** 17 (+3) |
| **INT** 10 (+0) | **WIS** 12 (+1) | **CHA** 18 (+4) |

**Damage Immunities** cold, lightning
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common, Giant
**CR** 7

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

**At will:** *detect magic, feather fall, levitate, light*
**3/day each:** *gust of wind, water breathing*
**1/day each:** *lightning bolt*

### Actions

**Multiattack.** The giant makes 2 dire flail attacks. If both attacks hit the same Large or smaller creature, it is knocked prone.

**Dire Flail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3d8+4 (17) bludgeoning damage.

**Hailstorm (Recharge 5–6).** The giant unleashes a sudden hailstorm within 30 feet of itself. Any creature in the initial area must make a DC 14 Dexterity

saving throw, taking 8d6 (28) cold damage on a failed save, or half that amount on a successful one. For one minute, non-squall giants in the area treat it as difficult terrain. Creatures within the area are considered lightly obscured.

## Squall Giant

*Huge Giant, chaotic neutral*

**Armor Class** 14
**Hit Points** 75
**Speed** 40ft

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 10 (+0) | **CON** 17 (+3) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 14 (+2) |

**Damage Immunities** cold, lightning
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Giant
**CR** 4

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

**At will:** *detect magic, feather fall, levitate, light*
**3/day each:** *silt trap, fog cloud*
**1/day each:** *creeping frost*

### Actions

**Multiattack.** The giant makes two attacks with its Short Sword.

**Short** Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+4 piercing damage.

## Squall Giant Driftknight

*Huge giant, chaotic neutral*

**Armor Class** 16
**Hit Points** 165
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 10 (+0) | **CON** 17 (+3) |
| **INT** 10 (+0) | **WIS** 14 (+2) | **CHA** 16 (+3) |

**Damage Immunities** cold, lightning
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Giant
**CR** 5

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

**At will:** *detect magic, feather fall, levitate, light*
**3/day each:** *silt trap, fog cloud*
**1/day each:** *creeping frost*

### Actions

**Multiattack.** The giant makes a longsword attack, then a shield bash attack.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3d8+4 (17) slashing damage.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage, and the target must make a DC 15 Strength saving throw or be pushed 15 feet away from the giant an knocked prone.

## Kojh the Undying

*Huge giant, chaotic neutral*

**Armor Class** 16
**Hit Points** 165
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 14 (+2) | **CON** 18 (+4) |
| **INT** 9 (-1) | **WIS** 10 (+0) | **CHA** 16 (+3) |

**Damage Immunities** cold, lightning
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Giant
**CR** 8

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

**At will:** *detect magic, feather fall, levitate, light*
**3/day each:** *gust of wind, water breathing*
**1/day each:** *lightning bolt*

### Actions

**Multiattack.** The giant makes two greatsword attacks, then casts gust of wind if it is available.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6d6+5 (26) slashing damage.

**Hailstorm (Recharge 5–6).** The giant unleashes a sudden hailstorm within 30 feet of itself. Any creature in the initial area must make a DC 14 Dexterity saving throw, taking 8d6 (28) cold damage on a failed save, or half that amount on a successful one. For one minute, non-squall giants in the area treat it as difficult terrain. Creatures within the area are considered lightly obscured.

## Squall Ogre

*Large Giant, chaotic neural*

**Armor Class** 16
**Hit Points** 59
**Speed** 40 ft., Swim 40 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 10(+0) | **CON** 16 (+3) |
| **INT** 8 (-1) | **WIS** 8 (-1) | **CHA** 8 (+-1) |

**Senses** darkvision 60 ft., passive Perception 8
**Languages** Common, Giant
**CR** 2

### Actions

**Spear.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 2d8+3 piercing damage.

**Lightning Spear (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, ranged 30/120 ft., one target. *Hit:* 2d6+3 (10) piercing damage, and the target and all creatures adjacent to the target must make a dc 13 Dexterity saving throw taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

## Stoneheart Basilisk

*Medium monstrosity, unaligned*

**Armor Class** 15
**Hit Points** 65
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 10 (+0) | **CON** 16 (+3) |
| **INT** 3 (-4) | **WIS** 10 (+0) | **CHA** 5 (-3) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**CR** 3

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) piercing damage plus 2d6 (7) poison damage, and the target's speed is reduced by 5 feet as crystalline growths form on its body. Each additional bite reduces the creatures speed by another 5 feet. Creatures receive a DC 13 Strength saving throw at the start their turns to break off the crystalline growths, removing any accrued speed penalties. If a creature's speed is reduced by 15 feet or more, it gains a level of exhaustion. If its speed is reduced to zero, it is

petrified. Exhaustion and petrification caused by this ability can be removed as normal.

***A diminutive cousin of the basilisk, this lizard makes up for size with attitude. Its bites cause crystals to grow from its victims' bodies.***

## Starving Gnoll

**See** Entry - Gnolls

## Strife

*Large monstrosity, chaotic evil*

**Armor Class** 19
**Hit Points** 125
**Speed** 50 ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 16 (+3) | **CON** 20 (+5) |
| **INT** 8 (-1) | **WIS** 17 (+3) | **CHA** 8 (-1) |

**Skills** Perception +6
**Senses** darkvision 120 ft., passive Perception 16
**Languages** -
**CR** 7

### Actions

**Vile** Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d8+6 (15) piercing damage and 4d8 (18) psychic damage.

### Reactions

**Sow Discord.** Strife can use this reaction whenever it takes damage from an attack that hit it. Strife chooses one creature within 30 feet. If that creature is willing, it takes half the damage of the attack (rounded down), and Strife takes the rest. If that creature is not willing, it must make a DC 16 Charisma saving throw. On a failed saving throw, that creature takes half the damage of the attack (rounded down), and Strife takes the rest. If Strife selects the triggering attacker with Sow Discord, the attacker has advantage on the Charisma saving throw.

***One of four beast servants of the low god.***

## Sulfurmonger

*Medium monstrosity, chaotic evil*

**Armor Class** 13
**Hit Points** 72
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 16 (+3) | **CON** 14 (+2) |
| **INT** 7 (-2) | **WIS** 10 (+0) | **CHA** 4 (-3) |

**Damage Immunities** lightning, poison
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**CR** 3

### Actions

**Multiattack.** The sulfurmonger makes two slam attacks or two hurl attacks.

**Sulfurous Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 (5) bludgeoning damage, and the target must make a DC 12 Constitution saving throw, taking 2d6 (7) poison damage on a failed saving throw, or half that amount on a successful one.

**Hurl Sulfur.** *Ranged Weapon Attack:* +5 to hit, ranged 30/60, one target. *Hit:* 1d4+3 (5) bludgeoning damage, and each creature within 10 feet of the target (including the target itself) must make a DC 12 Constitution saving throw, taking 2d6 (7) poison damage on a failed save, or half that amount on a successful one.

***This monstrosity is a billowing cloud of sulfuric gases, internal organs arranged in very external way, and hatred.***

## Swarm Dragons

***Each swarm "dragon" is assembled by acolytes of the Swarm King with pieces from other creatures. The Drow usually use whatever creatures of the depths they can find, including feral wrachs, hoarfrost worms, and giant centipedes. Once they reach maturity, a swarm dragon may be inhabited by a powerful acolyte to be used as a battle form. The dragon may appear as one creature, or as a massive swarm of its constituent creatures.***

## Adult Swarm Dragon

*Huge monstrosity, chaotic evil*

**Armor Class** 18
**Hit Points** 149
**Speed** 40 ft., fly 60 ft.

| | | |
|---|---|---|
| **STR** 23 (+6) | **DEX** 12 (+1) | **CON** 22 (+6) |
| **INT** 14 (+2) | **WIS** 11 (+0) | **CHA** 18 (+4) |

**Saving Throws** Dexterity +6, Constitution +11, Intelligence +7, Charisma +10
**Skills** Arcana +7, Perception +10
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** poison, necrotic
**Condition Immunites** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 20
**Languages** -
**CR** 13

**Swarm Body.** The swarm dragon is not actually a dragon. Instead, it is a massive conglomeration of various swarms bound together by dark magics. It resists damage and conditions in the same way that a swarm would (already included in its statistics). When a swarm dragon is slain, it ruptures in a massive pile of insects and vermin.

**Legendary Resistance** (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

### Actions

**Multiattack.** The swarm dragon uses its Frightful Presence, then makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 2d10+6 (17) poison damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 2d6+6 (13) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 2d8+6 (15) bludgeoning damage.

**Frightful Presence.** Each creature of the swarm dragon's choice that is within 120 feet of the swarm dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, end the effect for itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm dragon's Frightful Presence for the next 24 hours.

**Breath Weapons** (Recharge 5 - 6). The swarm dragon uses of the following breath weapons.

**Vile Breath.** The dragon exhales vile fumes in a 60-foot cone. Each creature in the area must make a

DC 18 Dexterity saving throw, taking 6d6 (21) poison damage and 6d6 (21) necrotic damage on a failed save, or half those amounts on a successful one.

**Swarm Breath.** The swarm dragon exhales an ill-formed swarm of insects in a 30-foot cone. Creatures in the area must make a DC 18 Dexterity saving throw or be covered in stinging, biting insects. Any creature failing this saving throw cannot concentrate on spells, has disadvantage on attack rolls, and takes 6d6 (21) piercing damage at the start of each of its turns. A creature can end this effect on itself by using an action to clear the insects off.

### Legendary Actions

The swarm dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The swarm dragon regains spent legendary actions at the start of its turn.

**Detect.** The swarm dragon makes a Perception check.

**Tail Attack.** The swarm dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The swarm dragon beats its wings. Each creature within 10 feet of the swarm dragon must succeed on a DC 19 Dexterity saving throw or take 2d6+6 (13) bludgeoning damage and be knocked prone. The swarm dragon can then fly up to half its speed.

## Elder Swarm Dragon

*Gargantuan monstrosity, chaotic evil*

**Armor Class** 20
**Hit Points** 297
**Speed** 40 ft., fly 80 ft.

| | | |
|---|---|---|
| **STR** 27 (+8) | **DEX** 11 (+0) | **CON** 24 (+7) |
| **INT** 16 (+3) | **WIS** 12 (+1) | **CHA** 20 (+5) |

**Saving Throws** Dexterity +6, Constitution +13, Intelligence +9, Charisma +11
**Skills** Arcana +9, Perception +13
**Damage Resistances** bludeoning, piercing, slashing
**Damage Immunities** poison, necrotic
**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23
**Languages** -
**CR** 20

**Swarm Body.** The swarm dragon is not actually a dragon. Instead, it is a massive conglomeration of various swarms bound together by dark magics. It resists damage and conditions in the same way that a swarm would (already included in its statistics). When a swarm dragon is slain, it ruptures in a massive pile of insects and vermin.

**Legendary Resistance** (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

### Actions

**Multiattack.** The swarm dragon uses its Frightful Presence, then makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 2d10+8 (19) poison damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 2d6+8 (15) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 2d8+8 (17) bludgeoning damage.

**Frightful Presence.** Each creature of the swarm dragon's choice that is within 120 feet of the swarm dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, end the effect for itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm dragon's Frightful Presence for the next 24 hours.

**Breath Weapons** (Recharge 5 - 6). The swarm dragon uses of the following breath weapons.

**Vile Breath.** The dragon exhales vile fumes in a 60-foot cone. Each creature in the area must make a DC 21 Dexterity saving throw, taking 8d6 (28) poison damage and 8d6 (28) necrotic damage on a failed save, or half those amounts on a successful one.

**Swarm Breath.** The swarm dragon exhales an ill-formed swarm of insects in a 30-foot cone. Creatures in the area must make a DC 21 Dexterity saving throw or be covered in stinging, biting insects. Any creature failing this saving throw cannot concentrate on spells, has disadvantage on attack rolls, and takes 8d6 (28) piercing damage at the start of each of its turns. A creature can end this effect on itself by using an action to clear the insects off.

### Legendary Actions

The swarm dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The swarm dragon regains spent legendary actions at the start of its turn.

**Detect.** The swarm dragon makes a Perception check.

**Tail Attack.** The swarm dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The swarm dragon beats its wings. Each creature within 10 feet of the swarm dragon must succeed on a DC 22 Dexterity saving throw or take 2d6+8 (15) bludgeoning damage and be knocked prone. The swarm dragon can then fly up to half its speed.

### Lair Actions

**On** initiative count 20 (losing all ties), the swarm dragon takes a lair action to cause one of the following effects:

·One creature the swarm dragon can see within 120 feet of it must succeed on a DC 15 Wisdom saving throw or be overcome with the sensation of its flesh being torn to shreds by an unending horde of insects. On a failed save, the creature is incapacitated for 1 minute. It can attempt a new save at the end of each of its turns, ending the effect for itself on a success.

·The dragon causes a blinding swarm of insects to form in a 20-foot radius sphere centered on a point within 120 ft. Creatures who enter the area for the first time in a turn or start their turn within it must make a DC 15 Constitution saving throw or be blinded until they leave the area.

# Tapecutters

***The Tapecutters are a small time thieves' guild working independently from The Twelve. Their primary territory is the Exchange at the base of the Gullet.***

## Tapecutter Heavy

*Medium humanoid (trache), lawful neutral*

**Armor Class** 14
**Hit Points** 32
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 13 (+1) | **CON** 12 (+1) |
| **INT** 14 (+2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Dwarven, Giant
**CR** 1

**Innate Spellcasting.** The skol's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

**At will:** *acid splash*
**1/day each:** *command*

### Actions

**Multiattack.** The heavy makes two quarterstaff attacks.

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) bludgeoning damage, or 1d8+3 (7) bludgeoning damage if used in two hands.

## Tapecutter Pig-Sticker

*Small humanoid (grothik), chaotic neutral*

**Armor Class** 14
**Hit Points** 13
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 10 (+0) | **WIS** 8 (-1) | **CHA** 10 (+0) |

**Skills** Stealth +4
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Undercommon
**CR** 1/2

**One with the Crowd.** If a pig-sticker ends its movement behind a medium size or larger creature, it can make a Stealth check to hide as a bonus action.

**Sneak Attack (1/turn).** The pig-sticker deals an extra 1d6 (3) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the pig-sticker doesn't have disadvantage on the attack roll.

### Actions

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

**Spring Attack.** The pig-sticker moves its speed, makes a shortsword attack against an adjacent enemy, then moves its speed again, provoking attacks of opportunity as normal.

## Tendril of the Low God

**See** Entry - Leviathans

# Tetratauns

**Tetratauns are mysterious crystalline creatures that have passing resemblance to crustaceans in the same sense that a dragon resembles a lizard. Known for their strength and durability the Tetratauns are some of the most powerful creatures that inhabit the Besieged Cliffs.**

## Elder Tetrataun

*Huge monstrosity, lawful neutral*

**Armor Class** 21
**Hit Points** 320
**Speed** 40 ft., swim 30 ft., climb 30 ft.

| | | |
|---|---|---|
| **STR** 24 (+7) | **DEX** 10 (+0) | **CON** 22 (+6) |
| **INT** 14 (+2) | **WIS** 20 (+5) | **CHA** 16 (+3) |

**Saving Throws** Strength +13, Dexterity +6, Constitution +12
**Damage Immunities** thunder; bludgeoning, piercing, slashing from non-magical weapons
**Condition Immunities** charmed, frightened, paralyzed, poisoned
**Senses** truesight 120 ft., passive Perception 15
**Languages** telepathy 120 ft.
**CR** 20

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

**Magic Weapons.** The tetrataun's weapon attacks are magical.

**Destroyer of Abominations.** The tetrataun scores a critical hit against servants of the low god on an 18-20.

### Actions

**Multiattack.** The tetrataun makes 4 slam attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 4d10+7 (29) bludgeoning damage.

**Bellowing Roar (Recharge 5–6).** Each enemy creature within a 60 foot cone must make a DC 20 Constitution saving throw, taking 14d10 (77) thunder damage on a failed saving throw, or half that amount on a successful one.

## Primitive Tetrataun

*Large monstrosity, neutral good*

**Armor Class** 17
**Hit Points** 228
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 10 (+0) | **CON** 20 (+5) |
| **INT** 12 (+1) | **WIS** 18 (+4) | **CHA** 16 (+3) |

**Saving Throws** Strength +10, Dexterity +4, Constitution +9
**Damage Immunities** thunder; bludgeoning, piercing, and slashing from non-magical weapons
**Magic Resistance.** The tetrataun has advantage on saving throws against spells and other magical effects.
**Magic** Weapons. The tetratauns weapon attacks are magical.
**Skills** Athletics +10, Arcana +5
**Senses** truesight 120 ft., passive Perception 14
**Languages** Any (tongues)
**CR** 11

**Destroyer of Abominations.** The tetrataun scores a critical hit against servants of the low god on an 18-20.

### Actions

**Multiattack.** The tetrataun makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 3d10+6 (22) bludgeoning damage.

**Bellowing Roar (Recharge 5–6).** Each enemy creature within a 60-foot cone must make a DC 17 Constitution saving throw, taking 10d10 (55) thunder damage on a failed save, or half that amount on a successful one.

## Thin Shade

*Medium undead, chaotic evil*

**Armor Class** 12
**Hit Points** 10
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 6 (-2) | **DEX** 14 (+2) | **CON** 13 (+1) |
| **INT** 6 (-2) | **WIS** 10 (+0) | **CHA** 8 (-1) |

**Skills** Stealth +4 (+6 in dim lighting or darkness)
**Damage** Vulnerability radiant
**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
**Damage Immunities** necrotic, poison
**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**CR** 1/4

**Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or *darkness*, the shadow can take the Hide action as a bonus action.

**Afraid of the Light.** While in bright light, the shadow has disadvantage on attack rolls, ability checks, and saving throws. Any attacks against the shade deal

an additional 2 points of damage if the shade is in natural sunlight.

### Actions

**Sap Strength.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1d6+2 (5) necrotic damage, and the target has disadvantage on strength checks until the target finishes a short or long rest.

***These shades are much weaker versions of their more standard kin. There is something of a debate in necromantic circles as to whether all shades in time become thin shades or all thin shades eventually become full shades. As you'd expect necromancer parties are pretty dull.***

## Time

*Large monstrosity, chaotic evil*

**Armor Class** 18
**Hit Points** 155
**Speed** 30ft., fly 60 ft. (hover)

| | | |
|---|---|---|
| **STR** 20 (+5) | **DEX** 12 (+1) | **CON** 18 (+4) |
| **INT** 14 (+2) | **WIS** 13 (+1) | **CHA** 18 (+4) |

**Saving Throws** Dexterity +5, Constitution +8, Wisdom +5, Charisma +8
**Damage Immunities** necrotic
**Senses** truesight 120 ft., passive Perception 9
**Languages** -
**CR** 9

**Magic Resistance.** Time has advantage on saving throws against spells and other magical effects.

**Fluid Time.** At the start of each of Time's turns, roll 1d6. On a 1 or 2, Time takes the form of a Wyrmling. On a 3 or 4, Time takes the form of a Young Dragon. On a 5 or 6, Time takes the form of an Adult Dragon. If Time spend the prior two rounds in either Wyrmling or Adult form, he automatically swaps to the opposite aged form instead of rolling this round. Apply the following modifiers to the statistics presented here based on the age of the dragon below:

**Wyrmling.** -4 to attack, -4 to breath weapon DC, -1 to Armor Class, and all attacks and breath weapons deal half damage.

**Young.** No changes.

**Adult.** +3 to attack, +3 to breath weapon DC, +1 to Armor Class, and all melee attacks deal an additional 1d8 necrotic damage.

**Passage of Time.** Whenever Time changes forms as part of his Fluid Time ability, all negative effects currently affecting it automatically end.

### Actions

**Multiattack.** Time makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d10+5 (16) piercing damage, plus 1d8 (4) necrotic damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d6+5 (12) slashing damage.

**Entropic Breath (Recharge 5–6).** Time exhales entropic energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10d10 (55) necrotic damage on a failed save, or half as much on a successful one.

***This cultist has been transformed by the incredible power of the Throne of Creation into the embodiment of time. It takes the form of a dragon that constantly shifts between, Wyrmling, Young, and Adult forms.***

## Titan Abomination

*Gargantuan monstrosity, chaotic evil*

**Armor Class** 26
**Hit Points** 570
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 28 (+9) | **DEX** 20 (+5) | **CON** 28 (+9) |
| **INT** 12 (+1) | **WIS** 24 (+7) | **CHA** 19 (+4) |

**Saving Throws** Wis +16, Charisma +13
**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** truesight 120 ft., passive Perception 17
**Languages** -
**CR** 30

**Unholy Charge.** If the titan moves at least 10 feet straight toward a target and then hits it with Lightbane on the same turn, the target takes an extra 3d10 (16) bludgeoning damage and 3d10 (16) necrotic damage. If the target is a creature,it must succeed on a DC 26 Strength saving throw or become incapacitated until the titan's next turn.

**Legendary Resistance (3/day).** If the titan fails a saving throw, it can choose to succeed instead.

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

**Magic Weapons.** The titan's weapon attacks are magical.

**Innate Spellcasting.** The titan's spellasting ability is Wisdom (spell save DC 24, spell attack +16). He can innately cast the following spells, requiring no material components:

**At will:** *darkness*, ray of enfeeblement, dispel magic

### Actions

**Multiattack.** The titan makes three melee attacks: one with its tentacles, two with Lightbane.

**Lightbane.** *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 4d8+9 (27) bludgeoning damage plus 4d6 (14) necrotic damage.

**Tentacles.** *Melee Weapon Attack:* +18 to hit, reach 25 ft., one target. *Hit:* 3d10+9 (25) bludgeoning damage, and the target is grappled (escape DC 26). The titan has advantage on attacks made with Lightbane against grappled targets.

### Legendary Actions

The titan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The titan regains spent legendary actions at the start of his turn.

**Lightbane Attack.** The titan makes a melee attack with Lightbane.

**Darkness and Despair.** The titan casts *darkness* or ray of enfeeblement. The duration of both spells becomes "Permanent" (creatures still receive a new save each round against ray of enfeeblement, ending the effect on a success).

**Charge (Costs 2 Actions).** The titan moves up to its speed, then makes a Lightbane attack.

***This massive titan looks much like a Moondragon dopplesolden, writ large. Extremely large. The horrible power of the low god has forced this creature to grow to terrifying size, towering over the entrance to Skyfall. Its maul would easily flatten houses.***

## Tormented Troll-Blooded Warrior

*Medium humanoid (troll-blooded), lawful neutral*

**Armor Class** 15
**Hit Points** 60
**Speed** 30ft., swim 20ft.

| | | |
|---|---|---|
| **STR** 14 (+2) | **DEX** 10 (+0) | **CON** 16 (+3) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 8 (-1) |

**Skills** Athletics +4, Perception +3
**Senses** darkvision 60ft., passive Perception 13
**Languages** Common, Giant
**CR** 1

**Amphibious.** The captain can breathe both air and water.
**Limited Regeneration.** Whenever the captain starts its turn with less than half health, it regains 3 hit points.

### Actions

**Multiattack.** The captain makes two battle axe attacks.
**Battle Axe.** *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 1d8+2 (6) slashing damage.
**Whirlwind (Recharge 5–6).** The captain makes a battle axe attack against each enemy within 5 feet.

***This troll-blooded warrior is being used by the arachnids in The Cracks as a breeding ground for their eggs. His gaping wound won't kill him because of his regeneration, but his mind is lost from the agony. He has become protective of the spiders and their eggs.***

## Tortured Crystal Golem

*Large monstrosity, chaotic neutral*

**Armor Class** 17
**Hit Points** 120
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 18 (+4) | **DEX** 10 (+0) | **CON** 18 (+4) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 20 (+5) |

**Damage Resistances** bludgeoing, piercing, and slashing damage from non-magical weapons
**Damage Immunities** thunder
**Condition Immunities** psychic
**Senses** darkvision 60 ft., passive Perception 11
**Languages** The matriarch understands some speech in Undercommon, but cannot speak. Her mind is too far gone.
**CR** 11

**Legendary Resistance (2/day).** If the golem fails a saving throw, it can choose to succeed instead.
**Aura of Anguish.** Each creature that starts its turn within 30 feet of golem must make a DC 17 Charisma saving throw to withstand the tortured psychic energy pouring from the encased drow matriarch. On a failed save, that creature takes 1d10 (5) psychic damage and loses concentration on any spells.

### Actions

**Crystalline** Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 3d6+4 (14) bludgeoning damage.
**Mind Blast (Recharge 5–6).** The golem unleashes a blast of psychic energy in a 60 foot cone. Each creature in the cone must make a DC 17 Intelligence saving throw or take 4d10 (22) psychic damage and be stunned for 1 minute. A creature can repeate the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Legendary Actions

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.
**Attack.** The golem makes a Crystalline Slam attack.
**Shatter (Costs 2 Actions).** The golem chooses a point within 60 feet. Each creature within 10 feet of make a DC 17 Constitution saving throw, taking 3d8 (13) thunder damage on a failed save.

***This sad creature was once a drow matriarch. After Prince Vraye's coup, this matriarch and many others were trapped inside golems of green crystal and forced to devote their considerable magical might to the cause of the Swarm King.***

## Unformed Horror

*Large monstrosity, chaotic evil*

**Armor Class** 11
**Hit Points** 45
**Speed** 30ft., climb 30 ft.

| | | |
|---|---|---|
| **STR** 15 (+2) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 6 (-2) | **WIS** 8 (-1) | **CHA** 2 (-4) |

**Damage Immunities** lightning, slashing
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9
**Languages** -
**CR** 2

**Amorphous.** The horror can move through a space as narrow as 1 inch wide without squeezing.
**Spider Climb.** The horror can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
**Corrupted Form.** Creatures that attack an unformed horror with a melee weapon attack take 1d6 (3) necrotic damage.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 2d6+2 (9) bludgeoning damage.

***This is a gibbering mass of unformed body parts, organs, appendages, tentacles, and teeth.***

## War-Trained Scorpion

*Large beast, unaligned*

**Armor Class** 15
**Hit Points** 70
**Speed** 40 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 13 (+1) | **CON** 17 (+3) |
| **INT** 1 (-5) | **WIS** 9 (-1) | **CHA** 3 (-4) |

**Senses** blindsight 60 ft, passive Perception 9
**Languages** -
**CR** 4

**War-Trained.** While carrying a rider, the scorpion is immune to the frightened and charmed conditions.

### Actions

**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting.
**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 (7) bludgeoning damage, and the target is grappled (escape DC 13). The scorpion has two claws, each of which can grapple only one target.
**Sting.** *Melee Weapon Attack:* +5 to it, reach 5 ft., one target. *Hit:* 1d10+3 (8) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half that amount on a successful one.

***These giant scorpions have been trained for war by the Drow followers of the Swarm King.***

## Welgan Malbridorn

*Medium humanoid (human), lawful evil*

**Armor Class** 15 (mage armor)
**Hit Points** 39
**Speed** 30 ft.

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

**Saving Throws** Strength +5, Constitution +4
**Skills** Perception +0
**Senses** darkvision 120ft (not impeded by magical *darkness*) passive Perception 10
**Languages** Common
**CR** 2

**Pact Magic.** Welgan can two spells chosen from the list below. His ability to cast spells resets after a short rest, and he can choose the same spell twice. Each spell is cast using a 3rd level spell slot.

**Spells:** *hex, hold person, mirror image, counterspell, vampiric touch*

### Actions

**Multiattack.** Welgan makes two Eldritch Blast or two dagger attacks.

**Eldritch Blast.** *Ranged Spell Attack:* +5 to hit, ranged 120 ft., one target. *Hit:* 1d10+3 (8) force damage.

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 (4) piercing damage.

***Welgan Malbridorn is a powerful but xenophobic member of the Skyfall senate. He is a smuggler, a slaver, a hypocrite, and a real pain in the ass.***

# Weresharks

***Weresharks are exactly what they sound like. Cursed with lycanthropy, these man-shark hybrids are viscous warriors. The Weresharks, on the other hand, are the most powerful pirate crew on Corsair's Drift. They just happen to also be actual weresharks. What they lack in creativity they make up for in brute force and rows of razor sharp teeth.***

## Wereshark Bruiser

*Medium humanoid (human, shapechanger), neutral evil*

**Armor Class** 11 in humanoid form, 13 (natural armor) in shark or hybrid form
**Hit Points** 138
**Speed** 30 ft. (0 ft., swim 50 ft. in shark or hybrid form)

| | | |
|---|---|---|
| **STR** 19 (+4) | **DEX** 12 (+1) | **CON** 18 (+4) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 7 (-2) |

**Skills** Perception +2
**Damage Immunities** bludeoning, piercing, and slashing from nonmagical weapons that aren't silvered
**Senses** passive Perception 12
**Languages** Common (can't speak in shark form)
**CR** 6

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

**Shapechanger.** The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and Armor Class, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. While in hybrid form, it gains the Amphibious quality, and while in shark form it gains the Water Breathing quality.

### Actions

**Multiattack (Humanoid or Hybrid Form Only).** The wereshark makes two attacks, only one of which can be its bite attack.

**Maul (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6+4 (11) bludgeoning damage.

**Bite (Shark or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+4 (13) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wereshark lycanthropy.

## Wereshark Captain

*Large giant (shapechanger), neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 146
**Speed** 30 ft. (0 ft., swim 50 ft. in shark or hybrid form)

| | | |
|---|---|---|
| **STR** 21 (+5) | **DEX** 10 (+0) | **CON** 20 (+5) |
| **INT** 8 (-1) | **WIS** 14 (+2) | **CHA** 12 (+1) |

**Saving Throws** Dexterity +4, Wisdom +6
**Skills** Perception +6
**Damage Immunities** bludeoning, piercing, and slashing from nonmagical weapons that aren't silvered
**Senses** passive Perception 16
**Languages** Common, Giant (can't speak in shark form)
**CR** 9

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

**Shapechanger.** The wereshark can use its action to polymorph into a Huge shark-humanoid hybrid or into a Huge shark, or back into its true form, which is troll. Its statistics, other than its size and Armor Class, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. While in hybrid form, it gains the Amphibious quality, and while in shark form it gains the Water Breathing quality.

**Keen Smell.** The wereshark has advantage on Perception checks that rely on smell.

**Regeneration.** The wereshark regains 10 hit points at the start of its turn. If the wereshark takes acid or fire damage, this trait doesn't function until the start of the wereshark's next turn. The wereshark dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

**Multiattack.** In troll or hybrid form, the wereshark makes three melee attacks, only one of which can be its bite attack. In shark form, it makes two bite attacks.

**Maul (Troll or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 3d6+5 (15) bludgeoning damage.

**Bite (Shark or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 3d6+5 (15) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with wereshark lycanthropy.

**Claws (Troll or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 2d6+5 (12) slashing damage.

## Wereshark Pirate

*Medium humanoid (human, shapechanger), neutral evil*

**Armor Class** 11 in humanoid form, 13 (natural armor) in shark or hybrid form
**Hit Points** 60

**Speed** 30 ft. (0 ft., swim 50 ft. in shark or hybrid form)

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 12 (+1) | **CON** 15 (+2) |
| **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 7 (-2) |

**Skills** Perception +3
**Damage Immunities** bludeoning, piercing, and slashing from nonmagical weapons that aren't silvered
**Senses** passive Perception 13
**Languages** Common (can't speak in shark form)
**CR** 4

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

**Shapechanger.** The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and Armor Class, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. While in hybrid form, it gains the Amphibious quality, and while in shark form it gains the Water Breathing quality.

### Actions

**Multiattack (Humanoid or Hybrid Form Only).** The wereshark makes two attacks, only one of which can be its bite attack.

**Maul (Humanoid or Hybrid Form Only). Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) bludgeoning damage.

**Bite (Shark or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 (10) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereshark lycanthropy.

## Wild Spawn Polyp

*Medium monstrosity, chaotic neutral*

**Armor Class** 14 (natural)
**Hit Points** 2 (see below)
**Speed** 10 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 8 (-1) | **CON** 8 (-1) |
| **INT** 6 (-2) | **WIS** 6 (-2) | **CHA** 6 (-2) |

**Senses** blindsight 20 ft., passive Perception 8
**Languages** -
**CR** 1/8

**Chaotic Transcendence:** When this creature drops to zero hit points, roll a d6: on a 1-2 it becomes a wild font Tentacle, on a 3-4 it gains 8 hit points, a fly speed of 30, and +4 to hit and damage with its chaotic shriek. On a 5-6 in explodes in a 10ft. radius. Creatures in the area can make a DC 11 Dexterity saving throw, taking 1d6+1 bludgeoning damage on a failed saving throw, or half that amount on a successful one.

### Actions

**Chaotic Shriek.** *Ranged Weapon Attack:* +2 to hit, 20ft. one target. *Hit:* 4 (1d4+2) psychic damage.

***These are chaotic fonts of possibility. There is a distinct possibility it will turn into something that will kick your ass.***

## Wild Font Tentacle

*Medium monstrosity, chaotic neutral*

**Armor Class** 10
**Hit Points** 16
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 12 (+0) | **DEX** 10 (+2) | **CON** 14 (+0) |
| **INT** 6 (-2) | **WIS** 6 (-2) | **CHA** 6 (-2) |

**Senses** blindsight 20 ft., passive Perception 8
**Languages** -
**CR** 1/8

### Actions

**Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 10 ft. one target. *Hit:* 4 (1d4+2) bludgeoning damage, and the target must make a DC 10 Strength save or be knocked prone.

***Sometimes a creepy tentacle is just a creepy tentacle.***

## Winged Servitor

**See** Entry - Servitors

## Witchfire Cannoneer

*Medium humanoid (human), neutral evil*

**Armor Class** 15
**Hit Points** 33
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 11 (+0) | **DEX** 16 (+3) | **CON** 12 (+1) |
| **INT** 8 (-1) | **WIS** 10 (+0) | **CHA** 14 (+2) |

**Senses** passive Perception 10
**Languages** Common
**CR** 1

### Actions

**Multiattack.** The cannoneer makes two Witchfire Cannon attacks.

**Witchfire Cannon.** *Ranged Weapon Attack:* +5 to hit, ranged 120 ft., one target. *Hit:* 1d10+3 (8) fire damage.

**Witchfire Barrage (Recharge 5–6).** Choose a point within 120 feet. Each creature within 15 feet of that point must make a Dexterity saving throw DC 13 or take 3d8 (13) fire damage. Creatures that save take half damage.

***Witchfire Cannoneers are generally considered insane. Considering that their primary method of combat is to launch alchemical globes of burning oil and pitch at their enemies in a city made of wood, it's a fair stereotype.***

## Wombat's Wombats

***Wombat, a Halfling fixer is never without a scheme some hired muscle and a fast talking smile. His gang, The Wombats, allows only those who are less than four-and-a-half feet tall. Grothik, halflings, a few dwarves and one legless half orc make up the bulk of the gang.***

## Gnome Pirate (Wombat's Wombats)

*Small humanoid (gnome), chaotic neutral*

**Armor Class** 15
**Hit Points** 40
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 13 (+1) | **WIS** 10 (+0) | **CHA** 15 (+2) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Gnome
**CR** 2

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Gang Up.** The pirate has advantage on an attack roll against a creature if at least one of the pirate's crew (Wombat's Wombats) is within 5 feet of the creature and the crew member isn't incapacitated.

**Sucker Punch.** As long as the pirate has advantage on an attack, that attack deals an additional 1d6 (3) damage.

### Actions

**Multiattack.** The pirate makes two cutlass (scimitar) attacks.

**Cutlass.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage.

**Small But Deadly (Recharge 5–6).** The pirate moves up to half its speed, and can move through enemy spaces without provoking attacks of opportunity. The pirate can make a single cutlass attack against each enemy it moves through. On a hit, the target's speed is reduced by 10 feet for 1 minute. (Multiple uses of this ability on the same target do not stack, but the duration is extended.)

## Grothik Pirate (Wombat's Wombats)

*Small humanoid (grothik), chaotic neutral*

**Armor Class** 15
**Hit Points** 35
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 13 (+1) | **WIS** 10 (+0) | **CHA** 15 (+2) |

**Skills** Stealth +5
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Grothik
**CR** 2

**Shake it Off.** The grothik has an innate resistance to the magic of spellcasters. Whenever it would make a saving throw against a spell, it can choose to gain a temporary level of exhaustion. If it does, it automatically passes the saving throw. All levels of exhaustion caused by this ability are removed after it complete a long rest.

**Gang Up.** The pirate has advantage on an attack roll against a creature if at least one of the pirate's crew (Wombat's Wombats) is within 5 feet of the creature and the crew member isn't incapacitated.

**Sucker Punch.** As long as the pirate has advantage on an attack, that attack deals an additional 1d6 (3) damage.

### Actions

**Multiattack.** The pirate makes two cutlass (scimitar) attacks.

**Cutlass.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage.

**Bite.** +5 to hit, 1d6+3 (6) piercing or slashing damage (grothik's choice).

**Small But Deadly (Recharge 5–6).** The pirate moves up to half its speed, and can move through enemy spaces without provoking attacks of opportunity. The pirate can make a single cutlass attack against each enemy it moves through. On a hit, the target's speed is reduced by 10 feet for 1 minute. (Multiple uses of this ability on the same target do not stack, but the duration is extended.)

## Halfling Pirate (Wombat's Wombats)

*Small humanoid (halfling), chaotic neutral*

**Armor Class** 15
**Hit Points** 35
**Speed** 25 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 17 (+3) | **CON** 14 (+2) |
| **INT** 12 (+1) | **WIS** 10 (+0) | **CHA** 16 (+3) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Halfling
**CR** 2

**Brave.** The Halfling has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The Halfling can move through the space of ay creature that is of a size larger than yours.

**Lucky.** When the Halfling rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die. It must use the new roll.

**Gang Up.** The pirate has advantage on an attack roll against a creature if at least one of the pirate's crew (Wombat's Wombats) is within 5 feet of the creature and the crew member isn't incapacitated.

**Sucker Punch.** As long as the pirate has advantage on an attack, that attack deals an additional 1d6 (3) damage.

### Actions

**Multiattack.** The pirate makes two cutlass (scimitar) attacks.

**Cutlass.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 (6) slashing damage.

**Small But Deadly (Recharge 5–6).** The pirate moves up to half its speed, and can move through enemy spaces without provoking attacks of opportunity. The pirate can make a single cutlass attack against each enemy it moves through. On a hit, the target's speed is reduced by 10 feet for 1 minute. (Multiple uses of this ability on the same target do not stack, but the duration is extended.)

## Zuth, The Anchor Chained

*Large troll, neutral*

**Armor Class** 19
**Hit Points** 225
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 24 (+7) | **DEX** 12 (+1) | **CON** 20 (+5) |
| **INT** 7 (-2) | **WIS** 11 (+0) | **CHA** 9 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Giant
**CR** 15

**Regeneration.** Zuth regains 10 hit points at the start of his turn. If Zuth takes acid or fire damage, this trait doesn't function at the start of his next turn. Zuth dies only if he starts his turn with 0 hit points and doesnt regenerate.

**Keen Smell.** Zuth has advantage on Perception checks that rely on smell.

### Actions

**Multiattack.** Zuth makes 3 attacks with Dire Consequences, then uses Whirling Anchor if it is available.

**Dire Consequences.** *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 3d8+7 (20) bludgeoning damage.

**Whirling Anchor (Recharge 5–6).** Zuth hurls Dire Consequences in a massive arc around himself. Each creature within 15 feet of Zuth must make a DC 20 Dexterity saving throw, taking 3d8+7 (20) bludgeoning damage and falling prone on a failed saving throw.

***Zuth works as a bouncer for The Crow's Nest, a popular destination in the Dregs for those with a questionable relationship with legality. He carries a massive anchor connected to a steel chain. He suitably named his anchor Dire Consequences. Those that have faced him in battle don't mock the name.***

# Appendix C: Magic Items

All new magic items found in *Legacy's Wake* are presented here, as well as any consumable magic items, poisons, or other special equipment your party could come across.

## Agrafan's Cudgel

*Weapon (mace), very rare (requires attunement)*

This simple wooden cudgel was used by the Cleric Agrafan during the cult wars in Skyfall.

You have a +3 bonus to attack and damage rolls made with this magical weapon. You have advantage on Intimidate checks. If you have the Channel Divinity class feature, you can expend a use of Channel Divinity to cast *zone of deceit*.

## Air Captain's Belt

*Wondrous item, uncommon (requires attunement)*

This stylish belt comes in many different looks, but they are all designed to be worn low on the hip.

A good captain is never without a sharp blade, a length of fine rope, or a flask of fine spirits.
As a bonus action you can produce one of the following items from a hidden extra dimensional pocket on the belt. All items drawn from the belt fade if they are more than 100 feet from you, and you can only have one of each item in existence at a time.

**Blade.** You draw a +1 Dagger. The dagger lasts until you return it to the belt with an action. If you attack with the dagger the same turn you drew it, you have advantage on those attacks.

**Rope.** You draw out a 100 foot length of magical spidersilk rope. As an action, you can command the rope to tie itself around any object or objects within 100 feet, or knot or unknot itself. You have advantage on Athletics checks made to climb with this rope. It lasts until you return it to the belt as an action.

**Spirits.** You draw out a magical flask of brandy. As an action, you can consume the liquid in the flask and gain one of two benefits. You can expend a hit die and regain 3d8+3 hit points, or use it to blow out a gout of flaming spirits. The flame fills a 15-foot cone. Creatures in the area can make a DC 13 Dexterity saving throw, taking 3d6+3 fire damage on a failed saving throw, or half that amount on a successful one. The flask refills itself at midnight, whether it is in the belt or on your person.

## Alchemical Grenades

*Potion, rarity varies*

Alchemical grenades are a variant of normal potions designed to be thrown at enemies. As such, they are larger than a typical potion vial and weigh more. All alchemical grenades are thrown finesse weapons with a range of 20/40 feet, meaning they can be thrown using your choice of Strength or Dexterity. All alchemical grenades can target only the creature hit by the grenade, regardless of the spell imbuing the grenade. On a missed attack roll, there is a 50% chance the grenade shatters with no effect. If the grenade doesn't shatter, it can be retrieved and used again.

### Ancient's Grenade

*Potion (alchemical grenade), uncommon*

Whenever you hit a creature with this grenade, it must make a DC 13 Dexterity saving throw or suffer the effects of the *wrath of the ancients* spell.

### Bane Grenade

*Potion (alchemical grenade), uncommon*

Whenever you hit a creature with this grenade, it must make a DC 13 Charisma saving throw or suffer the effects of the *bane* spell (no concentration required).

### Creeping Frost Grenade

*Potion (alchemical grenade), rare*

Whenever you hit a creature with this grenade, it must make a DC 13 Constitution saving throw or suffer the effects of the *creeping frost* spell.

### Cursed Grenade

*Potion (alchemical grenade), very rare*

Whenever you hit a creature with this grenade, it must make a DC 15 Wisdom saving throw or suffer the effects of the *bestow curse* spell (no concentration required). If the targeted creature fails its saving throw, determine the nature of the curse randomly.

### Dispelling Grenade

*Potion (alchemical grenade), very rare*

Whenever you hit a creature with this grenade, it is effected by the *dispel magic* spell. When dispelling 4th level or higher spells, your spellcasting ability check is made at +7.

### Maddening Grenade

*Potion (alchemical grenade), rare*

Whenever you hit a creature with this grenade, it must make a DC 13 Charisma saving throw or suffer the effects of the *temporary insanity* spell.

### Paralyzing Grenade

*Potion (alchemical grenade), rare*

Whenever you hit a creature with this

grenade, it must make a DC 13 Wisdom saving throw or suffer the effects of the *hold person* spell (no concentration required). If the creature is not a humanoid, this effect only lasts 1 round on a failed saving throw.

## Amaldina's Stiletto

*Weapon (dagger), Rare*

Carried by the Pirate Princess Dranissa, Stiletto appears to be a ceremonial piece made of platinum and gold and set with a glittering gem that changes colors based on the wielders mood. Like its original owner, its delicate form masks a tremendous strength, as it is a fierce blade and stronger than any steel.

You gain a +2 bonus to attack and damage rolls made with this magical shortsword. During the surprise round, your attacks with this weapon deal an additional 2d6 damage. Additionally, the gem in the pommel will emit light as a bullseye lantern on command.

## Amulet of Elemental Power

*Wondrous item, rare (requires attunement)*

This amulet looks like a piece of a strange magical machinery. Its brass form is etched with all manner of sigils and runes.

Every day at dawn, you can choose one damage type from the following list: acid, cold, fire, or lightning. You gain resistance to the selected damage type. As a bonus action, you can change the damage type of your next weapon attack or cantrip to the selected damage type.

## Amulet of Latal

*Wondrous item, rare (requires attunement)*

This amulet is made of a strange fused black glass that emits a glittering oily sheen. It always feels slippery and weighs more than one would expect. Even the mostly sickly malnourished wielder appears the picture of health while wearing the amulet.

This amulet grants you a +2 bonus to your Constitution score and allows you to breathe underwater. Additional, you are under a constant minor illusion that makes you appear to be hale and healthy, regardless of your current state of health.

## Authion's Axe

*Weapon (battle axe), rare (requires attunement)*

Authion Nerandis is a man of singular dedication to the city of Skyfall. His trusty weapon has been in his family for a dozen generations. This sturdy battle axe of smoke-black metal atop a haft of petrified wood is rumored to be duergar crafted.

You have a +1 bonus to attack and damage rolls with this weapon, and it counts as a finesse weapon for you. The word "Extinguish" is written in Dwarven across the blade. If you say this word aloud while wielding the axe, all non-magical fire within a 10-foot radius is extinguished. There is a second command word, not written or known to Authion. Speaking the word "Engulf" while wielding the axe causes it to burst into ghostly flames. The flames give off no heat but cast light as a torch.

## Bloodchill Poison

*Poison (non-magical)*

Bloodchill poison is cold to the touch, and a very pale blue. Whenever a creature is subjected to this poison, it must make a DC 14 Constitution saving throw or become poisoned for 1 minute. The poisoned creature is restrained, and takes 1d10 (5) poison damage at the start of its turn. A poisoned creature makes a new saving throw against the poison at the end of each of its turns, ending the effect for itself on a successful saving throw.

## Bone Blade

*Weapon (any sword), rare (requires attunement)*

Said to be carved from the jawbone of a slain leviathan, this ivory-hued blade is as mercurial and as deadly as the creature it came from.

You gain a +2 bonus to attack and damage rolls made with this sword. While not attuned, this is a longsword. If you are attuned to it, you can spend an action to change the blade to any other type of sword. Additionally, the sword deals an additional 1d6 necrotic damage to living targets.

## Collapsible Tunnel

*Wondrous item, very rare (requires attunement)*

This item resembles a wad of tissue paper, or perhaps a bundle of spider's silk, and touching it is like trying to grab a handful of dry sand. However, once unfurled the tunnel suddenly snaps into existence.

Once per day as an action, you can unfold this tunnel. Once unfolded, an extradimensional tunnel is created in the direction of your choice. The tunnel is 10 feet wide, 10 feet tall, and 100 feet long. The tunnel lasts 5 minutes before collapsing back into your pocket. Creatures in the tunnel when it collapses are immediately shunted to the nearest available space. If there is not an available empty space large enough for the creature to squeeze within 100 feet, the creature takes 3d6 bludgeoning damage and is shunted another 100 feet toward the nearest open space. This process repeats until the creature reaches an empty space that it can squeeze into, taking 3d6 bludgeoning damage for every 100 feet the creature is shunted.

## Coral Bow

*Weapon (any bow), rare (requires attunement)*

This bow appears to be made of living coral and is

always encased in a thin sheet of saltwater.

You gain a +1 bonus to attack and damage rolls made with this magical bow. Once attuned, this bow can function as a longbow or shortbow as you desire. As an action, you can use the bow to create 6 +1 coral-tipped arrows. These arrows deal an additional 2d6 poison damage on a hit. Once fired, the arrow loses its magical properties and shatters. A coral bow can have no more than 6 of these arrows in existence at any one time.

## Crystal Abomination Plate

*Armor (plate mail), very rare (requires attunement)*

A suit of living plate armor, this item resembles a low god abomination's shoulders and torso with thick patches of protective crystal plates growing through it.

You have a +3 bonus to your Armor Class when wearing this magical armor. In addition, you gain the following abilities while wearing it:

**Fury of the Low.** Once per day, you may use Action Surge (as the Fighter class ability). Whenever you activate this ability, tentacles sprout suddenly from the armor. The only action you can take with the Action Surge is to make an attack with the tentacles. If you have the extra attack feature, you can use it to make multiple tentacle attacks. Each tentacle deals 1d6 bludgeoning damage and has a reach of 15 feet.

**Shield of the High.** Once per day, you can use a free action on your turn to encase yourself in crystal until the end of your next turn. While encased, you have resistance to all damage except psychic, all attacks against you have disadvantage, and your speed drops to zero.

## Crystal Armor

*Armor (breastplate or plate mail), very rare (requires attunement)*

Made from interlocking plates of blue crystal, this armor looks like splint mail, but protects like plate.

You have a +2 bonus to your Armor Class when wearing this magical armor. You can choose to emit bright light in a 30-foot radius with only a thought. This light counts as sunlight. Your allies within this radius while the light is active have advantage on saving throws against fear effects, and cannot be forced to move against their will. Once per day as an action, you can cause this light to become blinding. All enemies within a 30-foot radius must make a DC 14 Wisdom save or be blinded until your next turn.

## Dagger of Sacrifice

*Weapon (dagger), very rare (requires attunement)*

The dagger of sacrifice was used by Drukar, a priest of the low god, hundreds of years ago. He sated the blade with his own blood and that of the low god's followers. It is instrumental in the creation of the low god's possessed warriors.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

**Curse.** This dagger is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing the shield fails to end the curse on you. The dagger must be sated with blood daily. You must supply this blood yourself by taking 3d6 (10) necrotic damage that cannot be resisted or avoided. For each consecutive day that the dagger is sated, the dagger's bonus to attack and damage roles increases by +1, to a maximum of +3 to attack and damage rolls. If you do not sate the dagger, you have disadvantage on Strength and Dexterity checks and saving throws (but not attack rolls) until you sate the dagger.

## Drake Staff

*Staff, uncommon (requires attunement)*

This sturdy battlestaff seems to be a very standard utilitarian model, perhaps even mass produced, but the power it contains could not be affordably mass produced anywhere in Skyfall.

You have a +1 bonus to attack and damage rolls made with this magical quarterstaff. If the wielder has the Extra Attack class feature, the staff's damage increases to 1d8 (versatile (1d10)).

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC: *magic missile* (1 charge), *sandblast* (3 charges), *Sleg's slashing slicer* (1 charge). You can spend additional charges to increase the level of the chosen spell by one for every additional charge expended. If you have the Extra Attack class feature, increase the level of the spell by one when you cast it.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a +1 quarterstaff with no additional properties.

## Drift Spear

*Weapon (spear), uncommon*

This spear appears to be a piece of carved driftwood with a fire hardened point, as if made by some marooned craftsman.

You have a +1 bonus to attack and damage rolls made with this magical weapon. During any short or long rest, you can transform the weapon into a javelin or spear. While holding the weapon, you have advantage on Athletics checks made to swim and you double the duration you can hold your breath. Additionally, you are constantly surrounded by a fresh sea breeze that gives you advantage on any saving throws against any effects based on odors or vapors.

## Exquisite Boots

*Wondrous item, rare (requires attunement)*

These exquisitely made boots are crafted of a

black reptilian leather that sparkles in direct light.

While wearing these boots, you have a climb speed and swim speed equal to half your normal land speed, and you ignore difficult terrain.

## Eye of Leviathan

*Wondrous item, very rare (requires attunement)*

This lens harvested from a dead sea-beast is a soft lump of glass-like material, rubbery and slick in texture. It seems to focus magic just as well as it focused light for its previous owner.

This item counts as a spellcasting focus for any spellcaster. While holding the eye, your spell saving throw DCs are increased by 1. Furthermore, whenever you cast a spell that deals psychic damage, or causes a charm or fear effect, all targets of that spell have disadvantage on their saving throws if you are holding the eye.

## Fable's End

*Weapon (longsword), artifact (requires attunement)*

An origami katana folded from the last page of the last story ever written by the creator, Fable's End is likely one of the most powerful swords in existence. It is said that anyone who unfolds the blade will learn the secret of the end of all things. So far none have succeeded, though many have lost fingers trying to unfold its razor sharp creases. For a more detailed look at Fable's End, see Appendix E: Player Handouts.

You have a +2 bonus to attack and damage rolls made with this magical katana (longsword). It counts as a finesse weapon. As a bonus action, you can recite a haiku about a single creature you can see within 100 feet. Until your next short rest, Fable's End functions as a +3 weapon and deals an additional 2d6 slashing damage, but only when attacking that creature.

**Hidden Secrets.** You may study the katana briefly to gain a glimpse at the creator's work. As an action, you can expend 1 or more hit dice to activate any one of the following powers, using Constitution as your spellcasting ability score:

***Damage Unwritten.*** You can expend 1 hit dice to cast the spell *mind over matter* without requiring material components.

***Original Utterance.*** You can expend 5 hit dice to cast *rippling thunder* without requiring material components.

***Paper Storm.*** You can expend 10 hit dice to cast *iron whirlwind* without requiring material components.

***The End.*** You can expend 20 hit dice to cast *leviathan's bellow* without requiring material components.

## Geoffrey's Seed Pouch

*Wondrous item, uncommon*

This small leather pouch is full of fresh flower petals and seeds of many varieties.

Once per day as an action, you can scatter the seeds and flower petals in a 10-foot radius around you, or in a 10-foot cube in front of you. Any creature that enters or starts their turn in the area must make a DC 13 Wisdom saving throw. On a failed save, they stop their movement and spend the remainder of their turn taking no action other than to enjoy the flowers. Once a creature has successfully saved against this effect, it is immune to the effect for 24 hours.

## Green Glass Armor

*Armor (plate mail), very rare (requires attunement)*

This crystalline armor glows slightly. Upon closer inspection, tiny moves of light glow deep within the glass of the armor. Much like the displays of a cuttlefish, these lights are haunting, and but a precursor of death to come.

You gain a +2 bonus to your Armor Class while wearing this armor. As a bonus action, you can activate the armor's inner lights. Choose an adjacent creature. That creature must make a DC 15 Wisdom saving throw. On a failed save, that creature grants advantage to all attackers until your next turn.

## Green Glass Scepter

*Weapon (mace), rare (requires attunement)*

Made of fire-scorched glass, this looks as though it were once something else that was melted into a scepter. Like the Green Glass Plate, this scepter seems to glow spectrally from within.

At the end of any long rest, you can choose one of the following effects:

- The scepter becomes magical, granting +1 to attack and damage rolls made with the weapon until the end of your next long rest. This bonus increases to +2 against aberrations and monstrosities.
- You can take a level of exhaustion. If you do, the scepter becomes magical, granting +2 to attack and damage rolls made with the weapon, and dealing an additional 1d6 damage against aberrations and monstrosities. You can also cast the life leech cantrip, using Constitution as your spellcasting ability score. These benefits last until the end of your next long rest.
- You can take a level of exhaustion and expend 4 of your hit dice. If you do, the scepter becomes magical, granting +3 to attack and damage rolls made with the weapon, and dealing an additional 2d6 damage against aberrations and monstrosities. You can cast any cantrip with the exhausting keyword, using Constitution as your spellcasting ability score. These benefits last until the end of your next long rest.

## Hero's Pin

*Wondrous item, uncommon*

Skyfall rarely bothers with medals or commendations, but the Hero's pin is one of the few exceptions. Typically bestowed for services that either bring great wealth to or save the city from great expense, anyone wearing this pin is recognized throughout the city as someone not to be trifled with.

Every morning at dawn, you gain 5 temporary hit points if you are wearing this pin. Additionally, each day you can reroll a failed saving throw against an illusion or fear effect. You must take the new result.

## Hoarfrost Oil

*Potion, rare*

You can apply this oil to your melee weapon as a bonus action by shattering the vial onto it. Your next melee attack gains the benefits of the *hoarfrost smite* spell. This potion's blue liquid glows mutely, and is cold to the touch.

## Instant Boat

*Wondrous item, very rare*

This small glass bead is roughly the size of a marble. On close inspection, a miniscule boat seems to be captured inside the glass. Whenever this bead is complete submerged in salt water, it instantly expands into a large 40-foot schooner. If there is not enough room for the boat to full expand, the item fails and is consumed. Once the boat is released it is no longer magical, but a normal, permanent boat.

## Kasha's Claws

*Wondrous item, uncommon*

Two reddish-brown chitin bracers made from the shell of a predatory crab. When activated, they sprout two 1 ½ foot long tooth-lined crab claws.

These bracers will sprout 18-inch claws on command. While wearing them, your unarmed attacks deal 1d6 slashing damage. If you are a monk, your unarmed attacks instead deal an additional 1d6 damage and deal slashing damage. You also have advantage on Athletics checks made to climb, and the distance of your Slow Fall ability is doubled if you have it.

## Keel Smasher

*Weapon (maul), uncommon*

Grungi Shipsmasher, a Dwarven corsair of some small notability, commissioned this weapon to honor both his family name and his favorite way of dealing with opposing navies. It is forged of dwarven steel and hafted with the mast of one of the many ships smashed by Grungi.

You have a +1 bonus to attack and damage rolls made with this weapon, and it deals double damage to objects. If the object is a naval vessel or airship, you ignore any damage threshold the ship might have. Additionally, despite its weight, Keel Smasher floats, granting you advantage on Athletics checks made to stay above or swim to the surface.

## Lightning Ward

*Wondrous item, very rare (requires attunement)*

This silk tunic is the blue-white color of lightning, and as the light catches it, it appears to spark and bolt.

While worn, this tunic replaces any armor bonus you might have, and grants you an Armor Class of 17.

Once per day as a reaction upon taking damage from a melee attack, you can choose to unleash a bolt of lightning at the triggering attacker. The bolt deals lightning damage equal to the damage of the triggering attack, plus the 1d6 lightning damage described below, and you gain an equal number of temporary hit points.

Whenever you deal lightning damage, increase the damage dealt by 1d6.

## Madman's Lexicon

*Wondrous item, very rare (requires attunement)*

This strange tome is full of the rantings of mad prophets and insane poets.

As an action, you may read aloud from the tome, which causes one of the following effects (determined randomly):

1. The creature nearest to you is targeted by the *temporary insanity* spell, with a saving throw DC of 14.
2. You become a mindless berserker until the end of your next round. While in this state you must use your action to take the attack action against the nearest creature, you take half damage from all sources, you are immune to all mind controlling effects, and you gain the extra attack feature (if you do not already have it). Additionally, when you activate this power you immediately move your speed toward the nearest creature. If you end that movement adjacent to that creature, you take the attack action targeting it.
3. A random creature within 60 feet of you is effected by the *siren's call* spell, with a saving throw DC of 15.
4. You gain a flash of insight. Your next attack gains advantage. If you hit your target with this attack, it loses its next action and instead rolls on this table to determine what happens. Your target is the origin of the effect it rolls, rather than you.
5. You cast the *gibbering horror* spell, using your highest ability score as your spellcasting modifier, except the spell effects all creatures instead of your enemies.
6. Roll again on this table, except replace the word "creature" with "enemy". If you roll a 6 again, all creatures within 60 feet of you are targeted by the *temporary insanity* spell, with a saving throw DC of 17.

## Magnus' Left Hand

*Wondrous item, uncommon*

This necklace is a grisly sight even for the streets of Fenrot. It is a simple black iron chain adorned with five finger bones.

As an action, you can pluck a bone from the necklace. When you do, the bone crumbles to dust and you cast *gangrenous mantle* as a 3rd level spell, using your spellcasting ability score if you have one, or Constitution if you do not. You can choose to suffer a level of exhaustion to instead cast it as a 5th level spell. Once the fingers are expended they never return, but once all 5 are gone, the necklace can be used to cast *abrupt animation* once per day, using your spellcasting ability score if you have one, or Constitution if you do not.

## Mama's Pot

*Wondrous item, very rare (requires attunement)*

Supposedly this is the cooking pot of the Halfling demi-goddess of conversation. Legend says that Mama was an adventurer who never carried a weapon because she could talk her way into or out of any situation. She rose to divinity during an argument with the creator that she absolutely refused to lose.

You can use this pot to create a filling meal once per day. Despite its small size the pot always produces a meal large enough for 8 medium characters, and takes 10 minutes to prepare. Lawful creatures find the meal distasteful but filling, while chaotic creatures find the meal surprisingly delicious. Anyone who eats the meal regains hit points equal to 1d8 + your Charisma modifier, and once before its next long rest, it can reroll a failed Deception, Diplomacy, or Intimidate check. It must take the new result.

## Orator's Book

*Wondrous item, very rare (requires attunement)*

This book looks important, but not in any specific way. It is not overly large or sitting on a pedestal, but nonetheless it exudes an aura of import.

This tome collects all the most profound written works from the history of Skyfall and imbues in them the power of creation.

You can use the book as a spellcasting focus. You have a +1 bonus to spell attack rolls, and your spell saving throw DCs are increased by 1.

If you have the Bardic Inspiration class feature, you can expend one or more uses of that ability to cast certain spells, using your Charisma, as shown below:

1 use: You cast *stormsong*.
2 uses: You cast *rippling thunder*.
3 uses: You cast *harangue*.

## Parasol of Fate

*Wondrous item, rare (requires attunement)*

This delicate paper parasol is painted with a panoply of chaotic colors and half-understood figures. When it is twirled, the images on the parasol seem to dance and twirl about each other rather than simply spin.

Once per day as a bonus action you may open this parasol if you have a free hand. Until the end of your next turn any time you would take damage roll 1d6. On a 1 or 2 you take double damage, on a 3 or a 4 you take half damage, and on a 5 or 6 you take no damage.

## Pocket Shade

*Wondrous item, rare*

The pocket shade resembles a slightly translucent piece of obsidian that had been worn round by a river, but it makes no sound when you throw it at the ground.

Once per day as a bonus action, you can pull this mote of inky darkness and cast it to the ground. When it hits, a fragment of a bound shade coalesces. You may either ask it questions concerning arcane matters in which case it grants advantage on a single Arcana check, or you may ask it to fight on your behalf. If you ask it to fight, it will make a single attack before fading back into darkness. The attack is a ranged attack against a single target within 30 feet with +7 to hit and dealing 2d6 necrotic damage and slowing the target until the end of its next turn.

## Potion of Sea Legs

*Potion, uncommon*

When you drink this potion, you gain the effects of the *sea legs* spell for 1d4 hours (no concentration required). The liquid of this potion looks like nothing so much as sea water. However, the vial also returns to an upright position when not held or tied down.

## Purple Splint Mail

*Armor (splint), uncommon (requires attunement)*

A sturdy if somewhat worn suit of splint mail, this armor is emblazoned with a purple and gold eagle that appears to flap its wings when you are not looking directly at it.

You gain a +1 bonus to your Armor Class while wearing this mail. While wearing it, your hair and any facial hair turn a deep shade of metallic purple. Additionally, you can cast the *wind step* cantrip, using your highest ability score as your spellcasting ability.

## Reaper's Bones

*Wondrous item, rare*

This small purple pouch is filled with tiny ivory skeletons.

Once per day as an action you reach in and draw 1d4+2 skeletons and cast them to the ground. They immediately animate as skeletons that obey your mental commands. The skeletons disappear 1 minute

after being summoned, or whenever they reach zero hit points.

## Ring of Exhaustion

*Ring, rare (requires attunement)*

This small ring of rather soft leather has an interior lined with needlepoints that constantly dig into the wearer.

Whenever you score a critical hit on an attack roll while wearing this ring, you may reduce your current exhaustion level by one. In addition, whenever you critically hit a creature while wearing this ring, that creature gains a level of exhaustion.

## Ring of Iron

*Ring, rare (requires attunement)*

This simple piece of jewelry was made from a cold iron nail.

You can expend a hit die as a free action to activate this ring. Once activated, your unarmed attacks or melee spell attacks deal an additional die of radiant damage until your next turn. The size of the additional die is the same size as the hit die expended to activate the ring.

## Salver Armor

*Armor (plate), very rare (requires attunement)*

This plate armor appears to be a scaled down version of a Salver golem. It is a mix of steel plates, brass tubing, and waterproofed canvas. The helmet is simply a dive helmet with the glass removed.

You have a +1 bonus to your Armor Class while wearing this armor. You can also breathe underwater, and you gain a swim speed equal to your normal walking speed. If you are fighting in or under water, you can sprout metallic tentacles as a bonus action. These tentacles last until you leave the water. You can use the tentacles as melee weapons with 10 foot reach, dealing 1d8 bludgeoning damage. The tentacles are made to function underwater, and suffer no penalties while submerged.

## Shark's Bite

*Weapon (rapier), rare (requires attunement)*

This rapier's blade appears to be a single needle-like tooth from some terrifyingly large creature. It is so sharp that those it pierces often do not even feel the wound.

You have a +1 bonus to attack and damage rolls made with this magical weapon. If you have advantage on the attack, it deals an additional 1d6 damage on a hit. If you have the Sneak Attack class feature, this weapon instead increases your Sneak Attack damage by 1d6. Each time you successfully deal sneak attack damage to a target, the bonus to attack and damage and the additional sneak attack damage increase by 1 against that target (to a maximum of +3 to attack and damage and 3d6 additional sneak attack damage).

## Shield of Fenrot

*Shield, very rare (requires attunement)*

This shield is made of charred and blackened bones knit together and banded in silver.

While carrying this shield, you cannot be detected by mindless undead. Intelligent undead must pass a DC 14 Charisma saving throw to attack you. Once an intelligent undead has passed this saving throw, it doesn't need to make another save and is immune to the effects of this shield for 24 hours.

## Silk Mail

*Armor (studded leather), rare (requires attunement)*

This armor looks like nothing so much as a suit of chainmail made of silk rings.

This armor functions as studded leather. You have a +2 bonus to your Armor Class while wearing this magical armor. Additionally, you have a climb speed equal to half your normal walking speed, and you can cast *feather fall* twice per day using the ability score of your choice as your spellcasting ability score.

## Sleg's Scrumptious Soup Bowl

*Wondrous item, uncommon*

A failed attempt by Sleg to get into the lucrative adventurer's gear market, this ordinary looking wooden bowl found a small but loyal following in younger crowds looking for an ironic way to send creatures to their scalding deaths.

Once per day as an action you can use this unassuming soup bowl to summon a geyser of piping hot chicken noodle soup. The geyser can be used offensively by directing the blast. The bowl produces a 5 foot wide, 60 foot long line of scalding soup. Creatures in the area must make a DC 14 Dexterity saving throw, taking 6d6 fire damage on a failed saving throw, or half that amount on a successful one. The soup, once cooled, is very hearty and nourishing.

## Sleg's Slashing Slicing Spatula

*Wand, uncommon (requires attunement by a spellcaster)*

This wand looks like nothing so much as a well-used spatula made of polished brass.

This wand has 7 charges. While holding it you can use an action to expend one or more charges to cast the spell *Sleg's slashing slicer*. If you expend one charge, the spell is cast at 1st level. For each additional charge, the level of the spell increases by one. Alternatively, you can expend a charge

to cause the spatula to function as a +1 dagger until the end of your next long rest. Each night at midnight, the wand regains 1d6+1 charges. If you ever use the last charge, roll a d20. On a 1, the wand becomes a normal spatula.

## Squall Crown

*Wondrous item, rare (requires attunement)*

This crown is made of woven iron with bits of flotsam and jetsam worked in. It resizes to fit its wearer.

While wearing this crown, you have a Strength score of 21 and a Constitution score of 17. Once per short rest, you can use a bonus action to issue a command that must be obeyed by all giants within 30 feet of you. A giant can attempt to resist the command by making a DC 13 Wisdom saving throw. If the command would be harmful or suicidal to the giant, it has advantage on the save.

## Staff of Corruption

*Staff, very rare (requires attunement by a cleric, sorcerer, warlock, or wizard)*

You have resistance to necrotic damage while you hold this staff. This staff can be used as a magical quarterstaff, and deals an additional 2d6 necrotic damage on a hit.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (using your spell save DC): *ray of enfeeblement* (1 charge), *withering gaze* (2 charges), or *bestow curse* (3 charges).
The staff regains 1d6+4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff turns to ash and is destroyed.

## Staff of the High Seas

*Staff, rare (requires attunement by a druid, sorcerer, warlock, or wizard)*

This staff was carved from the mast of a ship and is wrapped with sail canvas. Its humble and unassuming appearance belies its mighty powers.

This staff has 10 charges. You can use the staff as a +2 magical quarterstaff. You can expend charges from the staff to cast the following spells, using your own spellcasting ability score: *sea legs* (1 charge), *stormsong* (1 charge), *saltwater blessing* (3 charges), *rippling thunder* (3 charges), or *embrace the wind* (5 charges). The staff regains 1d6+4 charges each day at dawn. If you ever use the last charge, roll a d20. On a 1, if you are on the open water, the staff becomes a nonmagical sailing vessel 20 feet long anywhere within sight. If you are not on the open water, the staff rots and is destroyed.

## Swarm Cloak

*Wondrous item, uncommon*

This looks like a dingy, oil-soaked rain cloak that has seen better days, but upon close inspection the item seems to be made of thousands of living insects all content to mimic a pieces of clothing.

Once per day, you can use this cloak to assume the form of a swarm of crawling and skittering insects for 1 minute. While in swarm form, you have resistance to bludgeoning, piercing, and slashing damage. You also have a climb speed and fly speed equal to your normal walking speed. You cannot cast spells or make attacks, but you can move through enemy creature's spaces and end your turn there. Any creature that starts their turn in your space must make a DC 14 Constitution saving throw, taking 6d6 poison damage on a failed save, or half that amount on a successful one.

## Tentacle Cloak

*Wondrous item, uncommon (requires attunement)*

This cloak appears to be made of hundreds of squid like tentacles braided together, but in water the tentacles unknot and help propel the wearer.

You have a swim speed of 30 feet while wearing this cloak. Once per short rest, you can cast *wrath of the ancients* as a 3rd level spell, using your spellcasting ability score (or Constitution if you don't have one). Instead of thorny vines, this version of the spell is rubbery tentacles that deal bludgeoning damage instead of piercing damage.

## Tetrataun Shield

*Shield, uncommon*

This fine shield is strong and flexible. The chitin it is made from fades into blue crystal that catches and reflects light.

You have a +1 bonus to your Armor Class while carrying this magical shield, which is made from the crystalline hide of a tetrataun. Any light sources within 30 feet of you have their radiuses doubled. Additionally, you have advantage on saving throws caused by Huge or larger creatures.

## Throne Blade

*Weapon (longsword), rare (requires attunement)*

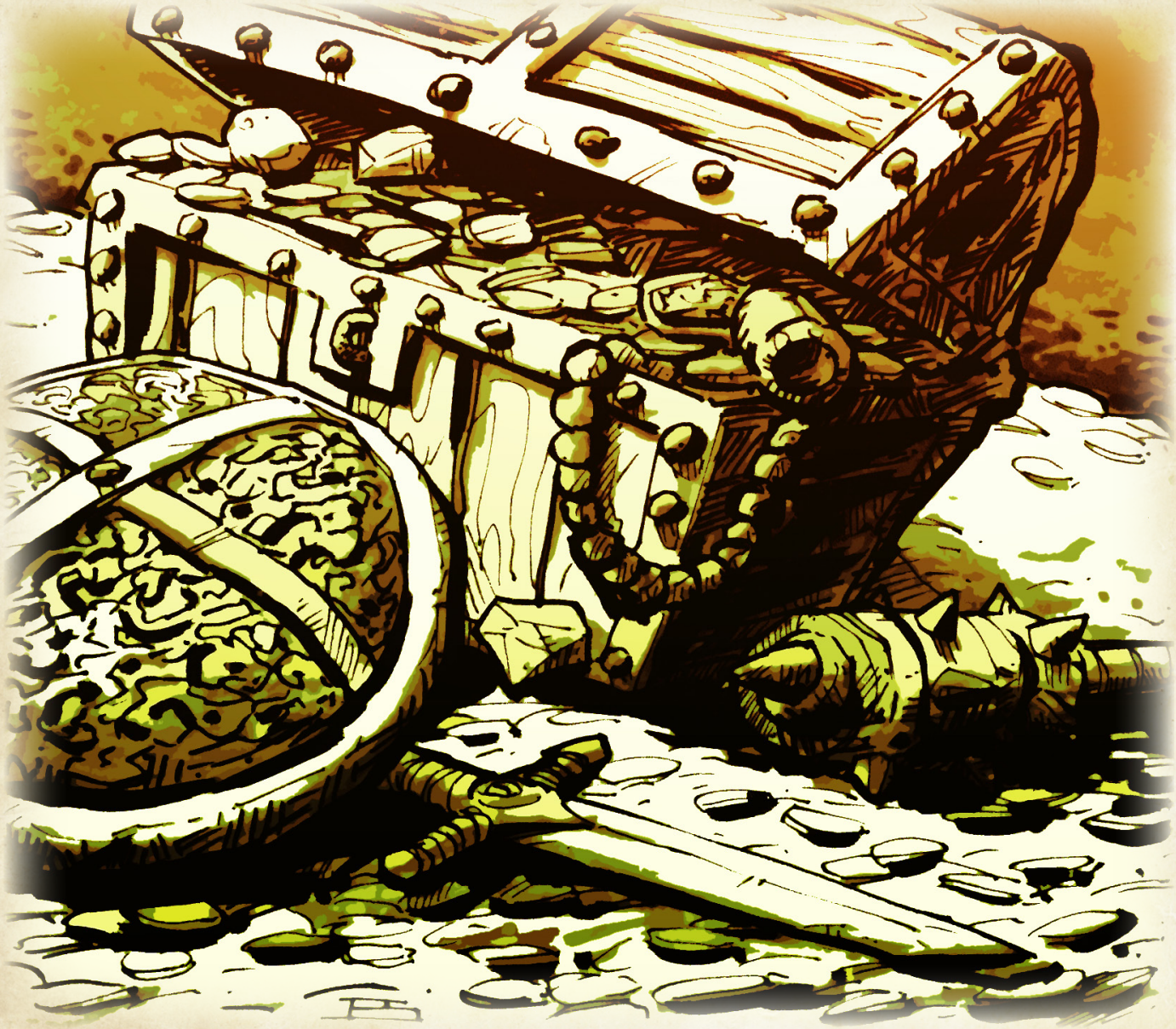
From a distance it appears to be an unassuming blade, but your sight slips off the edge of this sword whenever you try to look at it too closely.

You have a +2 bonus to attack and damage rolls made with this magical longsword. Once per day, you can reroll a failed saving throw by expending 3 hit dice. Additionally, at the end of a long rest, you can choose to expend 6 hit dice. If you do, the sword deals an additional 2d6 psychic damage on all attacks until your next long rest.

## Tongue Ring

*Wondrous item, uncommon*

From the rounded barbell of the Silver Tongue Ring



that dangles lazily from a pre-pierced hole to the simple barbed shaft shoved unceremoniously through the tongue, these items are smart (if uncomfortable) additions to an adventurer's kit.

While wearing one of these magical tongue rings, you have the ability to speak and understand all languages (not including codes or secret languages). There are several varieties of these tongue rings in existence (choose from the list below, or determine randomly):

**Silver Tongue.** You have advantage on Diplomacy checks. Once per day, choose an intelligent creature within 60 feet that you can see. That creature will provide one service to you free of charge. If the creature finds the service distasteful, difficult, or costly, it can make a DC 13 Wisdom saving throw to avoid the compulsion. Dangerous or extremely costly services cause the effect to fail automatically.

**Barbed Tongue.** Once per short rest, as a free action on your turn, you harangue a creature within 60 feet of you with a truly impressive and soul crushing burst of insults. That creature must make a DC 13 Wisdom saving throw. On a failed saving throw, your attacks against that creature deal an additional 1d6 psychic damage until the end of your next turn.

**Soothing Tongue.** Once per day, as an action, all allies within 30 feet of you regain 2d6 hit points.

## Wand of Sandblast

*Wand, rare (requires attunement by a spellcaster)*

This want appears to be a small pillar of pink salt that is cold to the touch.

This wand has 7 charges. While holding it you can use an action to expend one or more charges to cast the spell *sandblast*. If you expend one charge, the spell is cast at 3rd level. For each additional charge, the level of the spell increases by one. At all levels the save DC is 15. Each night at midnight the wand regains 1d6+1 charges. If you even use the last charge, roll a d20. On a 1 the wand is destroyed.

# Appendix D: Air and Naval Ship Combat

In Skyfall, ships are more than just the lifeblood of the city, they are a way of life. Over centuries, various artificers have tried their hand at harnessing the power of the Palisade crystal piercing the heart of the cavern. The greatest successes, bar none, are the attunement crystals used to power both naval and air ships without the need for sails or wind. Of course, prudent shipwrights and sailors will insist on having them anyway, as a crystal failure could mean certain death otherwise. This is less common on airships, because a failed attunement crystal will typically result in a horrible crash rather than being stranded at sea.

## Attunement

In addition to powering the various ships plying their trade in Skyfall, the crystals also allow certain powerful individuals to attune with the ship itself, granting it certain benefits. To attune to a ship's crystal, a character must spend one hour doing nothing else, and must remain in physical contact with the crystal for the full hour. In an emergency, a character can attune to a crystal as an action, but that character suffers a level of exhaustion from the extreme mental stress of a crash attunement.

## Benefits of Attunement

Whenever a creature attuned to a ship is on board that ship, certain benefits are granted. First, each creature attuned to a ship increases the ship's initiative modifier by 1. Second, each character attuned to the ship grants the ship a special lair action that gives the ship more actions in combat. The size of the attunement crystal determines the size of the ship, and the terms can be used interchangeably. For example, a Small Crystal can power a small air or naval ship, but the naval ship will be larger and have more weaponry than the airship, because so much of the crystal's power is devoted to lifting the airship.

| Ship Type | Crystal Size |
|---|---|
| Air | Small |
| Air | Medium |
| Air | Large |
| Naval | Small |
| Naval | Medium |
| Naval | Large |
| Naval | Huge |

It is important to remember that these are not creature sizes. A small ship is clearly much larger than a small character. In general, if using a battle map, each ship takes up space in the same way a character would (so a large ship takes up four spaces just like a large creature). However, each space should actually represent a 25 foot square, rather than a 5 foot square.

## Ship Combat Turns

Ship combat turns are not like normal combat turns. Each turn in ship combat lasts 5 minutes. Ships take their turns in initiative order. In addition, each lair action granted by an attuned character occurs on that character's normal initiative. For example, let's examine a simple scenario. Two airships engage in ship to ship combat. Airship A has 2 characters attuned and a base initiative modifier of +4, while Airship B has 3 characters attuned and a base initiative modifier of +2. The two airships each roll a single initiative. Airship A rolls 1d20+6 and gets a 16, while Airship B rolls 1d20+5 and gets a 19. Then, each attuned character would roll their normal initiative. In our example, let's assume the 2 characters on Airship A rolled a 22 and a 4, while the three characters from Airship B rolled a 17, a 10, and an 8. Then, the turn order looks like the table below:

| | |
|---|---|
| Airship A Character 1 Lair Action | Initiative 22 |
| Airship B Ship Action | Initiative 19 |
| Airship B Character 1 Lair Action | Initiative 17 |
| Airship A Ship Action | Initiative 16 |
| Airship B Character 2 Lair Action | Initiative 10 |
| Airship B Character 3 Lair Action | Initiative 8 |
| Airship A Character 2 Lair Action | Initiative 4 |

## Ship Actions

Whenever a ship's turn comes up in the initiative order, the ship can move its speed and take up to one ship action. The ship can move or take its action in any order, and can take the action in the middle of its movement if desired. The list of actions available to a ship are listed below with any special rules relating to that ship action.

**Attack.** The ship makes an attack with its primary weapon. All ships have an attack and damage value that represents their assorted weaponry. This could be anything from cannons to magical spouts of fire. Regardless of how the ship's weaponry is flavored, a ship makes an attack by rolling 1d20 + the ship's attack bonus and compares the result to its target's Armor Class. The rules are a little different if the ship is targeting anything smaller than another ship (like a creature). See Attacking Smaller Targets, below.

**Increase Power.** The ship moves its speed. This means the ship can move up to twice its current speed counting the normal movement it gets each turn.

**Disengage.** If a ship has been boarded and successfully repels the boarders during the Special Combat phase (see below), it can disengage from the enemy and move up to half its speed.

## Crew Actions

Whenever characters are attuned to a ship, they gain special lair actions that can be used to take additional actions. For example, an airship with three attuned characters on board can take its normal action, plus up to three lair actions. Each of the following actions can be used during a lair action only.

**Attack.** This attack follows the same rules as the ship action described above.

**Aggressive Maneuvers.** Choose an enemy ship you can see and make a Water or Air Vehicles check (whichever applies to your current ship type). If you are proficient, you can add the ship's Crew Skill (described below) to the check. If your check would hit the selected ship, your ship's next attack against that target has advantage. Your ship's Armor Class is decreased by 2 until your next lair action.

**Evasive Maneuvers.** The ship takes evasive maneuvers to avoid being hit with attacks. Increase the ship's armor class by 4 until its next turn. Its speed is reduced by half for the same duration.

**Ram.** If a ship moves at least half its speed straight toward a target and ends that movement in the same space as its target, the ship can attempt to ram the target. The ship makes an attack roll against the target's Armor Class. On a hit, the target takes damage based on the size of the ramming ship, as shown in the table below.

| Ramming ship is… | Target takes… |
|---|---|
| Small | 2d10 x 10 (110) damage. |
| Medium | 3d10 x10 (165) damage. |
| Large | 5d10 x 10 (275) damage. |
| Huge | 8d10 x 10 (440) damage. |

Depending on the success of the attack, the ramming ship may also end up taking some collateral damage of its own, or find itself badly out of position, making this a high risk/high reward maneuver. If the attack rolls exceeds the target's Armor Class by 5 or more, the ramming ship suffers no adverse effects. If the attack hits, but doesn't exceed the target's AC by 5 or more, the ramming ship takes 1d10 x 10 damage. If the attack misses by 5 or more, the ramming ship is badly out of position. Any attacks against the ramming ship have advantage until its next turn.

**Make Repairs.** You task a crew to repair damage to the ship. The ship regains 1d6x10 hit points. This action cannot be completed more than once per round.

**Boarding Action.** If a ship ends its movement in the same space as another ship, it can attempt a boarding action. To do so, it must make an opposed attack roll. If the boarding ship succeeds, both ships are restrained in the same space, and the crew of the ship can attempt to board the target. This typically leads to a Special Combat phase (see below).

## Special Combat Phases

A special combat phase occurs whenever there is a need for character scale combat at the same time as ship scale combat. The most common instance of this is boarding actions, but it can be used for any scenario where character combatants must fight directly with one another at the same time that ship combatants are in battle. First, role a single unmodified d20. This is the "initiative" of the special combat phase, losing all ties. Whenever this initiative comes up, pause the ship combat initiative and enter a special combat phase. Have the characters roll initiative using their normal modifiers and run up to 10 rounds of character scale combat. At the end of 10 rounds, or when one side of the special combat phase has lost the battle, the phase ends and the normal ship combat initiative can resume. If the special combat phase is resolved and one side is the victor, simply remove that special combat phase from the ship initiative tracker. For example, Ship A with initiative 18 attempts a boarding action against Ship B with initiative 7 and succeeds. You roll 1d20, adding nothing, and get a 13. The initiative (assuming there are no lair action initiatives to worry about) now looks like this:

| | |
|---|---|
| Ship A Action | Initiative 18 |
| Special Combat Phase | Initiative 13 |
| Ship B Action | Initiative 7 |

On initiative 13, you would pause the ship combat and have all character scale combatants roll initiative as normal. After 6 rounds of combat, the fighters from Ship B successfully slay or stymie the boarding assault from Ship A. The special combat phase ends and is removed from the ship initiative table, leaving:

| | |
|---|---|
| Ship A Action | Initiative 18 |
| Ship B Action | Initiative 7 |

Ship B can then choose to disengage on its turn, or initiate a special combat phase of their own for a counterattack (which would receive its own unmodified d20 roll for initiative).

## Ship Movement

Movement for ships functions similarly to movement for characters. On its turn, a ship can move up to its speed. Airships will have a fly speed in addition to a normal speed, and can choose to use that movement mode instead. Moving ships do not provoke opportunity attacks, nor can they take opportunity attacks. For simplicity and speed of play, ships do not have facing.

## Ship Statistics

All ships have x primary statistics: Hit Points, Armor Class, Speed, Attack Bonus, Damage, and Crew Skill. Each of these scores and their function is detailed below.

**Hit Points.** A ship's hit points function in the

same way a character's hit points do. Taking damage reduces the ship's hit points. Whenever a ship reaches 0 hit points, it begins sinking. It can no longer take actions or attunement lair actions. If a ship starts its turn at 0 hit points, make a DC 15 Crew Skill check. If the check succeeds, the ship remains afloat for another round. After 3 failed checks, the ship sinks. Taking damage after reaching 0 hit points causes an automatic failure of this check.

**Armor Class.** A ship's Armor Class functions in the same way a character's Armor Class does. In order to hit a ship with an attack, the total attack roll must meet or exceed the ship's Armor Class.

**Speed.** All naval ships have a sailing speed. This represents how far the ship can move on its turn. In the same way, all airships have a fly speed that governs how far they can as well. Most airships also have a sailing speed as well, and can function as a naval ship in a pinch.

**Attack Bonus.** All ships have an attack bonus rating. When a ship makes an attack roll, this number is added to the attacker's proficiency bonus.

Whenever the ship is making an attack on its normal turn, its total attack value equals:

**Ship Attack Bonus + Crew Skill**

Whenever the ship is making an attack with an attuned lair action, the attack value is calculated differently. If the attuned character taking the lair action is proficient with the type of ship (Water Vehicles or Air Vehicles, respectively) it is attuned to, the total attack value equals:

**Ship Attack Bonus + the attuned character's proficiency bonus**

If the character is not proficient with the type of ship it is attuned to, the total attack value equals the Ship Attack Bonus only.

**Damage.** Ships in *Legacy's Wake* have a wild variety of weapons. The ship's damage value represents the overall power level of that weaponry. The actual weaponry could be almost anything, but the damage values wouldn't change. For instance, a small airskiff might have a group of archers standing on the deck, or a single wizard lobbing spells, but the damage value for the airskiffs could be exactly the same. Similarly, a Huge naval ship could have three tiers of massive cannons while another has a handful of massive eldritch cannons that shoot lightning, and both could still deal the same damage.

*Attacking and Damaging Smaller Targets.* Whenever a ship attempts to target something on a personal scale (such as a character or a wagon), the ship's weaponry functions as an area attack instead of a single target attack. Select a point within the ship's range. Each creature or object in the area must make a Dexterity saving throw at a DC equal to 8 + Ship Attack Bonus + Crew Skill, taking the ship's damage on a failed saving throw, or half that amount on a successful one.

**Crew Skill.** Crew skill acts as a support for additional calculated statistics, as shown below:

- Ship Initiative Modifier = Crew Skill + the number of attuned characters
- Ship Attack = Ship Attack Bonus + Crew Skill
- Save DC when attacking smaller targets = 8 + Ship Attack Bonus + Crew Skill

## Attunement Abilities

Whenever a character attunes to a ship, it gains a special lair action that can be used only on that character's initiative, as well as certain passive benefits. To gain the benefits below or use the lair actions, the character must be in physical contact with the ship. A ship can only be granted passive abilities from a class once, even if multiple characters of that class are attuned to the ship.

**Barbarian**
*1st – Danger Sense:* The crew has advantage on Dexterity Saves. To gain this benefit the ship must be underway.
*5th – Reckless Boarders:* When completing a boarding action, a ship with a Barbarian attuned gains advantage on the opposed boarding roll. Additionally in the first round of special combat, all boarders from the ship deal an additional 1d6 damage on their first melee attack.
*11th – Raging Cannon:* Once per combat the ship may roll damage dice for an attack twice and take the higher number.

**Bard**
*1st – Shanty:* Once per short rest the ship may add 1d6 to any d20 roll.
*5th – Rally the Crew:* Once per day the ship may either reroll a d20 it has just rolled and take the second result, or grant all crew members a save against an ongoing effect in special combat.
*11th – Jack of All Trades:* The bard may choose any other attunement from a different class and use that ability as if it were their own.

**Cleric**
*1st – Sermon:* Crew onboard a Cleric attuned ship start each day with 6 temporary hit points.
*5th – Improved Repairs:* Repair rolls on ships with attuned clerics repair twice as much damage as normal.
*11th – Blessed Ship:* The ship's attacks roll an extra d4 when making their attack rolls.

**Druid**
*1st – Master of the Nest:* Druid ships often have dedicated pods of dolphins or flocks of gulls. These friendly creatures warn the crew of approaching danger. Stealth checks to hide from the ship have disadvantage.
*5th – Ram Wild Shape:* When ramming, a Druid Attuned ship's prow twists and forms into a giant ram's head complete with curled horns. The damage dealt by a ram attack increases by 1d10 x 10.
*11th – Evasive Wild Shape:* When trying to escape, the

ships profile and form shifts subtly into a sleeker more organic shape. When disengaging the ship can move its full speed instead of half.

**Fighter**
*1st – Second Wind:* Once per combat the ship can take a bonus action to regain 5d10 hit points.
*5th – Surging Ship:* Once per combat the ship may take an extra attack action on its turn.
11th – Tactical Ram: Ships with a fighter attuned have advantage on ramming attacks.

**Monk**
*1st – Fast Sailing:* The ship's speed increases by 10ft.
*5th – Evasive:* When the ship takes the disengage action, all attacks against it until the start of its next turn have disadvantage.
*11th – Rapid Boarding:* All allies engaged in a boarding action get a surprise round action in special combat. This action may only be used to move up to their speed.

**Paladin**
*1st – Bravery Aura:* Crew of this ship has advantage on all charm and fear saves while onboard.
*5th – Smite the Enemy:* The paladin may expend a spell slot when attacking. The attack deals 1d6x10 extra damage per level of the slot expended if it hits.
*11th – Repairing Hands:* Ships with a paladin attuned can take the repair action twice.

**Ranger**
*1st – Eagle Eyes:* The crew of the ship doubles the distance they can see and counts as having darkvision 1000 ft.
*5th – Rapid Fire:* When attacking, the ship makes two attacks instead of one, but both attacks deal damage as a ship one size smaller. This only applies to the ship's attack, not any attacks taken from lair actions.
*11th – Crushing Ram:* When ramming, the ship deals damage twice, but the damage dealt both times is as a ship one size smaller.

**Rogue**
*1st – **Stealthy:*** The ship has advantage on all Stealth checks.
*5th – Sneak Attack:* When the ship has advantage on an attack roll, that attack deals an additional 1d6x10 damage.
*11th – Escape and Evade:* The ship may disengage as a bonus action.

**Sorcerer**
*1st – Flaming Attacks:* All attacks made by the ship deal fire damage in addition to their normal damage type.
*5th – Channel Magic:* The sorcerer can expend a spell slot. The ship's next attack does 1d6x10 additional damage per level of the slot expended. Additionally you may change the damage type of the attack to your choice of acid, cold, fire, or lightning.
*11th – Fiery Ram:* When ramming, the sorcerer may expend 2 sorcery points. If it does and the ram succeeds, the rammed ship is set aflame, taking 1d6x10 damage each round until the ship takes and action to extinguish the flames.

**Wizard**
1st – Magic Rigging: The ships rigging and sails have mage hand assisted controls, giving any sailing checks made for the vessel advantage.
5th – Mage Armor: The ship gains a +2 bonus to its Armor Class.
*11th – Channel Magic:* The wizard can expend a spell slot. The ship's next attack does 1d6x10 additional damage per level of the slot expended. Additionally you may change the damage type of the attack to your choice of acid, cold, fire, lightning, or force.

**Warlock**
*1st – Ocean Pact:* The ship gains advantage on any checks to avoid ocean hazards.
*5th – Warlock's Rebuke:* When repelling boarders, the ship fights back with the power of the Warlock's pact magic. The first round of special combat, the ship deals 1d10 damage to all incoming boarders. The type of this damage is based on the Warlock's pact and should be agreed upon with the GM.
*11th – Channel Magic:* The warlock can expend a spell slot. The ship's next attack does 1d6x10 additional damage per level of the slot expended. Additionally you may change the damage type of the attack to your choice of force or necrotic damage.

**Revenant**
*1st – Undead Construction:* The ship takes on a ghostly or skeletal appearance (your choice) The first time each day the ship is reduced to zero hit points, instead the ships hi tpoint total is set to 50, and until repaired all the ships attacks and rams deal necrotic damage.
*5th – Ghostly Vitality:* For every point repaired, the ship also gains a temporary hit point. While these temporary hit points remain, the ship takes 5d10 damage per hour it remains in the sun.
*11th – Undead Resilience:* Once per combat the ship's crew automatically saves against on ongoing effect.

## Sample Ships

We have included a sample ship type for each available ship size. The actual ship designs can vary wildly within a ship size. The statistics provided are for an average ship of that size, but feel free to shift the numbers around (within 10%) as best fits the ship design you are working toward.

## Airships

Airships are much smaller than their equivalent naval cousin, but what they lack in size they more than make up for in speed and maneuverability. Favored by militaries and pirates alike, airships have changed Skyfall forever.

**Skiff – Small Airship**
Armor Class: 15
Hit Points: 320
Speed: 75 ft., fly 150 ft.
Crew Skill: +3 (Initiative: +3)
Tonnage: 2
Overall Dimensions: 35'x10'
Dimensions on Deck: 25'x10'

Attack Bonus: +3 (Ship Attack Total: +6)
Damage: 3d4 x 10 (75) damage (Range: 150/600 ft.) – An airskiff isn't much more than a few platforms strapped onto the smallest crystal that will lift them (and most crystals can't even carry themselves). The damage represents the combined ranged weapons of the crew rather than any specific ship weapons.

**Schooner – Medium Airship**
Armor Class: 17
Hit Points: 470
Speed: 50 ft., fly 125 ft.
Crew Skill: +4 (Initiative: +4)
Tonnage: 65
Overall Dimensions: 85' x 30'
Dimensions on Deck: 65' x 25, two separate decks connected fore and aft by catwalks.
Attack Bonus: +4 (Ship Attack Total: +8)
Damage: 3d8 x 10 (135) damage (Range: 200/800 ft.) – A medium airship's weaponry could range from several heavy crossbows mounted on swivels at the railing to a pair of very small cannonades on deck.

**Frigate – Large Airship**
Armor Class: 19
Hit Points: 620
Speed: 50 ft., fly 100 ft.
Crew Skill: +5 (Initiative: +5)
Tonnage: 100
Overall Dimensions: 175' x 40'
Dimensions of Deck: 125' x 30' (spread over 5 decks connected by catwalks.
Attack Bonus: +4 (Ship Attack Total: +9)
Damage: 6d6 x 10 (210) damage (Range: 250/1000 ft.) – Frigates of this size often sacrifice comfort for offensive potential capabilities, making them look mostly like a giant floating rock with weapons strapped to it. They can carry massive cannon barrages, giant ballistae, catapults that toss barrels of oil, and whatever else can be thought of, all manned by wizards, archers, and warlocks who are equally adept at slinging spells and missiles at ships.

## Naval Ships

Seagoing crystal ships are much more efficient means for transporting cargo, but they are significantly slower than their airborne cousins. Most still carry sails as backup (though the crew probably has little experience using them), but some have removed their masts and used their sales to spread shade instead of harness wind.

Where sails still exist, the ship class will generally refer to the size and the sail layout. Where they don't exist or are hybrids, only the captain's whim applies.

**Ketch – Small Naval Ship**
Armor Class: 16
Hit Points: 380
Speed: 125 ft.
Crew Skill: +3 (Initiative: +3)
Tonnage: 50
Overall Dimensions: 75' x 20'
Dimensions on Deck: 50' x 20' (split into a foredeck and a raised aft deck)
Attack Bonus: +4 (Ship Attack Total: +7)
Damage: 4d4 x 10 (100) damage (Range: 150/600 ft.) – Despite its size a ketch's armament is not much better than an airskiff's. Weapons range from light mounted ranged arms to a light array of chase cannon, usually armed with anti-personnel shot.

**Modified Brigantine – Medium Naval Vessel**
Armor Class: 18
Hit Points: 530
Speed: 100 ft.
Crew Skill: +4 (Initiative: x + # of attuned characters)
Tonnage: 400
Overall Dimensions: 100' x 30'
Dimensions on Deck: 85' x 30' (split over a raised foredeck, mid ship deck, and raised quarterdeck)
Attack Bonus: +4 (Ship Attack Total: +8)
Damage: 5d6 x 10 (175) damage (Range: 200/800 ft.) – This is a medium patrol vessel, armed more heavily than most merchants, and heavily modified to defend against airships. It has had masts removed and is covered in heavy harpoon ballistae and mage batteries to decimate any pirate skiffs that get too close.

**Frigate – Large Naval Vessel**
Armor Class: 19
Hit Points: 680
Speed: 75 ft.
Crew Skill: +5 (Initiative: x + # of attuned characters)
Tonnage: 1200
Overall Dimensions: 220' x 55'
Dimensions on Deck: 200' x 55' (split over 4 decks, raised foredeck, mid ship, raised poop deck and raised quarterdeck)
Attack Bonus: +5 (Ship Attack Total: +10)
Damage: 4d10 x 10 (220) damage (Range: 250/1000 ft.) – Frigates are powerhouse naval vessels built for war; they sacrifice every last available bit of space for more armament or living quarters for marines. This frigate has two batteries of cannon, masts that collapse backward at the midpoint to provide cover to snipers throughout, and a warlock who summons a large... goat... that seems to be on fire...

**Ship of the Line – Huge Naval Vessel**
Armor Class: 20
Hit Points: 1070
Speed: 75 ft.
Crew Skill: +6 (Initiative: +6)
Attack Bonus: +5 (Ship Attack Total: +11)
Tonnage: 4000
Overall Dimensions: 350' x 65'
Dimensions on Deck: 330' x 60' (spread over multiple decks)
Damage: 6d10 x 10 (330) damage (Range: 300/1200 ft.) – Ships of the Line are massive floating citadels that are most often anchored outside of harbors and used as mobile forts. They lack for speed, but when they hit, they really hit hard. A warship this size would have even less consistency of weaponry than smaller vessels, having replaced its standard armaments with exotic weaponry captured as prize on the open ocean... and that seems to be a giant armored sea turtle head

being used as a battering ram up front...

## Ships of Legacy's Wake

The following ships are for use in specific encounters during the course of *Legacy's Wake*.

### Moondragon Airskiff

*Small Airship*
Armor Class: 14
Hit Points: 260
Speed: 75 ft., fly 150 ft.
Crew Skill: +3 (Initiative: +3)
Tonnage: 2
Overall Dimensions: 35'x10'
Dimensions on Deck: 25'x10'
Attack Bonus: +3 (Ship Attack Total: +6)
Damage: 3d4 x 10 (75) damage (Range: 150/600 ft.)

The Moondragon Airskiff can take a lair action on Initiative counts 20 and 10, losing all ties. They do not have any special lair action options beyond the normal Crew Actions.

### Pirate Airship

*Medium Airship*
Armor Class: 18
Hit Points: 500
Speed: 50 ft., fly 125 ft.
Crew Skill: +4 (Initiative: +4)
Tonnage: 65
Overall Dimensions: 85' x 30'
Dimensions on Deck: 65' x 25, two separate decks connected fore and aft by catwalks.
Attack Bonus: +4 (Ship Attack Total: +8)
Damage: 3d8 x 10 (135) damage (Range: 200/800 ft.)

The Pirate Airship can take a lair action on Initiative counts 20 and 10, losing all ties. In addition to the normal crew lair actions, the pirates can use the following option:

- Shipkiller Cannon. The pirates load special ammunition into their cannons. This magical ammunition is designed to disrupt the crystal of an airship. The next attack that hits another ship also reduces that ship's flying speed by 25 feet. Additional hits with this ammunition increase the speed penalty by another 25 feet. The penalty lasts until the targeted ship spends a full ship round (including its lair action) clearing away the power-draining cannonballs from its hull.

### Abomination Airship

*Large Airship*
Armor Class: 19
Hit Points: 620
Speed: 50 ft., fly 100 ft.
Crew Skill: +5 (Initiative: +5)
Tonnage: 100
Overall Dimensions: 175' x 40'
Dimensions of Deck: 125' x 30' (spread over 5 decks connected by catwalks.
Attack Bonus: +4 (Ship Attack Total: +9)
Damage: 6d6 x 10 (210) damage (Range: 250/1000 ft.)

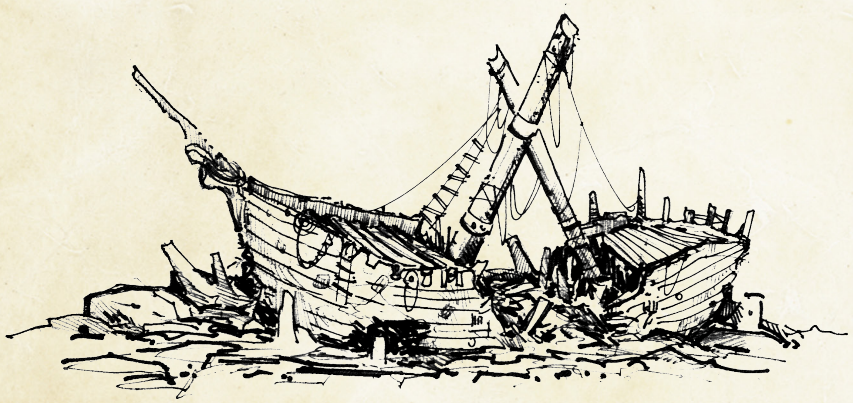
The Abomination Airship can take a lair action on Initiative counts 20 and 10, losing all ties. In addition to the normal crew lair actions, the abomination airship has the following passive ability:

- Grasping Tendrils. Whenever the abomination ship successfully rams another ship, it can also immediately make a boarding action against that ship.

### New Legacy

This ship is detailed in Appendix E: Player Handouts, but the ship's statistics are included here for your reference.

*Large Airship*
Armor Class: 20
Hit Points: 650
Speed 50 ft., fly 125 ft.
Crew Skill: +5 (Initiative: +5)
Attack Bonus +4 (Ship Attack Total +9)
Overall Dimensions: 175' x 40'
Dimensions of Deck: 125' x 30' (spread over 5 decks connected by catwalks.
Damage 4d8x10 damage (Range: 250/1000 ft.)



# Appendix E: Player Handouts

This appendix contains all of the player handouts required to play *Legacy's Wake*. You can also find downloadable printer-friendly versions of these handouts at www.mithrilpunk.com.

In this appendix, you'll find handouts for the following encounters or scenes:

## Season 1

### Encounter 1.1 - Waking Up

- Pinned Note and Map

### Cut Scene - Last Ride of the Legacy

- Cutscene Character Cards

### Encounter 2.3 - Good Ol' Fashioned Bar Fight

- Flier at the Crow's Nest

### Cut Scene - Fireside

- Cutscene Character Cards
- Malevolent Flames Handout

### Cut Scene - Dead and Meat

- Zombie Game Statistics

## Season 2

### Cut Scene - Work was Murder Today

- Cutscene Character Cards
- Cutscene Combat Statistics

### Karstan's Inquiry, or Freedom of a Kind

- *New Legacy* Handout

### Encounter 3.1 - Loss of Compassion

- Latal's Journal

### Cut Scene - Long Since Fallen

- Tetrataun Game Statistics

## Season 3

### Cut Scene - Staff Meeting

- Cutscene Character Cards

### Encounter 2.2a - The Prince's Armory

- Fable's End Handout

### Cut Scene - The Fall of Fenrot

- Cutscene Character Cards

### Encounter 4.1 - Unexpected Allies

- Assassin Lair Action Card
- Necromancer Lair Action Card

### Encounter 4.5 - Assault on Fenrot

- Assault on Fenrot Army Quick Reference Cards

## Season 4

### Cut Scene - To the Docks!

- Cutscene Character Cards

### Encounters 4.1 and 4.1

- Elder Tetrataun Game Statistics

## Side Quests

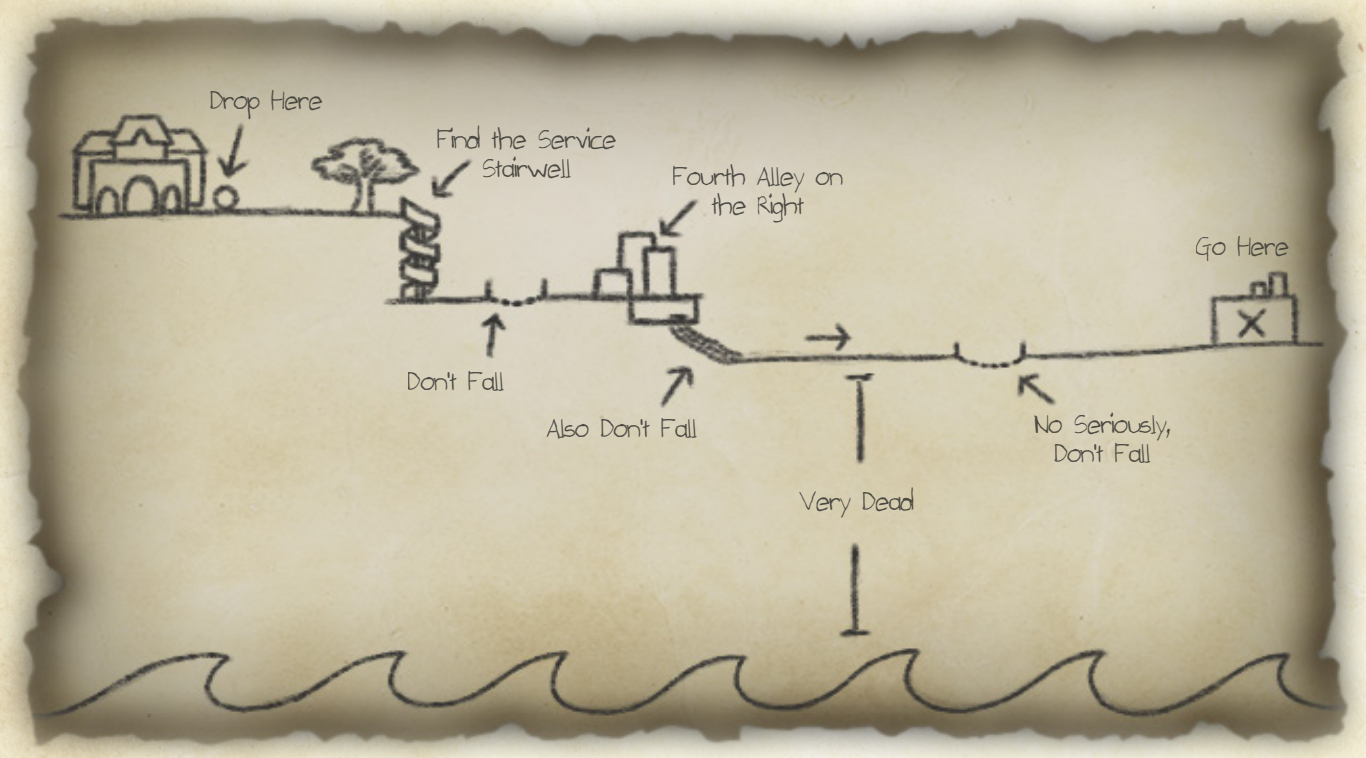
### Cut Scene - Avatar of Order

- Skol Queen Game Statistics



## Encounter 1.1 - Waking Up

*Do not hesitate. Grab the ledger. Go out the window. Swing. Head fore to the warehouse under the garden. Await pickup and return to Crow's Nest.*




## Cutscene - Last Ride of the Legacy

### Skarnak

*Troll-blooded (Hill Troll) Sailor*

**Hit Points** 25
**Armor Class** 12
**Saving Throws**
*Strength +4, Dexterity +2*
**Skills**
*Acrobatics +1, Athletics +4, Perception +2*

**Strong Grip.** You have advantage on Athletics checks.

### Kalmar

*Goblin Sailor*

**Hit Points** 20
**Armor Class** 14
**Saving Throws**
*Strength +2, Dexterity +4*
**Skills**
*Acrobatics +4, Athletics +1, Perception +0*

**Coward.** Once during the cutscene, you can take the Dash action as a bonus action.

## Cutscene - Last Ride of the Legacy, Cont.

### Harbek Battlehammer

*Dwarf (hill) Sailor*

**Hit Points** 25
**Armor Class** 12
**Saving Throws**
*Strength +4, Dexterity +2*
**Skills**
*Acrobatics +2, Athletics +2, Perception +4*

**Maul.** As an action, you can smash a dwarf-sized hole through the ship's decking with your maul.

### Utherno Behindyu

*Grothik (weasel-kin) Sailor*

**Hit Points** 20
**Armor Class** 14
**Saving Throws**
*Strength +2, Dexterity +4*
**Skills**
*Acrobatics +4, Athletics +2, Perception +1*

**Sure-footed.** You have advantage on Acrobatics checks.

### Barakas Weary

*Tiefling Sailor*

**Hit Points** 23
**Armor Class** 13
**Saving Throws**
*Strength +3, Dexterity +3*
**Skills**
*Acrobatics +3, Athletics +2, Perception +2*

**Fire Resistance.** You have resistance to fire damage.

## Encounter 2.3 - Good Ol' Fasioned Bar Fight

### True Citizens of Skyfall, heed!

*Your city is being devastated by a plague! Orcs, goblins, traches, trolls and other dark races are draining the life from our fair city! They come here to reap the benefit of your hard work and effort. Our city, our way of life suffers from their presence!*

*Unite with your brethren before it is too late!*

*Show your support for a cleaner, Lighter Skyfall by coming to the Promenade on the 12th day of FlameEnd.*

*Brought to you by the kind hearts and generous pockets of Captain Artis Mendale, Senator Welgan Malbridorn and High Priest Listra Lanis.*

### Dark Races Not Welcome!

## Tolfar
*Dwarf (mountain)*

**Strength** 1d8

**Courage** 1d10

**Speed** 1d6

**Hardy.** Your Strength cannot be reduced below 1d4. If you take unspecified damage, you cannot choose Strength to take the damage.

## Fearless Tek
*Tiefling*

**Strength** 1d6

**Courage** 1d12

**Speed** 1d6

**Fire Resistance.** For one room in this cutscene, you do not take damage from fire. After that room, the intensity of the head has worn down even your resistance.

## Grok
*Troll-blooded (hill troll)*

**Strength** 1d10

**Courage** 1d8

**Speed** 1d6

**Regeneration.** Once during the cutscene, you can immediately regain 2 Strength and 1 Speed.

## Tellen Fell
*Human*

**Strength** 1d8

**Courage** 1d8

**Speed** 1d8

**Stern Resolve.** Once during this cutscene, you can reroll any one failed saving throw.

## Pok Pok
*Goblin*

**Strength** 1d6

**Courage** 1d8

**Speed** 1d10

**Shifty.** Once in this cutscene, you can apply your Speed to overcoming an obstacle twice.

## Malevolent Flames

**Inspire Terror.** The roar of the fire inspires terror in one creature. Choose one of the remaining Fire Watch. That character must make a DC 14 Courage saving throw or take one Courage damage.

**Turn up the Heat.** The room swells with heat that beats against the Fire Watch. Each Fire Watch member in the room must make a DC 12 Courage saving throw. Anyone who fails takes 1 damage as the heat overwhelms their will to continue.

**Consume Flesh.** Flames rip from the walls or ceiling, reaching out toward a Fire Watch member with unnatural focus. Choose one of the remaining Fire Watch. That character must make a DC 14 Strength saving throw, or take one damage from the fire.

**Licking Flames.** The floorboards erupt with fire under the Fire Watch. Each Fire Watch member in the room must make a DC 12 Speed saving throw or take 1 damage from the fire.

## Filthcaster Zombie

*Medium undead, chaotic evil*

**Armor Class** 14 (natural)
**Hit Points** 39
**Speed** 30 ft.

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

**Saving Throws** Constitution +4
**Skills** Perception +2
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 12
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Aura of Filth.** All living cretures within 30 feet of a filthcaster zombie have disadvantage on attack rolls made against it.

### Actions

**Filthy Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the creature must make a DC 12 Constitution saving throw or be incapacitated until the end of their next turn.

**Fling Filth (Recharge 5–6).** Choose up to three creatures, all of which must be within 30 feet. If the target is a zombie, it rolls an additional 1d4 when attacking and adds the result to its attack roll. If the target is not a zombie, it must make a DC 12 Wisdom saving throw. On a failed save, the target must roll an additional 1d4 when attacking and subtract the result from its attack roll. This ability requires concentration (as though concentrating on a spell).

***This zombie is covered and sickening filth. It carries a nauseating stench and flings its filth at its enemies.***

## Hoardburster Zombie

*Large undead, chaotic evil*

**Armor Class** 12
**Hit Points** 52
**Speed** 20 ft.

| | | |
|---|---|---|
| **STR** 17 (+3) | **DEX** 9 (-1) | **CON** 14 (+2) |
| **INT** 5 (-3) | **WIS** 10 (+0) | **CHA** 4 (-3) |

**Saving Throws** Constitution +4, Wisdom +2
**Skills** Perception +2
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 12
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Cleave.** If the hoardburster reduces an enemy to zero hit points, it can make a melee attack as a bonus action.

**Death Throws.** When the hoardburster is reduced to zero hit points, the magic holding it together is released in a violent burst of bone fragments and rotting flesh. Each creature within 15 feet must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or 7 (2d6) piercing damage on a successful one.

### Actions

**Multiattack.** The hoardburster makes two cleaver attacks.

**Cleaver.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

***All zombies are gross piles of rotting death, these zombies make the other zombies look fit for the senate chamber. Grossly bloated and somehow standing nearly 9 feet high these bulbous monstrosities are among the most feared weapons of Fenrot.***

## Oathbreaker Zombie

*Medium undead, lawful evil*

**Armor Class** 16
**Hit Points** 52
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 10 (+0) | **CON** 14 (+2) |
| **INT** 8 (-1) | **WIS** 7 (-2) | **CHA** 12 (+1) |

**Saving Throws** Wisdom +0, Charisma +3
**Damage Immunities** poison
**Damage Resistances** fire
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Vow of Enmity (Recharge On Short Or Long Rest).** As a bonus action, choose one creature within sight. The oathbreaker gains advantage on all attack rolls against that creature for 1 minute.

### Actions

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

**Necrotic Touch.** One undead creature touched regains up to 40 hit points. You need not spend all 40 hit points in one touch. Once all 40 hit points have been spent, this ability cannot be used until the oathbreaker takes a long rest.

**Grave Breath.** Each creature in a 15 foot cone must make a DC 12 Dexterity saving throw, taking 3d6 fire and 3d6 necrotic damage on a failed save, or half damage on a successful one.

***This zombie was a paladin in its prior life that broke one or more of its sacred vows.***

## Ravenous Hoard

*Huge swarm of Medium undead, chaotic evil*

**Armor Class** 11
**Hit Points** 52
**Speed** 40 ft., Climb 20 ft.

| | | |
|---|---|---|
| **STR** 16 (+3) | **DEX** 12 (+1) | **CON** 12 (+1) |
| **INT** 5 (-3) | **WIS** 7 (-2) | **CHA** 3 (-4) |

**Saving Throws** Wisdom +0
**Damage Immunities** poison
**Damage Resistances** bludgeoning, piercing, slashing
**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**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 wasp. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Slams.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer.

**Tear Limb from Limb (Recharge 6).** Each creature in the swarm's space must make a DC 13 Constitution saving throw, or suffer disadvantage on all Strength and Dexterity checks and saving throws until healed.

***This horde is a huge swarm of zombies and skeletons crawling all over each other.***

## Spellblight Zombie

*Medium undead, neutral evil*

**Armor Class** 13
**Hit Points** 32
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 8 (-1) | **DEX** 12 (+1) | **CON** 14 (+2) |
| **INT** 5 (-3) | **WIS** 7 (-2) | **CHA** 7 (-2) |

**Saving Throws** Constitution +4, Charisma +0
**Skills** Perception +0
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** understands the languages it knew in life but can't speak
**CR** 2

**Remnants of Power.** A spellblight zombie treats all spells it casts as though it had a spellcasting ability score of 16 (spell save DC 13, +5 spell attack bonus)

### Actions

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) bludgeoning damage.

**Loosen the Chain.** The spellblight zombie calls on its master to relenquish control long enough unleash a blast of magic. The spellblight zombie makes all decisions regarding the spell that is cast, but cannot control which spell that is. Roll 1d6:

1 – 2: 1st level spell (*witchbolt*)
3 – 4: 2nd level spell (*scorching ray*)
5 – 6: 3rd level spell (*slow*)

All spells are cast at their minimum level. Each spellblight zombie is created with different spells, but once selected they cannot be changed. The default option is listed next to each result above, but feel free to change them as needed. Note that if you choose a damage dealing spell in the 3rd level slot, you should increase the zombie's CR by one.

***Unlike most zombies, this creature has retained a large portion of the arcane might it had in its previous life. However, it is enthralled by a powerful necromancer, restricting its access to power at the necromancer's discretion.***

## Krum

*Half-orc Laborer*

Krum is tall, jovial, and loves jokes about gnomes. He is the general laborer of the crew, assigned to most loading, hauling, and heavy lifting. Krum has been unlikely friends with Gavin Gearwinder since childhood; they grew up in the dregs together.

## Faris Hullmender

*Half-elf Carpenter*

Faris wears her blond hair cut very short and collects poems about sea life. Faris is the carpenter of the crew. She completes any repairs that require woodwork. Faris has known Gartok Reefbreaker for more than two decades; they fought together during the Trade Wars.

## Gavin Gearwinder

*Gnome (rock) Mechanic*

Gavin has vibrant green hair, the product of an alchemical experiment gone wrong. Gavin is the mechanic of the crew, repairing anything with more intricate parts when possible, and assisting Faris and Gartok when not. Gavin helped Krum get a job with the repair crew even though he has little in the way of trained skills. They have been friends since childhood.

## Gartok Reefbreaker

*Dwarf (hill) Blacksmith*

Gartok's dark skin is webbed with numerous scars. Some are clearly from the forge, others appear to be older and much more painful. Gartok doesn't talk about them. Gartok is the blacksmith of the crew, repairing most metalwork, as well as maintaining all of the crew's tools. Gartok and Faris fought side by side in the Trade Wars; Gartok considers Faris family through and through.

## Pale Wind

*Skol Painter*

Pale Wind is thin for a skol with vestigial wings. She believes she is meant to become a new queen for her people. Pale Wind is the crew's lead painter. Though she is relatively new to the crew, they have quickly taken a liking to her because of her quick wit and terrific singing voice. She regularly entertains the crew with whistles and songs to make particularly troublesome projects more pleasant.

## Krum
*Half-orc Laborer*

**Hit Points** 40
**Armor Class** 12
**Speed** 30 ft.
**Strength Attacks** +5
**Dexterity Attacks** +3

Damage is based on whatever weapons you can improvise. Get creative!

## Faris Hullmender
*Half-elf Carpenter*

**Hit Points** 35
**Armor Class** 13
**Speed** 30 ft.
**Strength Attacks** +3
**Dexterity Attacks** +5

Damage is based on whatever weapons you can improvise. Get creative!

## Gavin Gearwinder
*Gnome (rock) Mechanic*

**Hit Points** 35
**Armor Class** 14
**Speed** 25 ft.
**Strength Attacks** +4
**Dexterity Attacks** +4

Damage is based on whatever weapons you can improvise. Get creative!

## Gartok Reefbreaker
*Dwarf (hill) Blacksmith*

**Hit Points** 40
**Armor Class** 13
**Speed** 25 ft.
**Strength Attacks** +5
**Dexterity Attacks** +3

Damage is based on whatever weapons you can improvise. Get creative!

## Pale Wind
*Skol Painter*

**Hit Points** 35
**Armor Class** 13
**Speed** 30 ft.
**Strength Attacks** +4
**Dexterity Attacks** +4

Damage is based on whatever weapons you can improvise. Get creative!

# New Legacy

## Combat Statistics

**Hit Points** 650
**Armor Class** 20
**Speed** 50 ft., fly 125 ft.
**Crew Skill** +5
**Ship Attack** +4 (total +9)
**Initiative** +5
**Damage** 4d8x10



## Captain Wilder

A typical day for Wilder starts with an early sunrise far above the cloud line, has some sort of shipboard violence in the middle, and almost always ends with Wilder getting paid. This privateer pirate-hunter is an ace pilot and captain, and is fiercely loyal to her crew. She is no stranger to violence, though she is much less bloodthirsty than one might expect from an airship captain.

## New Legacy

Originally ordered in secret by one of the more salacious royals of the Twelve as a "defensive pleasure yacht", the hull was drafted into service after *Legacy's Wake* went down in an armada storm, thereby ensuring the Twelve would cover the bill.

From inception, this highly modified Large Airship was built to be the fastest, toughest thing around; it sacrifices a heavy onboard armament for increased mobility and a hull like a troll's forehead. The ship is laid out specifically for boarding actions, depositing a crack team of marines on an enemy ship in order to avoid as much gunplay as possible, though she has a few of her own as well.

The craft itself is built as sparingly as possible while still retaining combat strength. The decks are solid and the rails are excellent protection from both missile weapons and falling overboard. There are also several ramps and grapple hooks on hand to assist with an awkward boarding action. However, beneath the decks things get cramped quickly.

Most of the space below is taken up by New Legacy's crystal, an extremely pure and powerful piece of craftsmanship needed to give the ship it's fleetness despite having such a hardy frame. Crew quarters are cramped and often tucked away in the most unusual corners. The stores room is even smaller, just a pantry that doubles as kitchen, and food stashed in any storage space around the ship. The vessel can hold around two weeks provisions when full, but the crew stretches that by reprovisioning when convenient.

If it isn't sleeping or cooking, it's done on deck. Though private space is at a premium, New Legacy has ample deck space for the very few people it can support. It means getting used to constant wind and exposure to rain, sleet and cold all the time, and it is also the reason why sailors favor dominoes over cards. But it also means having the space to stretch out, run a few drills or craft some arrows. Having the best damn view in the world certainly doesn't hurt either.

# Latal's Journal

*Waxing Gibbous*

*It was a momentous day for our little church. I received a long forgotten history on religion in a shipment of medical books and had begun reading it out of curiosity when only a few pages in I found what must certainly be a reference to the low god and his brother. The entire book is seems outlines nearly every tennent that we have uncovered over the years and adhere to now, but goes far beyond our knowledge of the low god's intent, and his powers.*

*A few of the passages outline methods for imbuing the faithful with the power of the low god, but each of them warns that our mortal vessels collapse under the weight of a diety. Several of the church members have asked me to experiment with these methods on the patients here, so that once we perfect the method we can empower ourselves...*

*There is one passage in particular that speaks of a coming war, and that an avatar of the low god's might will be chosen from those who have dedicated themselves to his glory. I would be that avatar, if I could so help it. And who would stand in my way?*

*Nearly New*

*The first experiment was... enlightening. With the aid of a few orderlies I attempted to augment the strength of one of my patients with a canticle from the history book. I could feel verdant power streaming through me, but the more I attempted to direct it, the more it fought me. With each wave of energy that blasted forth from me, the patient's body writhed in torment and warped itself into new shapes of flesh and bone. Finally, I simply gave in to the whim of the ritual, and only then did the creature begin to show signs of life and strength. When the ritual was over, the pathetic being lay still on the table, but when the orderlies approached to return it to its cell, it lurched forward like lightning.*

*They will be missed...*

*Waning Crescent*

*Gorun brought me a bowl that someone had dropped in the collections box for the asylum. It is ancient, covered in archaic skol and caked with dark mud, but through all that he could still make out the word for "Uncontained", the name the Skol gave to the low god. I'm not sure what the significance is but I've set Katille to cleaning it and recording the inscriptions.*

*Last Quarter*

*We have discovered another passage referring to a "chain of sacrifice", a ritual slaying of multiple sacrifices in which each life taken strengthens the one who took it. This last vessel can be imparted to the low god, giving it much strength and praise. This sounds useful, and we have made plans to attempt this ritual as soon as a suitable group can be identified.*

Waning Gibbous

*This bowl is more important than anything the church has ever uncovered. It contains a complete history of the fall of the low god during the time of the Skolqueens, and the high god's rise to power. Apparently the skol found themselves at odds with the high god, because the inscriptions describe a variety of methods to fight the high with powers from the low. That the skol would ever side with the low is a fact that most have now forgotten, but I will learn what they did to aid the church.*

*The Chain of Sacrifice was a success, with the added benefit of leaving behind a living body with no will of its own. I ordered Gorun to bring the body to the asylum; having no immutable soul within to wage even a futile battle against the power of the low god, it is the perfect vessel for my next experiment.*

Full Moon

*The experiments are more successful when the bowl is present. I thought it only an anomaly at first, but after four complete transformations in a row with no loss of life, I cannot ignore the impact that this artifact is having on our rituals. Perhaps there are ways to actually incorporate it into the ritual proper instead of simply having it in the room. There is another passage about a vessel of sunlight for the blood that is spilled, perhaps this is an oblique reference to the copper bowl?*

Waxing Gibbous

*It is important to remember that the low god's influence wants no leash. I feel as though the rituals are guiding me, not that I am utilizing them. Each time I let the incantations flow through me, I feel a little less need to guide them. The beauty of chaos is that it provides all answers, just no order.*

*Experiment #8 was almost successful. The ensuing creature was greatly strengthened, given new and vicious limbs with which to rend flesh and break bone, but for some reason the patient's head underwent no transformation. In fact, the head retained it's broken sanity long enough to realize that it was no longer in possession of (much less in command of) it's old body, and simply began screaming in terror as the body went about the most unspeakable deeds with the other patients in the room. We finally had to destroy it, as the head would not quit screaming, which proved unsettling for anyone in earshot. Perhaps with the next experiment we will simply remove the head.*

First Quarter

*That damned skinbreather has brought the attention of the senate upon us. Should these fools pry too much, we may have to change our plans. I've already ordered Gorun to bring Compassion to my chambers before the Inquiry returns. I have been informed by an unknown party that my destiny lies east, toward the Godspeak Mountains and an ancient library apparently founded by a sect of our very own Wardens of Life. This unknown benefactor gave me the name Kia Kren. What could it mean?*

## Primitive Tetrataun

*Large monstrosity, neutral good*

**Armor Class** 17
**Hit Points** 228
**Speed** 30ft.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 10 (+0) | **CON** 20 (+5) |
| **INT** 12 (+1) | **WIS** 18 (+4) | **CHA** 16 (+3) |

**Saving Throws** Strength +10, Dexterity +4, Constitution +9
**Damage Immunities** thunder; bludgeoning, piercing, and slashing from non-magical weapons
**Skills** Athletics +10, Arcana +5
**Senses** truesight 120 ft., passive Perception 14
**Languages** Any (tongues)
**CR** 11

**Destroyer of Abominations.** The tetrataun scores a critical hit against servants of the low god on an 18-20.

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

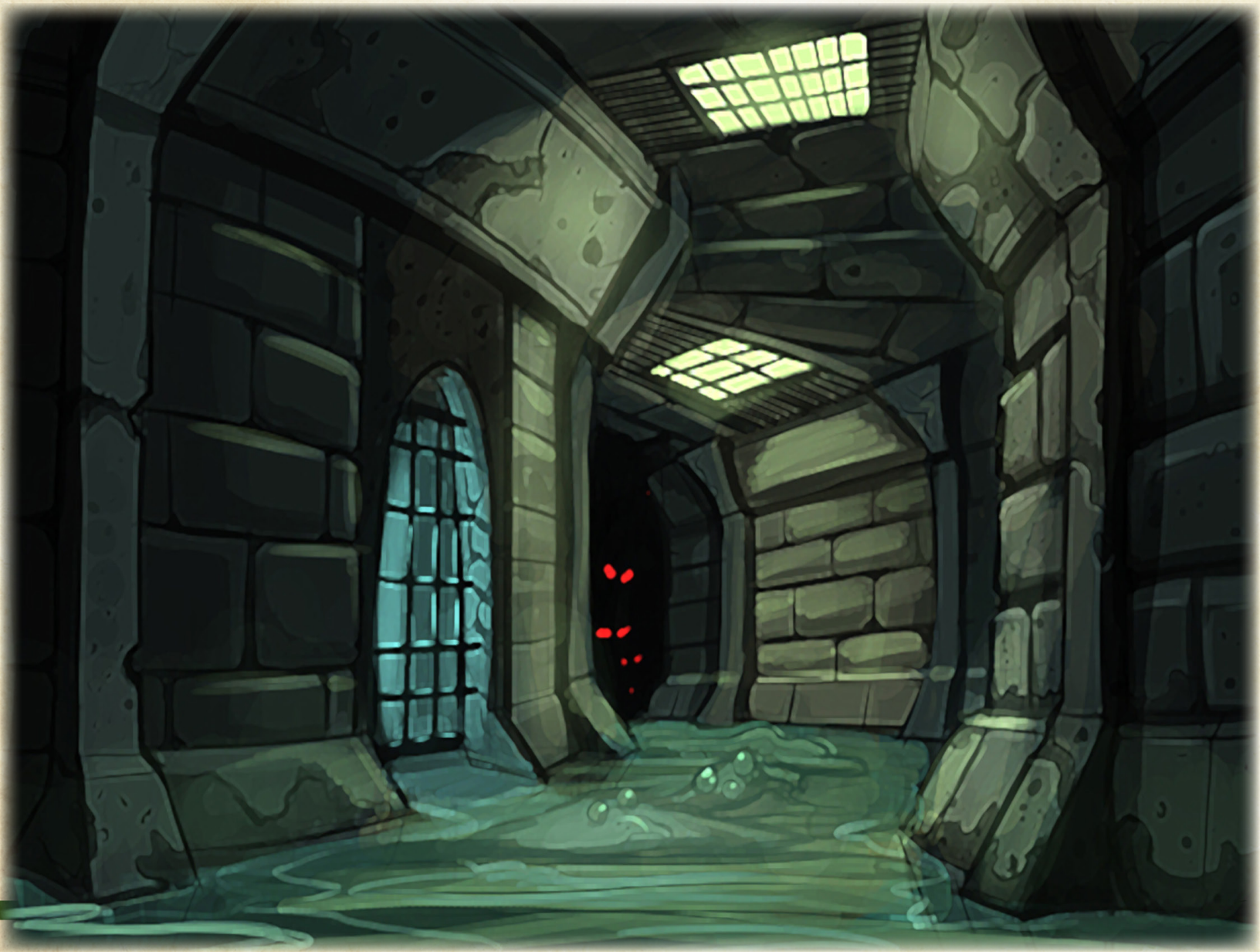
**Magic Weapons.** The tetratauns weapon attacks are magical.

### Actions

**Multiattack.** The tetrataun makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 3d10+6 (22) bludgeoning damage.

**Bellowing Roar (Recharge 5–6).** Each enemy creature within a 60-foot cone must make a DC 17 Constitution saving throw, taking 10d10 (55) thunder damage on a failed save, or half that amount on a successful one.



## Fala Heartstealer

*Half-elf*

Outwardly, Fala runs the Fair Lady, one of the nicer brothels in the Dregs. She is actually the head of the segment of the Twelve that governs the dregs, making her favor extremely important. If Fala wins, the party can call on her for a favor once per session. She has contacts just about everywhere in Skyfall, so the favor can be nearly anything reasonably accomplished in the city.

## Krast the Knife

*Grothik (weasel-kin)*

"Both k's are silent". Krast, a Grothik, is the head assassin for the Twelve. He commands the loyalty of any members of the Twelve with a penchant for quiet bloodshed. If Krast wins, the party can call upon the services of an Assassin once per session. The assassin will join them for one encounter for free, after which he or she will require payment (at 250gp per encounter).

## Timothy Smalls

*Human*

Smalls is a human who works as a low level money-changer at the Docks. This is of course a front. No coin changes hands at the Docks that Smalls isn't at least aware of. Should Smalls win, the party will receive a stipend of 100g per character per session as his tribute from the deals that Smalls oversees on the docks.

## Valen Highmantle

*Elf (high)*

Valen is an elven mage apprenticed to Tar Draziw, the high magister of the Twelve. He is a font of arcane knowledge and a direct connection to the arcane might of Tar Draziw. Should Valen win, the party can call upon the combined arcane knowledge of Valen and Tar once per session (they can make an Arcana check on the party's behalf with advantage and a +7 bonus). Alternatively, they can use Valen's spellcasting services. He will cast up to 10 total levels of spells for the party with no cost, but no individual spell can be higher than 5th level.

## Pol Ratan

*Goblin*

Pol is a goblin with a vast reach. His spy network is second to none. He has a multitude of information on nearly every member of Skyfall, both good and bad. If Pol wins, the party can ask Pol for information once per session at no cost. Depending on the rarity of the knowledge, he has a chance to know the information as shown below:

- Common Knowledge (A senator's name): 100%
- Uncommon Knowledge (The senator's mistress' name): 75%
- Rare Knowledge (the senator's boyhood friend): 50%
- Very Rare Knowledge (the senator's dark secret): 25%

# Fable's End

## The Story of Fable's End

An origami katana folded from the last page of the last story ever written by the creator, Fable's End is one of the most powerful weapons ever created. It is said that anyone who unfolds the blade will learn the secret of the end of all things. So far none have succeeded and those that have tried have lost many fingers trying to unfold its razor sharp creases.

**History.** Fable's End is the finest creation of the fabled Papersmith. Little is known of the Papersmith but legend tells of an angelic half-breed who traveled the worlds beyond the veil of creation, seeking to understand the truth of the creator's story. Though she never learned the truth, along the way she learned to turn the creators written word into power tolls and weapons.

**Destroying the Blade.** The Papersmith (if she could be found) can unfold the blade revealing how the world ends to the owner of the blade. The owner could read this page aloud causing all creatures within 60 feet (including the reader) to die instantly.



## Fable's End

*Weapon (longsword), artifact (requires attunement)*

An origami katana folded from the last page of the last story ever written by the creator, Fable's End is likely one of the most powerful swords in existence. It is said that anyone who unfolds the blade will learn the secret of the end of all things. So far none have succeeded, though many have lost fingers trying to unfold its razor sharp creases.

You have a +2 bonus to attack and damage rolls made with this magical katana (longsword). It counts as a finesse weapon. As a bonus action, you can recite a haiku about a single creature you can see within 100 feet. Until your next short rest, Fable's End functions as a +3 weapon and deals an additional 2d6 slashing damage, but only when attacking that creature.

**Hidden Secrets.** You may study the katana briefly to gain a glimpse at the creator's work. As an action, you can expend 1 or more hit dice to activate any one of the following powers, using Constitution as your spellcasting ability score:

***Damage Unwritten.*** You can expend 1 hit dice to cast the spell *mind over matter* without requiring material components.

***Original Utterance.*** You can expend 5 hit dice to cast *rippling thunder* without requiring material components.

***Paper Storm.*** You can expend 10 hit dice to cast *iron whirlwind* without requiring material components.

***The End.*** You can expend 20 hit dice to cast *leviathan's bellow* without requiring material components.

## Cutscene - The Fall of Fenrot

### Fenrot Necromancer

*Medium humanoid (varies), lawful neutral*

**Armor Class** 13
**Hit Points** 30
**Speed** 30 ft.

| | | |
|---|---|---|
| **STR** 10 (+0) | **DEX** 15 (+2) | **CON** 14 (+2) |
| **INT** 17 (+3) | **WIS 13 (+1)** | **CHA 14 (+2)** |

**Skills** Arcana +5
**Senses** Vision per race, **passive Perception 11**
**Languages** Common, Draconic
**CR** 2

**Spellcasting.** The necromancer is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, spell attack +5). The necromancer has the following wizard spells prepared:

**Cantrips** (at will): *chill touch, minor illusion, prestidigitation, ray of frost*
**1st level** (4 slots): *false life, fog cloud, magic missile, ray of sickness*
**2nd level** (3 slots): *abrupt animation, ray of enfeeblement, shatter*

#### Actions

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage.

#### Bonus Actions

**Cantrip (Recharge 6).** The necromancer can cast a cantrip as a bonus action.



## Encounter 4.1 - Unexpected Allies

### Necromancers

On initiative 10 (losing all ties), the party can direct the necromancers to use one of the following lair actions:

**Chill Touch.** +5 to hit, 1d8 necrotic damage, and the target cannot regain hit points until after initiative count 10 on the following round.
**False Life.** The necromancers cast False Life, benefiting one party member of the party's choice (unlike a normal false life spell).
**Ray of Frost.** +5 to hit, 1d8 cold damage, and the target's speed is reduced by 10 feet for one round.

### Assassins

On initiative 20 (losing all ties), the party can direct the assassins to use one of the following lair actions:

**Sneak attack.** +5 to hit, 1d6+3 slashing damage. If the assassins have advantage on the attack, it deals an additional 2d6 damage.
**Hamstring.** +5 to hit, 1d6+3 damage, and the target grants advantage on attacks against it until after initiative count 20 on the next round.
**Poison.** +5 to hit, 1d6+3 slashing damage, and the target must make a DC 11 Constitution saving throw or take and additional 2d6 poison damage.

## Encounter 4.5 - Assault on Fenrot

### Assassins

On initiative 20 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

**Sneak attack.** +5 to hit, 1d6+3 slashing damage. If the assassins have advantage on the attack, it deals an additional 2d6 damage.

**Hamstring.** +5 to hit, 1d6+3 damage, and the target grants advantage on attacks against it until after initiative count 20 on the next round.

**Poison.** +5 to hit, 1d6+3 slashing damage, and the target must make a saving throw or take and additional 2d6 poison damage.

### Necromancers

On initiative 10 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

**Chill Touch.** +5 to hit, 1d8 necrotic damage, and the target cannot regain hit points for one round.

**False Life.** The necromancers gain 1d10+3 temporary hit points.

**Finger of Death.** The necromancers complete a ritual (sacrificing some of their power) to use this ability. The necromancers take 20 damage. One unit must make a saving throw, taking 7d8+30 necrotic damage on a failed save, or half as much on a successful one.

### Grimlocks

On initiative 15 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

**Warriors.** +5 to hit, 1d8+3 slashing damage.

**Hunters.** +5 to hit, 1d6+3 piercing damage, and the target grants advantage to the next attack made against it.

**Darkseers.** +4 to hit, 1d8 necrotic damage, and the target must make a saving throw or be blinded for one round (blind units have disadvantage on attack rolls).

### Undead Horde

On initiative 5 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

**Skeleton Archers.** +5 to hit, 1d8+3 piercing damage.

**Zombie Shock Troops.** +5 to hit, 1d6+3 bludgeoning damage, and the next attack that hits the horde deals half damage.

**Ghasts.** +4 to hit, 1d6+3 slashing damage, and the unit must make a saving throw or become paralyzed for one round.

## Cutscene - To The Docks!

### Senators & Guardsmen

**Hit Points** 25
**Physical** +3
**Social** +5

The few surviving senators can talk their way past anything, and for everything else they have guards. They automatically succeed on Social checks against Looters and Physical checks against the Rampaging Abominations.

### Fire Watch

**Hit Points** 30
**Physical** +5
**Social** +3

The Fire Watch is no stranger to crumbling buildings and debris. They automatically succeed on Physical checks against Collapsed Buildings and Nets.

## Cutscene - To The Docks!, Cont.

### Dregs Families

**Hit Points** 25
**Physical** +4
**Social** +4

The families from the Dregs are devoted to each other and surprisingly well-organized. They automatically succeed on Social checks against the Slithering Eye and to navigate the Maze of Alleys.

### Craftsmen

**Hit Points** 25
**Physical** +4
**Social** +4

The craftsmen are trudging through the streets with their most prized possessions and can use them to their advantage. They automatically succeed on Physical checks to cross the Chasm, as well as Social checks against the Looters.

### Baelfyre Inmates

**Hit Points** 30
**Physical** +3
**Social** +3

The Baelfyre Inmates are, well, insane. Their mad capering allows them to automatically succeed on Physical checks against the Rope Bridges through sheer blind luck and mad fearlessness. The abominations also see the inmates as their own kind. They automatically succeed on Social checks against the Slithering Eye and Physical checks against the Rampaging Abominations.

## Encounter 4.1 - Nothing Will Stand In Our Way

### Elder Tetrataun

*Huge monstrosity, lawful neutral*

**Armor Class** 21
**Hit Points** 320
**Speed** 40 ft., swim 30 ft., climb 30 ft.

| | | |
|---|---|---|
| **STR** 24 (+7) | **DEX** 10 (+0) | **CON** 22 (+6) |
| **INT** 14 (+2) | **WIS** 20 (+5) | **CHA** 16 (+3) |

**Saving Throws** Strength +13, Dexterity +6, Constitution +12
**Damage Immunities** thunder; bludgeoning, piercing, slashing from non-magical weapons
**Condition Immunities** charmed, frightened, paralyzed, poisoned
**Senses** truesight 120 ft., passive Perception 15
**Languages** telepathy 120 ft.
**CR** 20

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

**Magic Weapons.** The tetrataun's weapon attacks are magical.

**Destroyer of Abominations.** The tetrataun scores a critical hit against servants of the low god on an 18-20.

#### Actions

**Multiattack.** The tetrataun makes 4 slam attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 4d10+7 (29) bludgeoning damage.

**Bellowing Roar (Recharge 5–6).** Each enemy creature within a 60 foot cone must make a DC 20 Constitution saving throw, taking 14d10 (77) thunder damage on a failed saving throw, or half that amount on a successful one.

## Skol Queen Avatar

*Large humanoid (skol), lawful neutral*

**Armor Class** 19
**Hit Points** 250
**Speed** 40 ft., **Burrow** 30.

| | | |
|---|---|---|
| **STR** 22 (+6) | **DEX** 10 (+0) | **CON** 20 (+5) |
| **INT** 14 (+2) | **WIS** 13 (+1) | **CHA** 17(+3) |

**Saving Throws** Dex +5, Con +10, Wis +6, Cha +8
**Skills** Athletics +11, Perception +6
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21
**Languages** Skol
**CR** 13

**Legendary Resistance (3/Day): If** the Queen fails a saving throw, it can choose to succeed instead.

### Actions

Multiattack. The Queen can use its Psychic Shock ability, then **Bite,** Coral Slam, and Crush in any order.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Coral Slam.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 3 (1d6) poison damage.

**Crush.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., all targets in range. *Hit:* 13 (2d6 + 6) bludgeoning damage.

**Psychic Shock.** Each creature of the queen's choice within 30 feet of her is subjected to the howling echo of the silent chorus. They take 3d6 (10) Psychic damage and have disadvantage on their next attack save for half damage and no disadvantage.

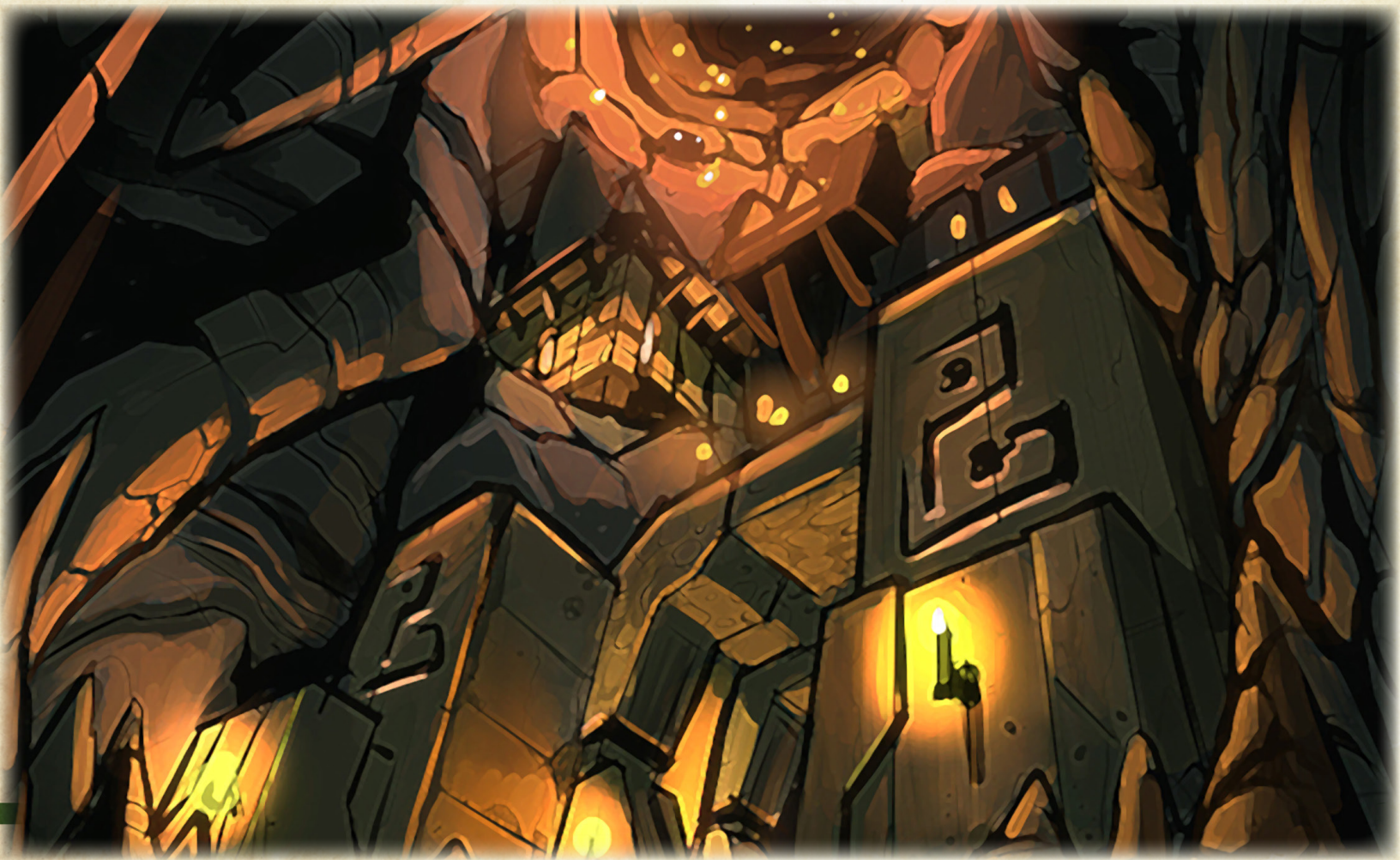
### Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of its turn.

**Coral Body.** The queen regains 2d6 (7) hit points.

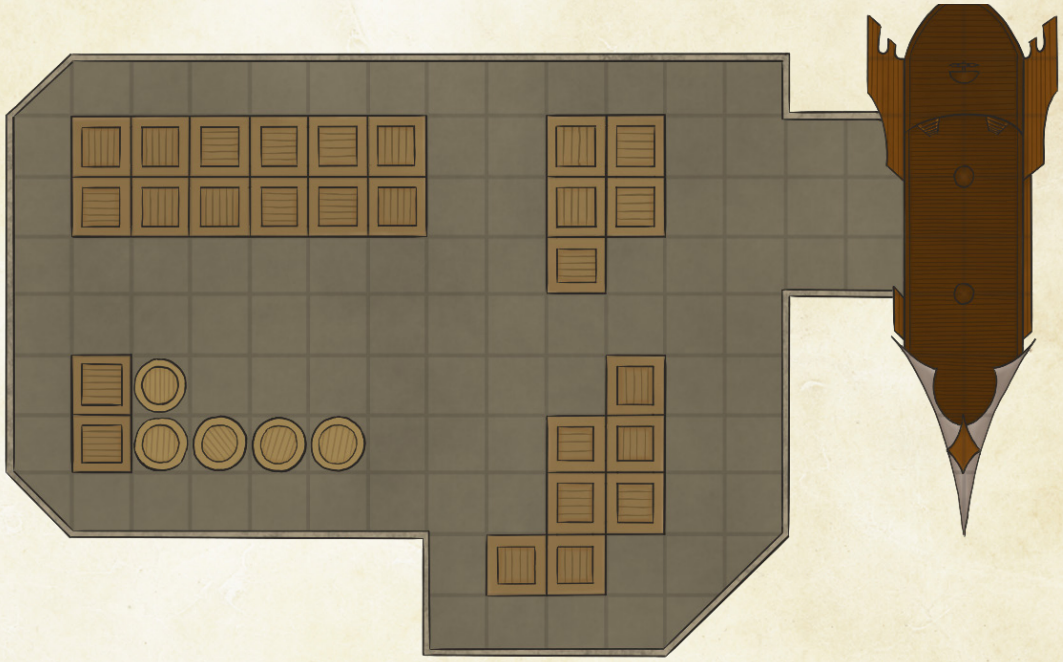
**Crushing Body.** The Queen makes a crush attack.

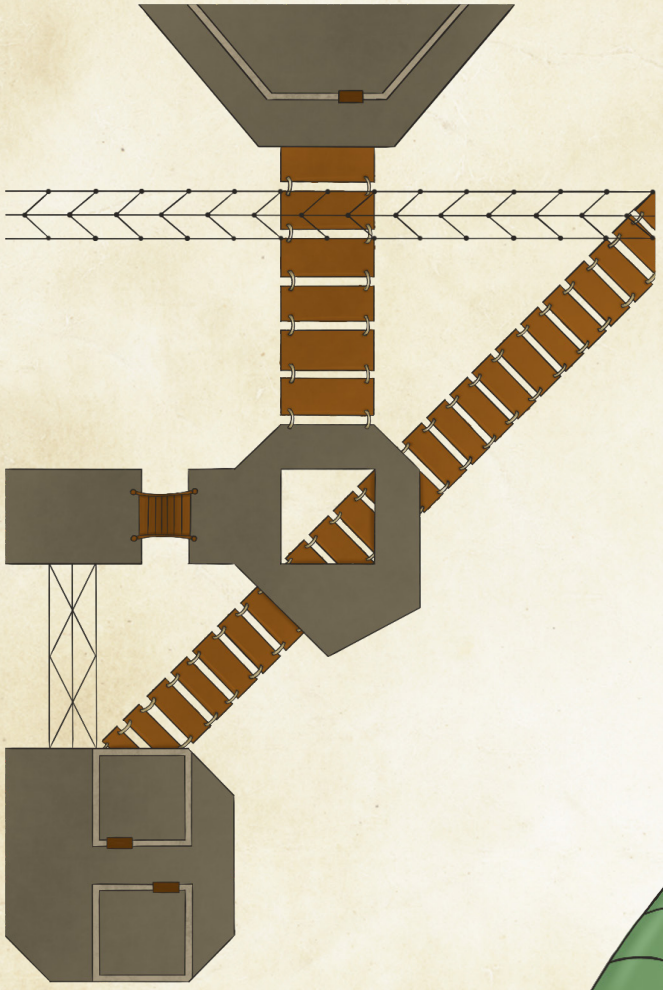
**Acid Spray.** The Queen sprays a glob of poisonous acid at a target within 30 feet. The target must make a DC 14 Dexterity saving throw, taking 3d6 (10) acid damage and 3d6 (10) poison damage on a failed saving throw, or half those amounts on a successful one.

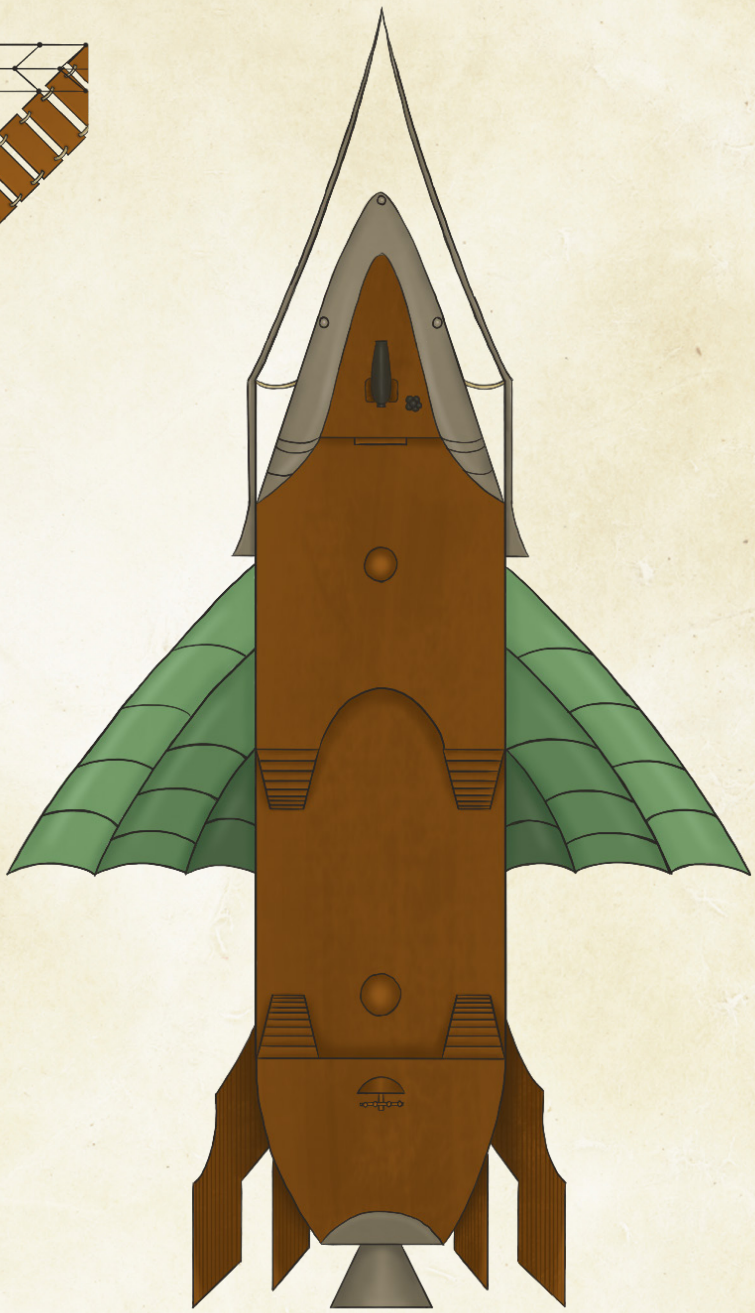


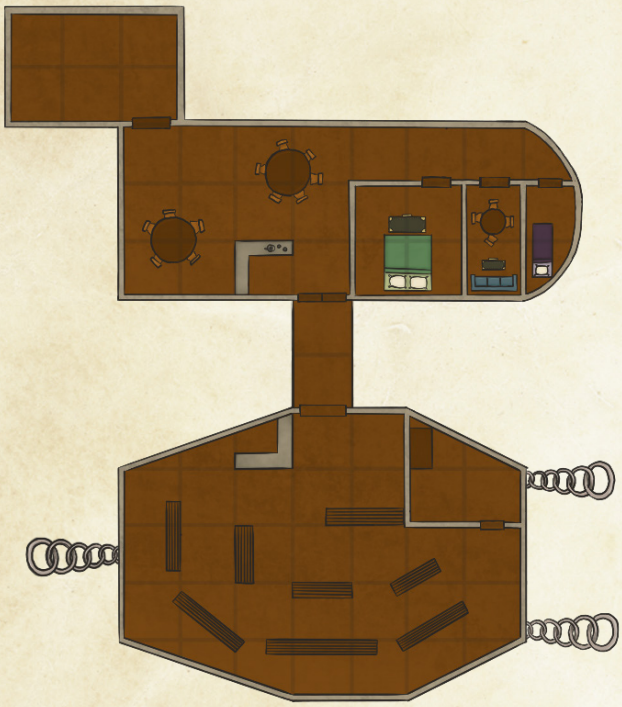
# Appendix F: Additional Maps













## Are you a Hero? Do you want to be?

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