RETURN TO HEARTH

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INTRODUCTION

A dark power stirs at the edge of creation, one that predates most of humankind. This entity, known as Desperon the Shadow, desires nothing more than to erase reality and cover the Cosmos in pure, impenetrable darkness. Not many are able to stop Desperon. It will take the combined efforts, intelligence, and willpower of a brave group of heroes to thwart the shadow.

ABOUT THIS BOOK

Return to Hearth is a Fifth Edition adventure for three to five characters of 17th to 20th level and is optimized for four characters of 16th level. The adventure takes place in the city of Hearth on the island of Elsath. It is setting-agnostic and can easily be placed into any setting of your choice. The adventure also introduces city management rules for Fifth Edition. These new optional rules introduce downtime activities that the high-level characters may partake in to enhance their experience.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from Wizards of the Coast ® on their website.

> Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters, unless the adventure's text directs you to an item's description in the Appendix.

SKILL CHALLENGES

Skill challenges simulate an attempt to perform a task that takes longer and is usually harder than a single ability check. In its most basic form, the characters make a series of ability checks with the goal of earning a required number of successes before accumulating a maximum number of failed checks (similar to how death saving throws work).

Usually, the players decide which checks they want to contribute to the skill challenge. Typically, the characters may perform a given ability check only one time; if they attempt to repeat an ability check, they make the second check with disadvantage. The ability checks they make are lumped into two categories: primary and secondary. Both types of ability checks have their own DCs—more often than not, the secondary check DCs are 5 or higher than the primary check DCs. The skill challenges usually list the primary skills used for the challenge. All other skill checks contributed to the challenge are considered secondary. The characters are free to use any skill they like for secondary so long as they can give a good (and creative!) reason why it would help with the overall skill challenge. Any character can contribute a skill check to the challenge, and a character can make more than one check if they like.

So long as the characters achieve the required number of successes before achieving the number of failures for the challenge, the challenge is successful. The results for success and failure are detailed in the skill challenge's description.

BACKSTORY

In the beginning, there was only darkness. From within this darkness, creatures of hate and madness churned and flailed. But then, in what some might view as a moment of improbability, the four prime elements exploded into existence. This event—The Convergence—accidentally formed the Cosmos, giving shape and form to everything that is, was, and ever will be.

But the darkness loathed the Cosmos. It fought against existence and the elements, determined to claim the reality as its own. Still young and chaotic, the elements could do little against the sheer might of the endless absence of light. They turned to a unique creature, an Astral Griffon, their greatest creation, to devise a method to defeat the darkness.

Crir created four artifacts of immeasurable power: the Elemental Artifacts. Each artifact represented elemental perfection.

For the lords of air, Crirr crafted *Ionbreaker, Tempest's Reach.*

For the lords of earth, Crirr crafted the *Tectonic Gauntlets*.

For the lords of fire, Crirr crafted the *Galea of the Soulfire Phoenix*.

And for the lords of water, Crirr crafted *Precipit the Formless*.

Armed with these weapons, the elements fought back against the darkness and won. With the darkness held back, the elements continued to develop the Cosmos. All that is known today is a direct result of their desire to build. Creation held back the darkness, and ensured that it remained removed from the Cosmos; a shadow for existence, so to speak. And for millions of years, it was good.

Then, just a hundred thousand years ago, the darkness stirred once more. During this upheaval, it developed its own weapon—a despicable creature named Desperon. Evil beyond comprehension, Desperon was imbued with an unquenchable desire to erase this reality and return control of everything to the darkness.

Desperon believed that creating a new Convergence would do just that, something only the elements could do. Far more intelligent than his dark predecessors, Desperon recognized that the elements would not bend to force. Instead, he spent millennia poisoning their minds. Eventually, the elements grew indolent. And finally, Desperon convinced the elements to initiate a new Convergence.

Soon, the second Convergence will occur, erasing existence. Desperon will then return the universe to total darkness. He must be stopped.



ADVENTURE SUMMARY

The adventure is divided into multiple chapters, each of which takes players to the distant regions of the multiverse and beyond. A brief overview of each chapter is detailed below.

- **Chapter 1.** A colossal, destructive beast called the mega chimera attempts to destroy the recently rejuvenated city of Hearth.
- **Chapter 2.** Following their victory over the nega chimera, the characters are asked to assume leadership roles among Hearth's decision makers.
- **Chapter 3.** This chapter presents optional rules for managing a settlement.
- **Chapter 4.** A series of jewelry heists draw the characters attention to a much larger problem: creatures from the Elemental Plane of Earth are entering Hearth via an expanding portal.
- **Chapter 5.** The characters must seek help from Crirr, the astral griffon, the only creature who knows how to stop the Convergence. They must travel to the Realm of Shadow to consult with the lich Antromar, the only being who knows of Crirr's current location.
- **Chapter 6.** The characters must travel to The Realm of Madness to rescue the Astral Griffon Criir from the clutches of the vile Zoobrigi.
- **Chapter 7.** This chapter covers the Elemental Plane of Air.
- **Chapter 8.** This chapter covers the Elemental Plane of Earth.
- **Chapter 9.** This chapter covers the Elemental Plane of Fire.
- **Chapter 10.** This chapter covers the Elemental Plane of Water.
- **Chapter 11.** Enraged by their intervention, the shadow lord Desperon takes the battle to the characters.

CHARACTER ADVANCEMENT

In this adventure, as long as the characters start at 16th level, character advancement is handled as follows:

- The characters reach 17th level after they defeat the mega chimera.
- The characters reach 18th a level after they reach the top of the Pillar of Six Truths and meet with Antromar.
- The characters reach 19th level after they travel to The Realm of Madness and save the Astral Griffon from the clutches of the Zoobrigi.
- The characters reach 20th level when they recover their first elemental artifact. Then they gain one epic boon for each additional elemental artifact that they recover.
- The characters gain two epic boons after they defeat Desperon.

For characters of higher level, scale accordingly until the characters reach level 20 (if they aren't already). At level 20, the characters gain an epic boon for the following tasks:

- Defeating the mega chimera
- Reaching the top of The Pillar of Six Truths.
- Rescuing the Astral Griffon from the Zoobrigi
- Securing an elemental artifact (maximum of four)
- Defeating Desperon (they gain two)

EPIC BOONS

Epic boons are special powers available only to characters of 20th level. These boons enhance characters far beyond their mortal coil, putting them on par with gods. During the game, as characters accomplish tasks, they gain boons that befit the situation or the character. You can find a list of epic boons in the Fifth Edition core rulebook for game masters, and even use them as inspiration to create your own.

CHAPTER 1. THE MEGA CHIMERA

The first quest of this adventure sees the characters go face-to-face with a monstrous titan—the mega chimera. Like the large three-headed creature with whom it shares its likeness, three foul creatures comprise a mega chimera's form: a purple worm, a roc, and a tarrasque. The mega-chimera was revived by a rakshasa conjurer named Mlaka.

THE MEGA CHIMERA ATTACKS!

The characters find themselves in the city of Hearth. Here are a couple of reasons why the characters might be in Hearth:

- Hearth is undergoing something of a revival, as adventurers, entrepreneurs, and other folks who see opportunity within its ruined buildings rush to carve out a niche of their own. The characters, having found success already in their adventuring careers, might be among those opportunists.
- The characters travel to Hearth to meet with Zok Tuudro, the leader of the Keronia Society. Zok hopes the characters can uncover more information about a long-lost artifact named *Ionbreaker, the Tempest's Reach*.

Whatever reason brings the characters to ancient Hearth, they find themselves at the center of an event of epic proportions. Read the following:

> Behold! Hearth, the ancient city of couatls. Once a series of ruins hidden deep within the jungles of the island of Elsath, Hearth is now experiencing a grand revival. Adventurers, eager entrepreneurs, and pilgrims jam its cobblestone streets. New shops spring up daily amid the crumbling edifices. Mighty heroes of renown grab positions of power and import. Even strange monsters—the likes of which you've never seen on the mainland—totter through Hearth's vine-wrapped alleys, hoping to begin their life anew.
>
> As you walk down one of Hearth's many congested streets, a shadow suddenly falls over you and the city. Cries of horror rise from the throngs as hands point to the air. "Look!" shrieks someone in Common. Turning your eyes upward, you immediately see what the commotion is about—a gargantuan monster approaches!
>
> At first glance, this beast looks like a chimera. It has three heads, wings, and a long, whip-like tail—but that's where the similarities end. This monster is easily ten times the size of a mundane chimera. And, instead of the traditional dragon/goat/lion combination chimeras typically possess, this one has the heads of a colossal bird, a horned dinosaur, and a horrific purple worm.
>
> From 300 feet above you, the three-headed horror releases an ear-splitting roar. At the back of the bird-head's throat, a ball of fire begins to form—if you don't stop it, it's going to destroy the entire city!

Of course, this is when the characters need to roll initiative.

BATTLE WITH THE MEGA CHIMERA

The battle with the **mega chimera** (see the Appendix) takes place on the streets of Hearth. Mlaka, a wicked **rakshasa** native to the island, summoned the mega chimera as revenge against the heroes who trapped her here centuries ago. She remains on the outskirts of the city and, as a rakshasa, she is difficult to detect by magical means. Though she is actively working behind the scenes of Hearth to enact her vengeance and inadvertently sets the characters up to become Heroes of Hearth, she is not involved with the forces that endanger the city later on, though she may use the opportunity to spread more trouble of her own.

The mega chimera is an evil creature of animal intelligence—motivated by Mlaka's own hatred for Hearth, it seeks only to destroy. It starts the battle with its Fire Breath, immediately laying waste to many of Hearth's buildings. From there, it lashes out at anyone who tries to stop it. As soon as its Fire Breath recharges, it targets the buildings once more.

ALLIES

The characters aren't alone in their battle against the Mega-Chimera. While it's likely that they're the most powerful adventurers in the city of couatls during this fight, there are still many powerful heroes present. Each round on initiative count 10, one or more heroes assist the characters during the battle. Roll a d10 or choose from the table below to determine what happens. Note: each option can only be chosen once. If rolling would result in an Ally that has already appeared, then no-one comes to the characters' aid that round.

Ally Support

d10	Ally support
1	Several elite clerics unseen by the characters channel their energies into a spell. For distributing hit points, prioritize citizenry (including other Allies) near the characters first, then the characters themselves.
2	Two elite casters visible to the characters cast at 9th level at the nearest city fire (see below). Each round on initiative count 10, they will cast the spell again using lower-level slots, choosing the same fire if possible until it's extinguished. Once they've cast at 6th level, they will begin casting at 5th level in an attempt to combat the spreading flames, repeating the spell using lower-level slots each round. Once they've cast at 1st level, the mages flee. Additionally, whenever the mega chimera uses its breath attack to target a building, roll a d20. On an 18-20, one of the mages is killed by the blast.
3	One **archmage** under the effects of a spell engages the mega chimera in aerial combat, then uses a 5th-level spell slot to cast . The archmage takes her turn each round on initiative count 10.

d10	Ally support
4	A **young silver dragon** friendly to the city of Hearth comes to the characters' aid. The dragon takes its actions on initiative count 10 and will save its Cold Breath to counter the mega chimera's own breath attack. For as long as the dragon lives (or until it flees when it has less than 40 hit points), the mega chimera will focus its assault on it, offering the characters a window of opportunity and giving them advantage on all attack rolls.
5	A portion of the City Watch Brigade (twenty **gladiators**) arrives and attempts to launch their spears at the mega chimera. To make this group attack, roll 1d8+1d12 to determine how many spears find their mark, then roll that many d6s and multiply the result by 2 to determine how much piercing damage is dealt. The City Watch Brigade will attempt this attack one more time the following round on initiative 10, then flee from the creature's onslaught.
6	One elite **druid** unseen by the characters casts on 5d20 endangered citizens, transforming them into giant eagles who use their newfound power of flight to rescue others and escape the city. If one or more of the characters are under half hit points at this time, giant eagles arrive to carry the party to relative safety, allowing them to catch their breath for 1d4 rounds before returning to battle.
7	Four griffon riders (**gladiators** atop armored **griffons** (AC 17)) arrive and begin battling the mega chimera. For as long as the griffon riders persist, the mega chimera will focus its assault on them, offering the characters a window of opportunity and giving them advantage on all attack rolls.
8	Two **berserkers** currently under the effects of for two more rounds leap onto the Mega-Chimera's back and begin hacking away. The berserkers take their actions on initiative count 10 and will use their Reckless trait each turn. Whenever the mega chimera moves, have each berserker attempt a DC 20 Dexterity check. On a failed check, the berserker falls off the creature's back. If this occurs on or after the third combat round, the berserker falls to their death; otherwise, they simply fly back to where they were.
9	A mortally wounded **priest** arrives and helps the characters for as long as she can. The priest takes her actions on initiative count 10 and will prioritize other friendly creatures over herself. If another creature doesn't take notice of the priest's injuries and heals her, she dies after the third combat round.
10	A circle of combined **druids** and **acolytes** unseen by the characters channel their energies into a spell. A blizzard descends upon the city of Hearth, bringing arctic cold and storm-like winds. The blizzard activates each round on initiative count 10 and causes 150 hit points of cold damage to any ongoing fires within the city. Whenever this result is rolled again, one aspect of the weather gradually returns to normal as the circle of spellcasters lose their concentration (GM's discretion). The wind speed may be reduced to a gale, or the temperature may get warmer, etc. Refer to the spell for more information.

FIRES

The mega chimera focuses its breath attack on Hearth itself, creating a blazing inferno. Each time it emits its flames, a fire breaks out in a 20-foot cube.

Treat a single cube of fire as a gargantuan object with AC 5, 200 hit points, and immunity to all forms of damage except cold. Each round, on initiative count 20, the fire gains hit points equal to 10% of its remaining hit points (rounded down). For example, if the fire has 150 hit points remaining, it gains 15 hit points. These new hit points may exceed the fire's starting hit points. If a cube of fire's hit points exceeds 500 hit points, it spawns a new cube of fire in a space adjacent to it.

To extinguish a fire, a character must either attack it with a spell or effect that deals cold damage or make a Strength (Athletics) check against the flames. The flames' hit points are reduced by an amount equal to the check's result. For example, a character who makes a Strength (Athletics) check and gets a result of 15 reduces the fire's hit points by 15. For every gallon of water splashed onto the fire, it takes 5 cold damage. Spells that cause cold damage or produce large areas of water such as or automatically extinguish cubes of fire so long as the entire cube is encompassed by the spell's area of effect.

Characters that finish their turn within 10 feet of a cube of fire must make a Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one. The DC for this saving throw is equal to 10 plus the fire's current hit point total divided by 100 (rounded down).

DEFEATING THE MEGA CHIMERA

No matter what, the characters should strike the final blow against the mega chimera (don't let the allies from the table beat it), and they should do so in view of all Hearth's citizens. Once the creature gasps its dying breath, the Hearthians erupt with praise for the characters. While Hearth isn't a stranger to heroics and powerful adventurers, single-handedly defeating a creature as large and dangerous as a mega chimera is still quite a sight to behold.

Proceed to "Chapter 2. Heroes of Hearth."

CHAPTER 2. HEROES OF NEW HEARTH

In the first chapter, the characters fought against a dangerous, gargantuan creature called the mega chimera. After they defeated the creature and rescued Hearth from its destructive intent, the characters find themselves treated as celebrities in Hearth. Now, the people of Hearth want the characters to lead their city into the future. This chapter details rules for managing a city, and also introduces a few interesting side quests to get the characters further involved in the city's affairs.

HAIL THE HEROES OF HEARTH!

Shortly after the characters defeat the mega chimera and help stop the fires it caused, they are approached by Hearth's de facto governor, Acalan Goldfeather (LG male human **knight**).

> After you've had a chance to catch your breath, a middle-aged warrior wearing gold armor decorated with winged serpents approaches you. Sheathing his impressive greatsword, he extends a soot-covered hand.
>
> "Hail, Heroes of Hearth!" says the man. "I am Acalan Goldfeather of the Couatl Heralds. You do us a great honor by saving this city from that terror."

Acalan Goldfeather is a descendant of one of the original Couatl Heralds, brother Riane. He now acts as the leader of the Couatl Heralds faction in the new Hearth and is seen by many as the city's de facto leader, even if he refuses the effective title.

Although he understands that the characters may wish to rest, he requests they meet him at the Hall of Heralds as soon as possible.

FESTIVAL OF THE CHIMERA

On the night they defeat the mega chimera, a huge party is held in honor of the Heroes of Hearth with music, dancing, laughter, and plenty of high-proof wine. The citizens of Hearth carve the great beast and cook its flesh over multiple bonfires throughout the city.

This is a great opportunity for the characters to meet the major players in Hearth (see , "Welcome to Hearth," "City Denizens"). Remember: first impressions are everything! These encounters will inform the characters' opinions for many sessions to come.

If you aren't sure what sort of NPC encounters to run, here are a few suggestions below.

ACALAN GOLDFEATHER

Naturally, the "face" of Hearth makes his presence known at the party, glad-handing and proselytizing. Acalan is friendly and eager to draw the characters to the side of the Couatl Heralds. Already, he's invited them to meet with him in the Hall of Heralds. Anxious for that upcoming meeting, he constantly reminds them and expresses his hopes that they don't ignore him, suggesting that the meeting will be "well worth their time."

BELTRAMO SANTIN

Beltramo Santin is Hearth's wealthiest merchant and the patron of House Santin. He's also a **barbed devil** named Torith in disguise. Although Torith is patient and prefers to keep his schemes to a minimum—especially now that there are such powerful adventurers in Hearth!—he still wants to make sure that he's got his claws wrapped around the characters. Beltramo makes it a point to introduce himself and present gifts to the characters, one rare magic item each. There are no strings attached, either. He explains it's his way of saying "thanks," but it's also his way of securing favor with the characters to use at a later date.

BELTRAMISO SANTIN

The son of the true Beltramo Santin, Beltramiso (or "Little Mo," as he's known), also tries to earn the character's favor. Unfortunately, Beltramiso is a drunkard and a troublemaker. He does little to hide his conspiracy theories regarding Hearth and its citizens, and even blabs that the man who claims to be his father isn't really his father (he's right). If the characters ignore him or degrade the man in any way, he reacts violently, throwing punches and wine bottles. Beltramiso's friends, knowing he's no match for heroes as mighty as the characters, quickly jump in and pull him away.

JADECRY

The adventuring guild known as Jadecry quickly moves to ingratiate themselves with the characters. None of Jadecry's members show jealousy of the characters' accomplishments—on the contrary, they show awe and admiration, thrilled to have role models like them operating in Hearth.

MLAKA

The **rakshasa** Mlaka changes her form to look like a young adventurer named Sally Eighthands so she may attend the party. Initially, she keeps her distance from the characters, hoping to learn what she can about them. A character with a passive Wisdom (Insight) score of 20 or higher notices her lingering around the crowd. Otherwise, she is inscrutable, revealing only that she hoped to explore the area around Hearth and uncover ancient histories—rakshasas cannot be affected by spells of 6th level or lower unless they wish to be. Eventually, Mlaka introduces herself to the characters and thanks them for their efforts against the mega chimera. She is annoyed that the characters foiled her plans but knows better than to show her hand. If an opportunity presents itself in the future for her to act against the characters or manipulate them in an unsafe course of action, she will take it, but values her existence over provoking them into a direct fight.

"THE JAGUAR" KROTOS IRONSHIELD

Krotos (LN male dwarf **veteran**) is the leader of the Seven



Download this map of Hearth
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Gates faction in Hearth. Although he won't admit it, Krotos views the characters as a threat to his status as the foremost military mind of Hearth. After all, the characters defeated the mega chimera when his forces could not. Krotos grandstands against the characters, frequently making snide remarks and publicly challenging them to contests of Strength and Constitution.

Strength Contest. Krotos challenges one of the characters to a wrestling contest—no armor, no weapons, just pure might. If the character agrees, the two may only use grapples against each other. No punching. No kicking. And no biting! (Krotos is missing part of his left ear from the last person who didn't follow that rule.) The first one who pins the other wins the match. To pin a creature, the grappler must succeed on the initial grapple check. Then, while grappling the other, they must succeed on a shove check to knock the target prone. If the target doesn't escape the grapple by the end of its next turn, the match ends and the grappler is the winner.

Constitution Contest. Krotos challenges one of the characters to a drinking contest. If the character agrees, they can't use magic to boost their Constitution or their ability to pass Constitution saving throws. Each round, Krotos and his opponent must down an entire stein of Hearthian Ale. They must then make a Constitution saving throw with a DC equal to 5 plus the number of total drinks consumed. Dwarves (like Krotos) have advantage on these saving throws. If both participants succeed on their saving throws, the contest continues. If both fail their saving throw, the contest ends in a draw. If one succeeds on its saving throw and the other fails, then the one who succeeded wins the contest. Any creature that fails its saving throw during this contest is poisoned for a number of hours equal to the number of drinks they downed.

YOLANDA KAZUL

Yolanda (NE female human **thug**) and her gang the Bloody Coins get pretty drunk during the Festival of the Chimera. Despite her villainous nature, she sees the characters as potential allies. Immediately, she works to befriend them and poison their ears with the idea that Krotos Ironshield is someone not to be trusted. She mentions that he's already been going around disparaging the party for their accomplishments, clearly jealous of their newfound elevation in status.

ZOK TUUDRO

As Grandmaster of the Keronia Society, it's rare that Zok leaves his home outside of the city. Still, the mega chimera attack was a cataclysmic event and not one the city would have survived were it not for the efforts of the characters. Zok makes a brief appearance at the Festival to introduce himself and the Keronia Society. He explains that lately, he's been hunting for a long-lost artifact named . Zok comes off as somewhat strange and eccentric, but nearly everyone in Hearth knows that when it comes to magic and arcane lore, he's the one to ask.

THE HALL OF HERALDS

Once they're ready, the characters should visit the Hall of Heralds. There, they meet the Couatl Heralds. Frequently recognized as the "governors" of Hearth, the Couatl Heralds are a formal organization started by the Last Heralds, the heroes who initially liberated Hearth from Black Tezcatlipoca. Led by Acalan Goldfeather, the Heralds strive to bring law and order to the city while still balancing the freedom of its citizenry.

The Hall of Heralds is an impressive stone building situated in the city's center. After the characters pass through a few antechambers, they reach the heart of the building—a colossal grand hall dominated by a 20-foot-long stone table. Massive sandstone columns support the room's 50-foot-high ceilings. Couatl iconography decorates nearly every square foot of the room's floors, walls, and ceilings.

As the characters enter, Acalan Goldfeather welcomes each with a warm handshake and/or hug. He then places them at the head of the table. All eight of the Couatl Heralds sit around the table, excited to speak with the characters. The members of the Couatl Heralds are as follows:

ACALAN GOLDFEATHER

Acalan Goldfeather, who the characters have already met, is the leader of the Heralds. See page 7 for details about Acalan.

DR. BERT

Dr. Bert is a retired adventurer and world traveler. Currently, he acts as the Couatl Herald's chief explorer. It's rare for Bert to attend meetings like this, since he's usually, aboard his air-

ship, , looking for trouble. Many of Hearth's citizens feel that the mega chimera is Bert's fault, as he didn't seem to notice its approach. Dr. Bert is a LG elephantfolk **druid**.

KHAMAM BEHE

Khamam Behe, the speaker of the Heralds, is a ninety-year-old woman who has been with the city throughout its entire revival. Although Khamam dresses simply, her right hand stands out—it's a mechanical gauntlet made of pure gold. She often keeps her artificial hand covered with her real hand to avoid drawing undue attention to it. Khamam is a LN female human **priest**.

LUKA ALONSO

Luka Alonso is the Heralds' minister of trade. Luka has a good relationship with nearly all of the merchants in New Hearth, including House Santin. She finds most meetings with the other Heralds boring and thus spends her time neatly arranging the coins of her purse on the table while doing various calculations in her head. Luka is a CG female human **bandit captain**.

LINDA ZAKARIAN

Linda Zakarian is a **ghost** that appears as a child. She acts as the Heralds' otherworldly diplomat and usually spends her time in the Ethereal Plane. When the Heralds first reclaimed the temple, they discovered Linda within its ruins, still trapped in a death loop. Recognizing her value as an ambassador between the worlds of the living and dead, Khamam Behe performed a ritual that allowed Linda to reclaim her perimortem consciousness. Now, Linda treats Khamam as a motherly figure (despite being nearly five centuries older than her).

RIKSHAW

Rikshaw is a sentient **shield guardian** and the Herald's minister of magic. The eight-foot-tall construct spends most of its time working alongside Zok Tuudro and the Keronia Society. Having recently dabbled in enchantment spells to improve its understanding of human emotion, Rikshaw is prone to random fits of anger which the others have learned to ignore. As a sentient creature, Rikshaw's Intelligence score is 16, its alignment is Lawful Good, and it can speak Common. Rikshaw chooses its own spells to store using its Spell Storing trait, choosing from its own collection of spellbooks (maximum 4th level). Typically, Rikshaw stores the spell. Rikshaw can also cast and at will. Intelligence is its spellcasting ability for all of these spells (spell save DC 14, +6 to hit with spell attacks).

THATHA THE LIONESS

Thatha the Lioness is the Heralds' head of security. Thatha is a **lamia** who is two centuries old. Despite her age, she suffers from a chaotic bent that often puts her at odds with her colleagues. Also, she is almost always drunk, despite the admonishments of the others.

ZONKE

Zonke is known as the ears of Couatl Heralds, but don't call him a spy—he despises being called that (even if that's what he is). His primary role is to engage with the people of New Hearth and inform the Couatl Heralds about new problems and developments in the city. Generally friendly, he has a quick wit and likes to crack jokes. Zonke is a NG male human **spy**.

THE PROPOSAL

Once all of the Heralds have made their introductions, Acalan gets right down to business.

> "Friends, all of us here on the council—as well as members of the other three guilds that manage New Hearth, whether they want to admit it or not—were deeply impressed by how you handled the mega chimera. Rebuilding Hearth has been a daunting task for us all. Like the heads of a hydra, removing one problem seems to only create two new ones in its wake. Not only does this make growth difficult, but it's starting to strain our relationship with our allies, both internal and external.
>
> "What we would like to propose is that you act as Champions of Hearth. As Champions, you would help manage the day-to-day affairs here in the city and work alongside the four governing factions. Those factions include ourselves, the Couatl Heralds, House Santin, the Keronia Society, and the Seven Gates. We've already spoken with the heads of the other three factions, and they all agree that this step is necessary to keep New Hearth stable.
>
> "As Champions of Hearth, you will deal with any major problems the city faces. This includes but is not limited to existential threats, not unlike the mega chimera you just fought, and internal threats such as organized crime and local cults. Also, as powerful beings, we hope that you can offer some of your talents—especially those of the magical variety—in the restoration of Hearth.
>
> "If you all agree, you'll receive a building here in Hearth to act as your base of operations. The building will come with its own group of servants and helpers to assist in managing your affairs. Plus, we'll provide transportation—both magical and mundane—to ensure you can get where you need to be when you need to be there. Finally, you'll all be paid a monthly stipend of 2,500 gp each.
>
> "What say you?"

The Couatl Heralds will gladly answer any questions the characters have. They hope for a quick answer, too, but will grant the characters up to twenty-four hours to make their decision.

If the characters accept Acalan's proposal, he immediately begins inducting them into their new positions. Proceed to "Chapter 3. Settlement Management."

Should the characters reject Acalan's proposal, they can still advance in the adventure. Proceed to "Chapter 4. Gem Thieves."

CHAPTER 3. SETTLEMENT MANAGEMENT

In Chapter 2, the leader of the Couatl Heralds, Acalan Goldfeather, offered the characters positions as the Champions of Hearth. As the Champions of Hearth, the characters take up the reins as Hearth's city managers and protectors. This chapter details the optional rules for settlement management. If the characters do not wish to help Hearth as city managers, skip this chapter and proceed to "Chapter 4. Gem Thieves."

SETTLEMENT STAT BLOCKS

Settlements, like characters, monsters, vehicles, objects, etc., have their own statistics. A settlement's statistics come into play when the city must defend itself from invaders, generate income and take care of its citizens, or handle issues that affect the city in its entirety such as a plague or civil unrest. This section presents new rules and stat blocks for settlements.

BASIC STATISTICS

A settlement stat block has three main parts: basic statistics, components, and action options. Settlements can't take any actions on their own. Without effort and attention from its managers, a settlement might enter a state of civil unrest, stop functioning, or even fall to ruin.

ALIGNMENT

A settlement's alignment represents the alignment of its leaders, and not necessarily its people. A lawful good settlement has just and fair rulers, whereas a chaotic evil settlement is ruled by vicious creatures who rule by might and threat of death to those who oppose them.

SIZE

Settlements come in four sizes: Village, Town, City, and Metropolis. A settlement's size category is determined by its population, which also gives it a rank, a number ranging from 1 to 4. The characters can assign a number of tasks to the city and its staff equal to its rank.Review the Settlement Size by Population table below for details.

Settlement Size by Population

Rank	Size	Population	Tasks
1	Village	0 - 900	1
2	Town	901 - 6,500	2
3	City	6,501 - 23,000	3
4	Metropolis	23,001+	4

A settlement's size affects many important factors such as the resources it has available to it, the difficulty class for its saving throws and ability checks, its monthly revenue and costs, and so forth.

ABILITY SCORES

A settlement has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Unless the settlement itself is sentient (after all, this is a fantasy world), these ability scores represent the average ability scores for its citizens as well as the overall nature of the settlement's infrastructure.

A settlement's Strength expresses its size, and the durability and quality of its construction. A settlement's Dexterity score represents the settlement's logistics, its ability to respond to dangers, and its overall efficiency. The settlement's Constitution tracks the overall health and resilience of its population. Intelligence is a settlement's education, knowledge, and technology, while a settlement's Wisdom is its morale and ability to perceive potential threats. Finally, a settlement's Charisma illustrates how well it handles diplomatic relations with other settlements and outside parties.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

A settlement's vulnerabilities, resistances, and immunities apply to all its components unless otherwise noted in its stat block.

Settlements are typically immune to poison and psychic damage. Settlements are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

ACTIONS

This part of the stat block specifies what the settlement can do on its turn, using its special actions rather than the actions used by creatures. The settlement's leader decides which actions to use. A given action can be chosen only once during a turn.

COMPONENTS

A settlement is composed of different components, each of which comprises multiple objects:

Defense. A settlement's defense represents its walls, towers, and other structures it possesses that protect its interior components.

Build. A settlement's build represents the quality of its architecture and the overall durability of the settlement itself.

Headquarters. The settlement's headquarters is the location from which its managers operate.

Forces. A settlement capable of defending itself in combat has one or more forces, each of which is operated separately. A force usually represents a unit of twenty or more armed NPCs.

Weapon. A settlement's weapons are special, large-scale weapons that the settlement can use to defend itself. Each weapon is operated separately.

A settlement's component might have special rules, as described in the individual stat block.

ARMOR CLASS

A component has an Armor Class. Its AC reflects the materials used to construct it, and any defensive plating used to augment its durability.

HIT POINTS

A settlement component is destroyed and becomes unusable when it drops to ø hit points. A settlement is turned to ruins if its build is destroyed.

Settlements do not have Hit Dice.

DAMAGE THRESHOLD

If a settlement component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce the component's hit points.

HEARTH STATS

SETTLEMENT MANAGERS

All settlements require people to run it: settlement managers in charge, and the personnel who enact their orders.

TYPES OF SETTLEMENT MANAGERS

Settlement managers oversee the settlement's operations. Below are the six most common settlement manager roles. Larger settlements may create more roles, whereas smaller settlements may be limited to two, or even one role.

Leader. Whether it is a king, governor, mayor, town-master, or presiding military commander, the settlement's leader issues orders. Leaders often have high Intelligence and Charisma scores, as well as proficiency with the Intimidation and Persuasion skills.

Second-in-Command. The leader's second-in-command usually directs the day-to-day operations for the settlement.

Hearth

Town (3,500 citizens), lawful good

Population 200 personnel, 3,300 civilians

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, Hearth can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than 100 personnel. It can't take these actions if it has fewer than 20 personnel.

Attack with Archers. Hearth can attack with its archers.

Attack with Guards. Hearth can attack with its militia.

Fire Mangonels. Hearth can fire its mangonels.

DEFENSE: WALLS

Armor Class 18
Hit Points 500 (damage threshold 20)

Until Hearth's outer walls suffer 100 or more damage, enemy forces cannot target the Hearth's other components with melee weapon attacks. And until the walls are completely destroyed, the settlement's other components have advantage on Strength and Dexterity saving throws made against enemy attacks, and enemy forces and weapons have disadvantage on attack rolls made against the settlement's other components.

BUILD

Armor Class 16
Hit Points 500 (damage threshold 20)

HEADQUARTERS: IXPA TEMPLE

Armor Class 20
Hit Points 500 (damage threshold 20)

The headquarters can be attacked only if the build has taken 100 or more damage. If the headquarters is destroyed, Hearth cannot take actions.

FORCE: ARCHERS (3)

Armor Class 13
Hit Points 90; -1 target per 15 damage taken

Volley of Arrow. The archers fire a volley of arrows at up to three targets that would be visible to the settlement's personnel and are within 600 feet of the settlement. Each target must make a DC 15 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed saving throw or half as much damage on a successful one.

FORCE: GUARDS (3)

Armor Class 13
Hit Points 50; -4 to hit per 25 damage taken

Melee Weapon Attack. +7 to hit, reach 30 ft., one target. *Hit:* 17 (5d6) piercing damage.

WEAPON: MANGONEL (5)

Armor Class 15
Hit Points 100

Ranged Weapon Attack: +5 to hit, range 200/800 ft., (can't hit targets within 60 ft. of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

The second-in-command benefits from the same traits as their leader.

Military Advisor. Military advisors provide the settlement's leader with details on armed conflicts. The advisor may even be the commander-in-chief of the settlement's forces. Military advisors benefit from high Intelligence and Wisdom scores, as well as proficiency with the History skill.

Treasurer. The settlement's treasurer acts as the bookkeeper and money manager. A treasurer benefits from a high Intelligence score, as well as proficiency with the History skill.

Intelligence Advisor. A settlement's intelligence advisor supervises covert activities, both at home and abroad, and manages the settlement's network of spies. Intelligence advisors usually have high Wisdom and Charisma scores, with proficiency in Deception, Perception, and Insight.

Legal Advisor. The settlement's legal advisor manages law enforcement, the settlement's dungeons, and helps create new laws. The legal advisor should have a high Intelligence or Wisdom score, as well as proficiency with the History skill.

POPULATION

A settlement is nothing without its people. While the majority of a settlement's citizens act as civilians, a good portion of the population are also able-bodied personnel who help the settlement's managers maintain operations, as specified in its stat block. The population's skill, experience, morale, and health are defined by its quality score. This score can affect a number of general settlement activities, like the settlement's ability to notice threats or contend with hazards. A settlement's population starts with a quality score of +4, but that score varies over time, going as low as -10 and as high as +10. It decreases as the population takes casualties, suffers hardship, or endures poor health. Similarly, it increases if the population enjoys high morale, good healthcare, and fair leadership.

A typical citizen uses the **commoner** stat block detailed in the Fifth Edition core rulebook for monsters. A settlement's personnel may use the **guard** or **tribal warrior** stat block as befits the nature of the settlement.

CIVIL UNREST

A poorly led or mistreated population might turn against its managers. Once per day, if a settlement's quality score is lower than 0, the leader must make a successful DC 10 Charisma (Intimidation or Persuasion) check modified by the population's quality score.

If the check fails, the population's quality score decreases by 1.

If the check total is 0 or lower, the settlement enters a state of civil unrest. The population becomes hostile to the settlement's managers and might attempt to kill, imprison, or exile them. The population might be cowed into obedience through violence, combat, or offers of rewards like spoils of war followed by another DC 10 Charisma (Intimidation or Persuasion) check.

When the civil unrest ends, the settlement's quality score increases by 1d4.

SETTLEMENT UPGRADES

As a settlement grows and gains coin from taxes, conquests, trade, and other natural resources, its leaders may implement upgrades to improve its defenses and the population's overall quality of life. The upgrades below can replace a settlement's existing components or provide a new element to augment the settlement's abilities.

Adding an upgrade requires the settlement's managers to undertake the build an upgrade activity to plan and launch the construction, which then has the cost and takes the time to build listed in the upgrade chart. During that time, the settlement cannot be engaged in combat. If the settlement enters a combat encounter, the work must start over, but the settlement does not need to pay the plan/launch cost a second time.

DEFENSE UPGRADES

The following upgrades can be constructed to aid in the settlement's general defense.

Defense Upgrade	Construction Cost	Construction Time
Moat (8-foot, dry)	5,000 gp / rank	30 days
Rampart	5,000 gp / rank	30 days
Palisade	5,000 gp / rank	30 days
Wall	100,000 gp / rank	500 days
Drawbridge	2,500 gp	15 days
Gatehouse, wooden	2,500 gp	15 days
Gatehouse, stone	15,000 gp	100 days
Watchtower	2,500 gp	15 days
Fortified tower	15,000 gp	100 days
Blockhouse	5,000 gp	40 days
Keep or small castle	50,000 gp	400 days
Large castle	500,000 gp	1,200 days
Secret tunnel	25,000 gp	200 days

Moat: a dry ditch, 8 feet wide and deep, surrounding the settlement. For double the cost, it can be 12 feet deep and wide. For an extra 50 percent cost, the moat can be water-filled.

Rampart: a wall or berm made of packed earth, 8 feet high, surrounding the settlement. For double the cost, it can be 12 feet high.

Palisade: an 8-foot high wall of logs surrounding the settlement. Includes one set of wooden gates. For double the cost, it can be 12 feet high.

Wall: a 12-foot tall crenellated stone wall with a wall-walk behind it surrounding the settlement.

Drawbridge: a heavy wooden drawbridge crossing a gap between the approaching road and the gate or gatehouse. Cost includes creating a gap that the drawbridge spans.

Gatehouse: a defensive structure straddling the entry gate to the settlement from which defenders can fire down on

anyone coming through the gate.

Watchtower: a 30-foot-tall wooden tower from which defenders can keep watch and fire on attackers from cover on the platform.

Fortified tower: a 30-foot-tall stone tower with crenellations to defend the settlement. It can be incorporated into a surrounding wall or a keep.

Blockhouse: a two-story wooden keep entered only by a ladder which can be pulled inside, and with an upper story that overhangs the lower story allowing defenders to fire down on attackers.

Keep or small castle: a reinforced 2-story stone building with a cellar that can house a small force of defenders.

Large castle: a stone defensive structure including walls, towers, and a keep that can house a large force of defenders.

Secret tunnel: a tunnel that goes from somewhere inside the settlement (usually the keep or headquarters) to a hidden secret exit located some distance away from the settlement. It is mainly useful during a siege or attack, as an escape route or way to send and receive messengers or couriers or to sneak out a small raiding party to disrupt the attackers.

Magical help: if a spellcaster who can use the cantrip or spell is employed in the construction of a moat or rampart, the construction time is reduced by half. If a spellcaster who can cast is employed in the construction of a stone wall, tower, gatehouse, keep, or castle, the construction time is likewise reduced by half. If the mage works for free (e.g. is a player character), the construction cost is also reduced by half.

BUILD UPGRADES

Some sample upgrades to a settlement's build are listed in this chart.

Build Upgrade	Construction Cost	Construction Time
Strengthen buildings	2,000 gp / rank	30 days / rank
Improve streets	1,000 gp / rank	30 days / rank
Street lighting	500 gp / rank	10 days
Sewers and storm drains	5,000 gp / rank	60 days
Wells or cisterns	1,000 gp / rank	30 days

Strengthen buildings: this represents a campaign to strengthen buildings throughout the settlement to better withstand one kind of natural disaster common to the area, such as earthquake, flood, sandstorm, or hurricane.

Improve streets: the settlement's streets are paved, widened, smoothed, resurfaced, or otherwise made better than they were.

Street lighting: a system of streetlights or lanterns is installed at intersections and along major routes, reducing crime at night and extending the length of the productive day by allowing for more public activity at night.

Sewers and storm drains: a network of trenches, pipes, or tunnels is dug to carry away wastewater and stormwater, reducing disease and flooding.

Wells or cisterns: wells are dug to draw groundwater or cisterns are constructed to collect and save rainwater for the free use of citizens. Alternatively, this could be an aqueduct bringing water from a nearby mountain spring or lake.

HEADQUARTERS UPGRADES

The headquarters can be upgraded beyond simple offices and meeting rooms by adding various special features, such as those listed below.

Headquarters Upgrade	Construction Cost	Construction Time
Chapel	1,000 gp / rank	30 days / rank
Defenses	1,000 gp / rank	20 days
Library	5,000 gp / rank	30 days / rank
Scrying device	50,000 gp	100 days
Teleportation circle	100,000 gp	365 days

Chapel: a chamber or suite dedicated to a god or gods worshipped by the settlement's leaders, for their exclusive use in daily prayer and meditation.

Defenses: the headquarters is "hardened" against attack or infiltration, with stronger doors, guard posts, and barred windows. This does not make the headquarters as strong as a blockhouse, keep, or castle.

Library: a collection of useful research materials is stored at the headquarters for the exclusive use of the characters and settlement leaders. At the GM's option, it may provide advantage on certain ability checks that involve research or planning.

Scrying device: a scrying device in the form of a crystal ball, scrying bowl, or magic mirror is installed in the headquarters. (If removed, it ceases to function.)

Teleportation circle: a mage is hired to install a permanent in the headquarters.

WEAPON UPGRADES

Additional weapons can be purchased for the defense of the settlement from attackers.

Weapon Upgrade	Construction Cost	Construction Time
Ballista	400 gp	one week
Mangonel	600 gp	two weeks
Trebuchet	1,200 gp	three weeks
Animated Ballista	2,500 gp	30 days
Animated Armor	5,000 gp	40 days
Shield Guardian	55,000 gp	90 days

Ballista, Mangonel, or Trebuchet: this is the cost to build and install the weapon and train a crew in how to operate it. Ammunition cost is extra. (Ballistae bolts cost the same as javelins; mangonels and trebuchets can fire various ammunition including stones or filled barrels.) A settlement can add a number of siege weapons up to its settlement rank per defense upgrade activity. For example, a town could

install two new ballistae in one week by paying 8øø gp. Non-magical siege weapons do not require an extra setup cost in the Build an Upgrade task.

Animated Ballista: this is like a normal ballista but it has been enchanted to load, aim, and fire itself at attackers without a crew, once activated. It requires the Build an Upgrade task to find a mage and the required materials

Animated Armor or Shield Guardian: a mage can be hired to create one of these constructs to protect the settlement. The Build an Upgrade downtime task must first be undertaken to find a mage able and willing to provide this service. The construct defender belongs to the settlement and is programmed to stay in the vicinity for defense; it cannot go with the party on adventures.

MISCELLANEOUS UPGRADES

Players may devise all kinds of upgrades they might wish to bless their settlement with. They must work with the GM to determine the cost and construction time for them. Some sample miscellaneous upgrades are listed in this chart.

Build Upgrade	Construction Cost	Construction Time
Cathedral	200,000 gp	2 years
House, small	1,000 gp	30 days
House, medium	1,500 gp	45 days
House, large	3,000 gp	60 days
Museum or library	3,000 gp / rank	30 days / rank
Market	1,000 gp / rank	60 days
Monument	20,000 gp / rank	30 days / rank
Public baths	2,000 gp / rank	60 days
School	15,000 gp / rank	100 days / rank
Stadium	5,000 gp / rank	60 days / rank

Cathedral: a large, grand temple.

House: a private dwelling. A small house would house a single person or a couple with one child; a medium house would house a couple with several children; a large house would house an extended family. A single use of the Build an Upgrade task can plan out an entire neighborhood of new homes for future construction.

Market: an area where merchants can set up booths to sell goods to residents and visitors.

Monument: a statue, monolith, arch, fountain, or other structure to celebrate a significant person or event from the settlement's history.

Museum or library: a collection of reading materials or historical, natural, and magical exhibits accessible to the general public.

Public baths: a facility for the public to bathe.

School: a facility for education; in a town this could be a college, in a city it could be a university. Includes an initial faculty of teachers.

Stadium: a facility for sports or games with seating for spectators, sized appropriately for the settlement.

SETTLEMENTS IN COMBAT

Whether the settlement is pitted against fearsome marauders or engaging other settlements with their own forces, settlements that enter battle are a force to be reckoned with. This section provides guidance on using settlements in combat.

SETTLEMENTS AND INITIATIVE

A settlement rolls initiative using its Dexterity, and it uses its population's quality score as an additional modifier to that roll.

On the settlement's turn, the leader decides which of the settlement's actions to use.

SPECIAL MANAGER ACTIONS

During an encounter, the leader, second-in-command, and military advisor have access to three special action options: Emergency Repairs, Rally, and Tactics.

EMERGENCY REPAIRS

As an action, the settlement's leader, second-in-command, or military advisor directs the settlement's personnel to make repairs. The manager rolls 1dıø for each level of the settlement's size category (1dıø for villages, 2dıø for towns, and so on). The result is the total number of regained hit points divided among the settlement's components.

RALLY

As an action, the settlement's leader, second-in-command, or military advisor targets one of its forces with a riveting speech. The manager makes a DC ıø Charisma (Persuasion) check and adds a modifier equal to the population's quality score. On a success, the force has advantage on the next attack roll that it makes so long as the attack is made before the start of the manager's next turn.

TACTICS

As an action, the settlement's leader, second-in-command, or military advisor makes an Intelligence (History) check. The manager chooses the DC of the check, which can be ıø, 15, 2ø, or 25. On a success, the settlement gains a bonus to its AC, attack rolls, and Strength and Dexterity saving throws until the start of the manager's next turn. If the check isn't successful, the settlement's enemy gains the bonus instead. The size of the bonus is determined by the DC of the check, as shown on the Settlement Tactics table below.

Settlement Tactics

DC	Bonus
10	+1
15	+2
20	+3
25	+5

MANAGING THE SETTLEMENT

Managing a settlement utilizes the downtime activities discussed in the Fifth Edition core rulebook and a few of the supplements. This allows the players and GM to make the breaks between adventures a compelling part of the campaign. In addition to the normal downtime options available to characters, the rules below present new robust downtime activities from which the characters may choose.

In addition to the downtime activities that characters can undertake on their own, the settlement's steward may also take downtime activities, carrying out the orders of the characters and the settlement's NPC managers. This lets the players direct behind-the-scenes activities even as the characters focus on adventuring and saving the world.

STEWARD

A steward acts as the settlement's administrator and works directly for the settlement's managers. Generally, they reside within the settlement and work from the settlement's headquarters. When the characters aren't present, they update the managers by issuing communications via dedicated messengers (at no cost to the characters). A settlement's steward is an NPC proficient in Persuasion and two other skills of the GM's choice. Even during times of civil unrest, the steward follows the characters' instructions to the best of their ability and always remains loyal.

SETTLEMENT COSTS

Running a settlement doesn't come for free. Settlements generate revenue but require regular upkeep to maintain their roads, public buildings, investments, and surrounding areas.

If a settlement's costs leave the settlement low on funds, the settlement's managers may be forced to pay the costs out of pocket. Alternatively, the characters may use downtime and the settlement tasks presented in this chapter to improve the settlement's logistics and lower its costs or engage in non-adventuring activities to bring in more gold. The settlement's steward directs related finances and makes all necessary payments to the settlement's stakeholders and other agents as long as sufficient funds are available.

BASELINE COSTS

The baseline monthly revenue and cost of a settlement is equal to 1 gp per member of the settlement's population. These costs differ from the costs found in other Fifth Edition rulebooks. This is due to economies of scale.

SETTLEMENT COFFERS

Usually, the amount of gold a settlement has at its disposal is kept separate from the gold and treasure held by characters. When performing a managing the settlement check detailed later in this chapter, costs are pulled from the settlement's coffers and not the characters. Likewise, any revenues remaining after paying costs are kept within the settlement's coffers. Of course, the characters are free to mix the two at the GM's discretion. Such practices, however, are usually frowned upon by treasurers and the settlement's population.

MONTHLY SETTLEMENT PERFORMANCE

Each month, a settlement performs the managing a settlement task which is detailed below. This represents the revenue raised from taxes or tariffs, and the costs a settlement must pay to maintain quality of life for its residents.

DEFAULTING

Failure to pay these costs each month may result in a reduction in quality for the settlement's population which could lead to civil unrest, as it means tasks aren't done or workers and suppliers aren't fully paid. The Defaulting table below shows the amount by which the population's quality falls based on the amount defaulted.

Defaulting

Costs Paid	Quality Score Adjustment
110% or more	+1
100-109%	+0
75-99%	-1
50-74%	-1d4
0-50%	-1d6

SETTLEMENT TASKS IN THE CAMPAIGN

By allowing settlement tasks to take place not just during downtime but while the characters are adventuring, it's possible for characters to try to push the pace of the campaign. Characters might try to avoid taking downtime of their own in favor of having their settlement's personnel and NPC managers take care of the non-adventuring elements.

Using the traditional approach to downtime, settlement tasks can be run at set breakpoints during the campaign. When the characters return from adventuring, they take on some of the responsibility for managing the settlement while making settlement personnel available for other activities under their guidance. Using this method, characters and personnel run downtime simultaneously between sessions of adventuring.

A different approach to downtime sees the characters direct settlement management activities at any point during the campaign, alongside traditional adventuring. During any game session, the characters can decide to focus on what the settlement's personnel are up to by issuing orders and making checks to determine the success of the settlement's tasks. If those tasks tie strongly into the adventure, franchise tasks can effectively become a fourth pillar for a Fifth Edition game alongside exploration, social interaction, and combat.

SELECTING SETTLEMENT TASKS

No matter which method you choose—between adventures or as ongoing activities—the settlement's size rank puts a hard limit on the number of tasks that the settlement's personnel can undertake. See the Settlement Size table earlier in this chapter for details. Note that this limit is only for the settlement tasks undertaken by the non-player-character personnel. Characters are free to undertake whatever downtime activities the DM allows, as normal.

For each available settlement task slot, players can allocate personnel (an amorphous number, but assume at least one or two NPCs) to a chosen settlement task. Those tasks can include any of the downtime activities discussed in other Fifth Edition rulebooks and supplements, and the new activities in this section. When all of a settlement's task slots are filled one of those tasks must be completed before personnel can be allocated to a new settlement task. The one exception to this rule is the managing a settlement activity, presented later in his action. That activity must be performed by the settlement as a whole but does not require that specific characters or personnel be allocated to it.

MAKING TASK CHECKS

When a settlement task requires an ability check, the settlement uses its own ability check modifier to determine success. Alternatively, the settlement can use the check modifier of a character or NPC overseeing the task and giving the personnel direction. This can encourage the characters to develop closer relationships with franchise staff through roleplaying and keeps the players involved in the settlement's day-to-day-operations.

COMPLICATIONS

Settlement activities might introduce ongoing complications to the campaign. This may include bringing the settlement, its personnel, and the characters into conflicts with rivals.

Each time the characters engage in a downtime or direct their personnel in a settlement task, the players and the GM can think about how those tasks and activities might complicate the ongoing campaign narrative, and how the settlement's enemies—or potential enemies—might get caught up in those complications.

When a complication comes into play during downtime or settlement activities, the GM determines the particulars. The activities presented in his chapter all come with tables of possible complications, but the GM is free to come up with even more troublesome scenarios to suit the campaign.

DOWNTIME AND SETTLEMENT ACTIVITIES

In addition to the downtime activities found in other books, characters and their settlement personnel can undertake the new activities presented in this section, either as regular downtime activities or as settlement tasks that can be undertaken at any time.

The length of time required for these new settlement activities varies, usually one or more weeks. All the normal rules for downtime must be followed by the character or NPC(s) undertaking the downtime or settlement activity, including spending 8 hours each day engaged in that activity for the day to count toward the activity's completion.

All costs related to downtime and settlement tasks add to the settlement's monthly costs, as detailed in the "Managing a Settlement" section below. Some downtime and settlement activities might alter the settlement's costs directly, raising or lowering the costs for one or more months.

BREAD AND CIRCUSES

Keeping a settlement's population happy is a tricky thing. Hazards and threats, high taxes, poor health, and other detriments will quickly reduce a settlement's quality score. Thus, some leaders turn to rest, relaxation, and entertainment to distract the population from their problems.

Resources. Bread and circuses cover at least one week of events. The events cost 5ø to 25ø gp per settlement rank, as determined by the GM.

Resolution. The character overseeing the events or the GM determines the nature of the event. The character or the settlement makes a Charisma (Persuasion) check. With the GM's approval, different ability checks and skills might be allowed if they tie in to the specifics of the event. A participant has advantage on their check if the GM decides that the event appeals to the settlement's population. All checks gain a +1 bonus for each additional 1øø gp spent per rank beyond the initial costs, plus a modifier equal to the population's current quality score.

Bread and Circuses

Check Total	Benefit
0 or less	The population scorns the event; the population's quality score is reduced by 1.
1 - 5	The event has no effect on the population's current quality score.
6 - 10	The event is well-received by the settlement's population; the population's quality score increases by 1.
11 - 20	The event is a smash hit; the population's quality score increases by 1d4 + 1.
21+	The event is so popular, it is remembered as one of the greatest events the settlement has ever had. The population's quality score increases by 1d6 + 2.

Complications. A result of ø or less is a complication unto itself. However, the GM may determine that even successes may result in complications, choosing one or rolling on the Bread and Circuses Complications table.

Bread and Circuses Complications

d6	Complication
1	The population gets especially rowdy during the event, resulting in damages to many of the settlement's buildings. The event incurs additional costs equal to 50 to 250 gp per settlement rank, as determined by the GM.
2	The event distracts the population and the settlement's personnel, leading to rampant crime.
3	During the event, enemies of the settlement sneak into the settlement and steal important information and/or kill important individuals.
4	An outside danger attacks the settlement during the event, catching them off guard. The settlement has disadvantage on its initiative check.

d6	Complication
5	The event is so popular that the settlement's population demands an encore. If the settlement managers do not agree to put on the event again, the population's quality score is reduced by 1.
6	A hazard occurs during the event, which the characters and their personnel must deal with. See the section on hazards below for details.

BUILD AN UPGRADE

As the settlement's population grows, the more the settlement will need to expand, build, and improve. Upgrades can be as simple as paving its streets to make travel easier or as complicated as building a 200-foot-tall monolith to represent its might.

Resources. The characters choose from the list of available settlement upgrades included on page 12. First, the settlement must pay the associated costs to begin the upgrade. Then, the settlement must dedicate the listed number of weeks to build the upgrade. The cost of the update can be split between each week of the upgrade. If the settlement can't or won't pay the ongoing costs in that case, work on the upgrade ceases and the upgrade remains unfinished.

Resolution. One character or the steward acts as the lead for this activity, making an Intelligence (Arcana or History) check to draft plans for the upgrade. Refer to the Upgrade Plans table below to determine the rate of success for the plans. If the characters agree with the plans and any additional costs, the settlement starts to build the upgrade.

Upgrade Plans

Check Total	Outcome
1 - 5	The plans are a total failure. The settlement must wait 30 days before they attempt the upgrade again.
6 - 10	The plans fail to predict unforeseen costs. The ongoing costs for building the upgrade are 1.5 times their usual cost.
11 - 20	The settlement successfully drafts plans without any difficulty.
21+	The plans reveal previously unforeseen ways to save money. Reduce the ongoing costs to build the upgrade by 20%.

Complications. A result of 5 or less is a complication unto itself. However, the GM may determine that even successes may result in complications, as detailed on the Build Upgrade Complications table below.

Build Upgrade Complications

d6	Complication
1	A local faction or powerful NPC tries to stop the upgrade's construction. Until the characters can persuade or bribe the interlopers to back off, production grinds to a halt.
2	During construction of the upgrade, the builders reveal a previously unknown hazard such as a monster lair or natural phenomenon. Until the danger is dealt with, production grinds to a halt.
3	The workers go on strike. Until the characters can persuade, replace, or meet the demands of the workers, production grinds to a halt.
4	There is an accident on the build site, injuring many of the workers. The ongoing costs for the upgrade increase by 200% for one week.
5	The population does not like or agree with the upgrade. Reduce the population's quality score by 1.
6	A hazard occurs during the construction. The settlement must make a DC 15 Strength saving throw. On a failed saving throw, the upgrade collapses. The settlement must start over from scratch.

MANAGING A SETTLEMENT

Managing the settlement represents all the day-to-day duties, direction and decisions that fall to the leaders of a settlement to keep the community prosperous and running smoothly. Revenue must be collected to cover the costs of running the settlement. The normal monthly budget is assumed to be based on the usual monthly revenue, but if events reduce revenue or raise costs, the difference must be made up from the coffers or other sources. If not, then the services forgone or unpaid will lower the population quality as described earlier under Settlement Costs - Defaulting. On the other hand, in a good month, revenue might exceed costs, adding any surplus to the coffers for future use or spending some of it to improve population quality.

Resources. This activity is unlike the other downtime activities in this section, as it must be undertaken every month. Managing the settlement can be done without allocating any specific characters or leaders to the task. However, a favorable outcome is much more likely if characters or leaders focus on it. Each month, the players choose how many days each character or leader spends managing the settlement that month; during this time, those individuals must remain in the settlement and cannot take part in any other downtime activities (normal or settlement-related) or adventuring.

Resolution. The group nominates one player to roll percentile dice. To this roll is added the number of days that each character or community leader dedicates to this task. The roll is then further adjusted by adding the current population quality. The total is checked on the Managing a Settlement Results table. Monetary results are calculated from the baseline monthly cost of the settlement, which is 1 gp per resident. These represent the net cost to be paid, or savings to be set aside, after this month's revenue is applied to this month's costs.

Managing a Settlement Results

Check Total	Outcome
1 - 10	A disastrous month. Additional monthly costs are double baseline.
11 - 20	Setbacks raise monthly costs by 150 percent of baseline.
21 - 30	The settlement struggles this month, extra costs equal baseline.
31 - 40	The settlement performs poorly this month. Extra costs are 50 percent of baseline.
41 - 50	The settlement has a weak month, extra costs are 25 percent of baseline.
51 - 60	The settlement has an average month, revenues match expenses.
61 - 70	The settlement is more productive than average. Revenues exceed baseline by 25 percent.
71 - 80	The settlement does very well this month. Revenues exceed baseline by 50 percent.
81 - 90	The settlement has an excellent month. Revenues exceed baseline by 75 percent.
91+	This month will go down in management history; revenue is double baseline.

Complications. Any deficit result is a complication unto itself, especially if it results in default, but the GM may choose from or roll on the Managing a Settlement Complications table to come up with a reason for that month's poor performance. Even in a relatively successful month, something may complicate the situation, at the GM's option.

Managing a Settlement Complications

d6	Complication
1	A guild, temple, or other organization has a dispute with the settlement's leaders and withholds taxes.
2	A guild, temple, business, household, or faction gets into a feud with a rival, resulting in losses for the settlement as a whole.
3	A part of the labor force goes on strike and costly replacements must be brought in.
4	A crime wave frightens residents off the streets and businesses lose trade.
5	A vital piece of infrastructure fails unexpectedly and must be rebuilt. Sabotage is suspected.
6	A minor natural disaster like hail, floods, drought, or an epidemic affects the settlement's population or food supply.

CLANDESTINE ACTIVITIES

The leaders of a settlement may decide to boost their finances by secretly undertaking immoral, illegal, or unethical activities. Examples of clandestine activities include theft of treasure from another settlement, sabotage of a competitor's activity, sponsoring or harboring a gang of bandits or pirates to prey on trade routes, allowing smugglers to operate out of the settlement, spying on another organization, accepting bribes to shelter fugitives from the law, or working with the thieves' guild to rob wealthy citizens. The players should suggest an activity and the GM can customize the costs and ability checks accordingly. Below are some basic suggestions.

Resources. Clandestine activities require at least two weeks and cost 100 gp per settlement rank per week.

Resolution. One character oversees each stage of the clandestine activity. Three ability checks must be made in order; the same character can make the first check and one of the other two, or each check can be made by a different character. The first stage requires an Intelligence (Investigation) check to research the target and devise a plan. The second stage requires two checks by two different characters: a Charisma (Deception) check to cover the activities before, during, and after they take place, and a Dexterity (Stealth) check to carry them out. The DC of each check is randomly determined by the GM by rolling 2d10 + 5, rolled separately for each stage. The total number of success rolled determine the overall success of the campaign as below.

Clandestine Activities

Successes	Benefit
0	The clandestine activity is discovered before it can succeed, and the settlement's leaders are brought into disrepute.
1	The clandestine activity fails but is not discovered.
2	The clandestine activity is a moderate success; profits are enough to pay one month's settlement expenses.
3	The clandestine activity goes better than expected; profits are enough to pay three month's settlement expenses.

Complications. A result of 0 successes indicates that the clandestine activity incurs a complication. However, the GM may determine that even a successful result may trigger a complication, at the GM's discretion. In either case, the GM can choose one or roll on the Clandestine Activities Complications table.

Clandestine Activities Complications

d6	Complication
1	The character making the Dexterity (Stealth) check is captured or arrested.
2	A rival settlement or organization discovers and threatens to expose the activity unless they are given a substantial cut.
3	One of the operatives involved in the activity tries to blackmail the characters.
4	The settlement's residents become aware that their leaders are behind this activity.

d6	Complication
5	One of the victims of the activity vows to uncover and punish those responsible.
6	The treasure or payments received turn out to be fake, counterfeit, or cursed.

DIPLOMACY

An attempt is made to improve relations with a neighboring settlement or an organization or faction active in the region.

Resources. Diplomacy requires one week and costs 100 gp per settlement rank.

Resolution. One player character or NPC serves as emissary to the other party, making a Charisma (Persuasion) check on the following table to find the results. (In the case of an NPC, the settlement's Charisma to make the check instead). Each additional 100 gp spent per settlement rank (for bribes, gifts, or a more impressive retinue) adds +1 to the roll, to a maximum of +5.

Diplomacy

Check Total	Outcome
1- 5	The character's efforts are so inept that the other party becomes less friendly or more hostile toward the settlement.
6 - 10	The diplomatic mission takes place, but has no effect on relations.
11 - 15	The emissary successfully makes contact and opens or improves relations.
16 - 20	The settlement establishes strong relations with the other party.
21+	As a result of excellent diplomacy, the other party offers to provide a favor, service, or aid to the settlement.

Complications. A result below 6 is a complication unto itself. However, the GM may determine that even success may result in complications, choosing one or rolling on the Diplomacy Complications table.

Diplomacy Complications

d6	Complication
1	A member of the diplomatic mission inadvertently revealed an embarrassing secret or gossip about the settlement's leadership to the other party.
2	The other party requires the character or another settlement leader to marry one of their own to seal the relationship.
3	As part of negotiations, the character agreed to participate in an onerous, dangerous, or mysterious ritual or ceremony.
4	A competitor or rival becomes aware of the diplomatic mission and launches their own competing overtures.
5	The character discovers a dark secret about the other party that reduces the desirability of having close relations with them.
6	A hazard occurs along the way or in the community being visited, which the emissaries and their personnel must deal with. See the section on hazards below for details.

ENCOURAGE IMMIGRATION

The settlement can only grow if more people are willing to live and work there. A sustained campaign to draw new residents can allow a settlement to grow to the next rank.

Resources. Encouraging immigration requires at least three weeks and costs 100 gp per settlement rank per week.

Resolution. One character oversees each week's stage of the marketing campaign to attract new citizens, designing messages and having them delivered to places where potential immigrants might be found, then cementing any interest. Three ability checks must be made in order, one for each week/stage of the campaign; the same character can make all checks, or each stage can be handled by a different character. The first week requires an Intelligence (History) check to design the marketing campaign. The second week requires a Wisdom (Insight) check to deliver the message effectively. The third week requires a Charisma (Persuasion) or Charisma (Deception) check to manage the response.

Extra money can be spent each week at a rate of 100 gp per settlement rank to gain a +1 on that week's roll (only), to a maximum bonus of +5 per check. If there has been a recent successful result from the Bread and Circuses, Build Upgrade, Diplomacy or Explore Territory that would make the settlement more attractive, the GM may add a bonus to the 2nd and/or 3rd week's rolls at their discretion.

The DC of each check is randomly determined by the GM by rolling 2d10 + 5, rolled separately for each week. If the Raise Taxes activity has been undertaken in the past few months, the GM may apply a +2 penalty to the DC of the 2nd and 3rd weeks. Apply the total number of successes to the following table to reveal the overall success of the campaign.

Encourage Immigration

Succceses	Benefit
0	The campaign is a total failure, even the marketers sent to deliver the message decide not to return home. The settlement's population decreases by 5%.
1	The campaign is a minimal success; the settlement's population increases by 5%.
2	The campaign is a moderate success; the settlement's population increases by 10%.
3	The campaign is stunningly successful; the settlement's population increases by 20%.

Complications. At the GM's discretion, the campaign to encourage immigration may encounter complications, choosing one or rolling on the Diplomacy Complications table.

Encourage Immigration Complications

d6	Complication
1	There is insufficient housing or work for new residents.
2	While advertising the settlement, the agents discover that another settlement is trying to recruit from the same population.
3	The campaign is successful in getting people to relocate, but instead of coming to this settlement, they move to another, similar one nearby.
4	The marketing campaign insults or alienates another settlement's population or leaders, who demand apologies.
5	The campaign is beset by rumors of a dangerous cult or tyrannical leader running the settlement.
6	The campaign succeeds in attracting new residents but many of them are fugitives, criminals, beggars, lepers, or other undesirables, lowering the settlement's population quality by 1d4.

EXPLORE TERRITORY

Exploring a settlement's nearby environs may reveal previously unknown resources, features, or adventuring locations or, on the other hand, dangers to be addressed. Exploration can be done any number of times, exploring new areas, making new discoveries or finding things that have changed since the last exploration.

Resources. Exploration requires at least one week and costs 200 gp per settlement rank. Spending more money or time increases the chance of finding something beneficial to the settlement.

Resolution. One player character or settlement NPC directs this activity, making a Wisdom (Survival) check to oversee the exploration campaign (for an NPC, the settlement's Wisdom can be used to make the check). Each additional 100 gp per settlement rank or week of time spent exploring grants a +1 to the roll, up to a maximum of +10.

Explore Territory

Check Total	Outcome
1 - 5	Major peril.
6 - 10	Minor peril.
11 - 15	Nothing notable discovered.
16 - 20	New area of farmland.
21 - 25	Valuable resource.
26 - 30	New ally.
31+	Adventure location.

Major Peril. This result indicates that an event or entity which imperils the existence of the settlement has been discovered. Consult the section on hazards, below, for details. The settlement's monthly costs increase by 50% until the peril has been dealt with.

Minor Peril. This result indicates the discovery of a threat which endangers the satisfactory running of the settlement, such as the lair of a dangerous predator, encroachment by a rival organization or settlement, or a plot by some enemy of the settlement. The settlement's monthly costs increase by 25% until the peril has been dealt with.

New Farmland. An area suitable for cultivation has been found where a new farming village can be founded. Each time this exploration result is found, you can add an additional +5 to any rolls for the Encourage Immigration activity, and the opportunity to start new farms increases the population's quality score by 1d4.

Valuable Resource. High-quality lumber, quarriable stone, a mining site or a hot spring has been discovered. The income from exploiting this resource lowers the settlement's net monthly costs by 25 percent for 2d4 months. Alternatively, at the GM's option, discovery of lumber or building stone can give a bonus or discount to activities that involve building or upgrading the settlement's structures, if such activity is planned or already in progress. As another alternative, if the settlement is under threat of attack, this could be the discovery of an ideal position for an ambush, a watchtower, or a network of caves where the population could take shelter.

New Ally. An individual or monster is found living nearby who could provide valuable information or lore about the area, or even help with defense if the settlement is attacked. The GM can determine the nature of the ally and what sort of lore is available, which could (for example) provide a +5 boost to a future roll to Explore Territory, Gather Intelligence, or attempt Diplomacy.

Adventure Location. The entrance to a forgotten tomb, ancient ruin, lost wizard's tower, or other place an adventuring party might like to delve is discovered near the settlement.

Complications. A result of 1 – 10 is a complication unto itself. However, the GM may determine that even success may result in complications, choosing one or rolling on the Explore Territory Complications table.

Explore Territory Complications

d6	Complication
1	One or more explorers go missing. The characters must investigate their fate.
2	There is a dark secret about the discovery, or it comes with a hidden curse.
3	The farmland or resource is depleted faster than expected or destroyed by a disaster, or the ally suddenly leaves or disappears.
4	The people exploiting the land or resource declare independence, or the ally changes their allegiance.
5	Another settlement or organization declares a competing claim to the land, resource, location or ally which has been discovered.
6	Bandits, highwaymen, or hostile tribes harass the route between the settlement and the discovery.

GATHER INTELLIGENCE

An attempt is made to discover useful lore about the history of the settlement, something about other settlements or organizations/factions in the region, or ancient or special locations nearby, such as might have been discovered by the Explore Territory activity.

Resources. Gathering intelligence requires one week and costs 50 gp per settlement rank.

Resolution. The GM determines the precise skill for the check, depending on the nature of the lore being sought. One character does research making an Intelligence (Arcana, History, Investigation, Nature or Religion) check, or seeks out an authority or expert and makes a Charisma (Deception, Performance, or Persuasion) check to convince them to share their knowledge. If the research is done within the settlement by settlement NPCs, the settlement's Intelligence can be used for the check. Consult on the following table to find the results. Each additional 50 gp spent per settlement rank (for research materials/assistants or gifts) adds +1 to the roll, to a maximum of +5.

Gather Intelligence

Check Total	Outcome
1- 5	No results.
6 - 10	1 relevant fact is learned.
11 - 20	2 relevant facts are learned.
21+	3 relevant facts are learned.

Complications. Whenever intelligence is gathered, the GM decides whether a complication occurs, choosing one or rolling on the Gather Intelligence Complications table.

Gather Intelligence Complications

d6	Complication
1	One of the facts learned is actually false.
2	The subject of the intelligence gathering becomes aware that someone is looking into them.
3	The character conducting the research is targeted by a magical effect or curse.
4	The attention of some kind of extraplanar entity is inadvertently drawn by the intelligence gathering.
5	A competitor, rival, or enemy secretly learns or copies the intelligence gathered.
6	The character discovers that the subject of the research is completely different than was assumed.

IMPROVE SETTLEMENT ABILITY

This is a program to raise one of the settlement's six basic abilities. Strength can be raised through improving building resilience, Dexterity through improving organizational efficiency, Constitution through addressing general health, Intelligence with education or skills training, Wisdom with focus on morale and awareness, or Charisma with improvements in how the community presents itself.

Resources. The players and GM work out between them what method will be used to improve the ability, how long it will take (a minimum of one week to plan and two weeks to carry out), and who is involved in the activity. The GM will then set a weekly cost for the program, multiplied by the settlement's rank.

Resolution. Three checks must be made: the DC of the checks are the same as the current value of the ability being raised, plus 4. That ability's modifier is added to the roll, as is the current population quality of the settlement. The first check is to plan the program, the other two are to carry it out. A character undertaking the planning phase (which requires one week) may also apply their Intelligence (History) or Wisdom (Insight) modifier to the check. A character supervising a week of implementation may apply an ability or skill bonus at the GM's discretion. Spending additional funds (multiplied by settlement rank and number of weeks of activity) may provide a bonus to the roll, as determined by the GM.

Improve Settlement Ability

Successes	Benefit
0	The population resists the program; the ability score is reduced by 1.
1	The program has no effect on the ability.
2	The program is successful; the ability score increases by 1.
3	The program is wildly successful; the ability score increases by 1d4.

Complications. A general failure is a minor complication already. However, the GM may determine that even success can result in complications, choosing one or rolling on the table below.

Improve Settlement Ability Complications

d6	Complication
1	Two different groups or factions within the settlement have competing ideas about how to implement the program, resulting in an ongoing feud or a chaotic street skirmish.
2	The population's enthusiasm disrupts settlement functions, costing 100 gp per settlement rank in reduced revenue or increased costs.
3	The program is so popular that the settlement's population demands it be continued. If the settlement managers do not agree to repeat the program in the following month, the population's quality score is reduced by 1.
4	Someone involved in carrying out the program is secretly an agent from a rival or enemy. They steal the plans and their sponsor subsequently undertakes a similar activity, with results one category better than the original.
5	The program distracts the population and settlement staff, causing another ability to decrease by 1 for that month.
6	A hazard occurs during the program, which the characters and their personnel must deal with. See the section on hazards below for details.

RAISE TAXES

Running a settlement is expensive. Costs can rise, while revenue may be unsteady and insufficient to maintain or expand the settlement. In those times, the settlement can seek to raise taxes by adding new tolls, tariffs, or fees, attracting more trade, or simply raising tax rates.

Resources. Developing a plan to raise taxes takes two characters one week each and costs 50 gp per week per rank. (The same character can spend two weeks and make both checks).

Resolution. Two checks are required: one to develop the plan for higher taxes, the other to represent carrying it out successfully without too much resentment or resistance from those being taxed. The character planning the changes makes an Intelligence (History) or Wisdom (Insight) check to devise a viable plan. In a subsequent week, the character overseeing the implementation makes a Charisma (Deception or Persuasion) check to carry it out. All checks gain a +1 bonus for each additional 100 gp spent per rank beyond the initial costs. The DC of the checks is 12 plus the settlement's rank, +1 for each time taxes have already been raised in the past 6 months. Apply the number of successes to the table below to find the result.

Raise Taxes

Successes	Benefit
0	The tax hikes are a total failure and discourage trade; revenue decreases by 20 percent for 1 month.
1	The new taxes are a moderate success; the settlement's revenue increases by 20 percent for 1 month.
2	The taxes are very successful; the settlement's revenue increases by 20 percent for 1d4+1 months.

Complications. Failure is a minor complication by itself. However, the GM may determine that even success may result in complications, choosing one or rolling on the Raise Taxes Complications table.

Raise Taxes Complications

d6	Complication
1	During implementation of the new taxes, a smuggling operation is uncovered.
2	A wealthy resident decides to move out of the settlement to avoid taxation.
3	One of the tax collectors goes missing; foul play is suspected.
4	Someone embezzles some of the new tax revenues.
5	A tax revolt must be put down, resulting in some injuries or deaths.
6	A powerful guild, popular temple, or well-connected merchant demands special tax relief.

HAZARDS

A settlement isn't without its constant woes. Dangerous creatures in the dense jungle surrounding Hearth often attack the outer areas of the city. Floods brought on by seasonal rains claim lives and destroy buildings. And later in this adventure, the appearance of the four elemental gates create harrowing calamities with which the city managers must contend lest Hearth be erased from the history books—along with all of existence!

There are two ways to determine how a settlement fares against these hazards, based on GM preference: as a set of encounters using regular rules, or as a special group check similar to those used to handle settlement management activities.

For the encounter method, the GM creates one or more encounters to be addressed through regular play. For a monster threat, this could be one or more combat encounters. For a disaster, this could be a set of actions taken to fight a fire or flood or save civilians. It could also mean using stealth, subterfuge, role-playing or social skills to locate a threat, control an unruly mob or navigate conflicting interests. The GM can then use the relative success in these encounters to determine how the hazard affects ongoing settlement activities.

Using the second method, each threat requires the city managers to make a special group check. The players nominate characters or managers, up to a total of 4, to contribute to addressing the hazard, and the GM determines the appropriate ability for each check based on the role each takes in the effort. Even if the managers make different ability checks, their successes and failures contribute to the one group check. Any characters or other managers already involved in a settlement activity cannot take part in hazard response, unless they leave their role in that activity vacant or appoint a replacement.

Additionally, the city's population makes a single check, a d20 roll modified by the population's quality. The success or failure of all these checks (the managers and the population) determines the result of the group check. The DC of each check is set by the GM or randomly determined by rolling 2d10 + 5, rolled separately for each check. Characters not making a direct check (and not already busy with another activity) can help with another's check, giving it advantage, if the GM determines that the suggested help could improve chances of success. This can be done after the first die is rolled but before the GM says whether the roll succeeds or fails.

Once all the checks related to the group check have been rolled, the city's success or failure is determined. Hazards offer four levels of success or failure determined by the results of the city's group check.

Deal with Hazard

Successes	Result
0	The response is a total failure; the hazard reduces the settlement by one size category and population quality drops by 1d4, and any settlement activities undertaken during this period have the lowest possible result.
1 - 2	The hazard is handled poorly; population quality decreases by 1, and settlement activities are halted, requiring another month's effort and expenditure to complete.
3 - 4	The hazard is adequately dealt with; population quality rises by 1.
5	The response is a total success; the hazard is completely countered without loss; population quality increases by 1d4.

EXAMPLE HAZARDS

Unexpected hazards may threaten the security or prosperity of a settlement. These may come as a complication during (or to) an settlement task, or the GM may decide to introduce them as desired. Details of the particular hazard must be determined by the GM based on the settlement's location and circumstances, while the response must be designed by the characters.

d12	Hazard
1	A dragon or other major regional super-predator moves into the area and begins casing the settlement.
2	An army of hostile gnolls, orcs, hobgoblins, barbarians, etc. is gathering nearby and heading this way.
3	A murderous evil cult secretly sets up shop in the city, or takes over an existing temple.
4	A natural disaster approaches, such as a flood, grass or forest fires, or a major storm, or an earthquake or volcanic eruption happens.
5	A deadly plague spreads near the settlement, and some plague carriers get in before the settlement is aware of it.
6	Pestilence or crop failure threatens to take out a season's food supply.
7	The dead are rising from their graves as zombies, skeletons, or spirits, OR a new undead master arises in a hidden place and starts amassing minions.
8	The population gets caught up in a moral panic, targeting innocents who happen to be (choose one): academics, arcane spellcasters, religious leaders, a particular minority race, mixed-race (e.g. half-elves or half-orcs), immigrants from a particular other settlement, region or nation, soldiers/mercenaries, or teachers.
9	A gate to another plane opens in or near the settlement, and things start coming out.
10	Refugees from a nearby war or natural disaster flood into the settlement demanding food and shelter.
11	Buildings around the city start catching fire suspiciously. The cause could be a mad arsonist, a fire cult, a war between rival factions, or an incendiary monster.
12	The settlement is caught in the middle of a dispute or war between regional powers with conflicting claims over the area. The settlement must side with one or the other or be viewed with suspicion by both. Of course, choosing the losing side could be catastrophic.

CHAPTER 4. JEWEL THIEVES

Jewel Thieves is the starter quest for The Convergence storyline, and it is designed for a party of **four characters with an average party level (APL) of 17**. The quest takes place any time after the characters enter Hearth, preferably after they've been working as the city's managers for at least a month. A string of jewelry store robberies introduces the characters to one of the four elemental gates hidden in the city.

BACKSTORY

A few days before the characters arrived, The Earth Gate, a disc of solid earth that leads directly into the Elemental Plane of Earth, appeared in the ruins of a home on the northwestern side of Hearth. Shortly thereafter, six xorn stepped through the portal into Hearth. The xorn, never having experienced the Material Plane, assumed that they were in a large, spacious cavern. Hungry, they started sniffing around for their favorite food source: treasure. Thanks to their ability to phase through unworked earth and stone, the xorn entered three jewelry stores and quickly "relieved" the locations of their valuables. Then they left the same way they came in, leaving no evidence of their intrusion. Financially ruined, the jewelry store owners want the culprits caught as soon as possible.

ADVENTURE SUMMARY

Apparently, someone—or something—has been sneaking into the jewelry stores in the area and stealing all of the valuables within each location. Inevitably, the characters discover that the culprits are a band of hungry xorn who've entered the city via a powerful portal to the Elemental Plane of Earth, The Earth Gate. To make matters worse, the portal grows each day, and it's moving toward the center of the city. Shortly after this discovery, more portals begin to appear around Hearth, further compounding problems for the city. The characters learn from Zok Tuudro, head of the Keronia society, that the appearance of the gates might be linked to a mythological event called The Convergence. Zok sends the characters to consult an ancient being named Criir, the Astral Griffon.

ADVENTURE HOOK

The adventure assumes that the characters are already in the city of Hearth, either acting as the city's managers or independent adventurers. While in the city, they are approached by Thatha the Lioness (see Chapter 2).

> "Heroes of Hearth!" declares Thatha as she approaches. The lamia bows to you and immediately tosses a proposal your way.

> "Jewel thieves!" she says, clenching her fist in anger. "Already, they've struck three locations in Hearth. The gold? The jewels? The gems? Gone! The merchants are enraged. They do not believe that their stores and wares are safe in Hearth. They wish to evacuate the city. Of course, this would be bad for Hearth. Don't you agree?"
>
> Before you can answer, she continues, "As the Heroes of Hearth, you must discover the nature of these gem thieves. Of course, there will be no reward for doing this. What need have the Heroes of Hearth for something as petty as a reward? No, you will do it for honor! And justice! Go forth, Heroes of Hearth, and save the city's jewels!"
>
> She then turns heel and walks away.

Thatha doesn't offer much in the way of clues or answers to the questions the characters might have. Instead, they will need to ask around Hearth to learn more about the jewel thieves.

THE TARGETS

So far, the "jewel thieves" have robbed three locations within the city proper. Those locations are The Couatl's Eye, The Golden Shield, and Deronda's.
Regardless of the owner and store, all three stores believe the same thing: the gem thieves must have been somehow involved with the Santin family. Santin owns three jewelry stores in Hearth, and not a single one has been affected by the robberies. All three owners also share that they aren't entirely certain how the robbers broke into the stores. All of the doors and windows were intact and there were no signs of forced entry. In fact, the perpetrators didn't even leave footprints. It's almost as if a ghost robbed the stores.

BELTRAMO SANTIN

As the Heroes of Hearth, the characters will have no problem arranging a meeting with Beltramo Santin. In fact, Santin will cancel any current plans he has in order to speak with them. Considering his true nature (see Chapter 2 for details), he wants to keep the characters on his good side.

If the characters question Beltramo about the jewelry store robberies, Beltramo answers the characters' questions truthfully. After all, neither he nor any of his associates are responsible for the robberies. In fact, he has a theory why none of his stores have been robbed:

"A few years before we settled Hearth, we had a store in a mountain area on the mainland. One morning, we came in to discover all of our valuables gone. There were no signs of a break-in, nor were there any tracks we could follow. Confused, we spoke with the locals about what could have happened. They suggested it was a xorn that lived in the mountain. Xorn are hideous creatures from the Elemental Plane of Earth that can phase through stone like water. They eat precious metals and gems. Armed with this knowledge, we cast forbiddance spells targeting elementals to protect the store. That was the last time the xorn "robbed" the place. We've carried on the tradition here, too. All three of my stores are protected against elementals."

If the characters cast *detect magic* in any of Beltramo's stores, they can confirm that the stores are protected with strong abjuration magic.

TO CATCH A XORN

The xorn live below the city and only emerge at night to feed. They have already eaten all of the "low hanging fruit" offered by three jewelry stores, and Santin's *forbiddance* spells prevent them from entering his locations. Thus, the xorn's next target will be individual homes throughout the city. Below are a few ways the characters might catch the xorn in the act.

THE SIX-FINGERED FIST'S HEADQUARTERS

If the characters ask around Hearth where the biggest collections of treasure outside of the stores and banks (which they learn are also protected by strong abjuration spells) might be found, everyone points to the big victory won by the Six-Fingered Fist. Just yesterday, the Fist defeated a young green dragon north of the city and claimed its hoard. The Fist bagged and dragged all of the dragon's gold, gems, and art objects back to Hearth. Too busy celebrating their victory, the Fist does little to protect the goods beyond storing them in the basement of their headquarters. Their treasure pile includes 1,000 cp, 8,000 sp, 6,000 gp, 250 pp, and 6 jet black gemstones worth 100 gp each.

Six **xorn** will attack this evening while the Fist parties upstairs. If the characters do not step in and prevent the xorn from eating the treasure, it only takes the xorn ten minutes to enter the basement, eat the treasure, and leave. When members of the Fist come downstairs the next morning, they will discover empty sacks where their treasure should be. Members of the Fist will throw a fit in town square the next day, demanding retribution and exacting revenge on any unlucky enough to be near.

THE BUBHOSH JEWELS

Three extraordinarily wealthy orcish **nobles** from a faraway land visit Hearth. They travel with a retinue of ten orcish **gladiators**. Word of their arrival spreads through Hearth like wildfire, especially considering the jewels with which they adorn themselves. In addition to the myriad of gold rings, bracelets, and piercings, all three wear huge silver necklaces set with fist-sized rubies. Each necklace is worth 4,500 gp. The rubies were mined from the Elemental Plane of Earth itself and are somewhat of a delicacy in xorn culture. All of the xorn below Hearth can sense the necklaces from up to 1 mile away (as opposed to the 60-foot range with which they normally sense treasure). The nobles stay at one of Hearth's upscale hotels, The Wanderlust King. Like much of Hearth, The Wanderlust King has earthen floors, perfect for the xorn to slide through and rob the nobles. Unlike the Six-Fingered Fist, the orc's bodyguards keep a close eye on the nobles and their treasure. If the characters are not there when the six **xorn** phase through The Wanderlust King's floors, the orcs let loose a battle cry and attack. Empty-handed and hungry, the xorn flee.

The following day, the orcish nobles accuse Hearth and its leadership of trying to rob them. This will cause future political difficulties for the new city.

SETTING BAIT

If the characters don't wish to trap the xorn at The Wanderlust King or The Six-Fingered Fist's headquarters, they are free to set their own trap. However, their pile will need to compete with The Fist's treasure hoard as well as the nobles' necklaces. If the characters try to set a trap using bait valued at less than 15,000 gp, the xorn will ignore it and go for the "bigger fish."

So long as the bait is worth it and it's in a place the xorn can easily reach, six **xorn** appear and go for the bait.

THE XORN

Despite their strange appearance and voracious appetite, the xorn are intelligent creatures and capable of communicating in the Terran language.

The xorn are pacifists and immediately cow to the characters' attacks, especially if the characters find a way to prevent them from escaping. The xorn mean no harm to Hearth or its people. They just want to eat. If the characters ask where the xorn came from, they explain that they traveled through a tunnel that led them to "this big cavern"—that is how they refer to the Material Plane, as they do not understand the concept of sky.

They will gladly show the characters the "tunnel" through which they emerged to enter the Material Plane. See "The Earth Gate" below.

If the characters kill the xorn before they learn about the Earth Gate, another party of 3d4 **xorn** emerges from the Earth Gate in 1d6 days. These new xorn pick up where their predecessors left off, eating any gold, gems, or jewels on which they can get their grubby claws.

THE EARTH GATE

Whether they learn about it from the xorn or just happen to stumble upon it, eventually, the characters discover The Earth Gate. The Earth Gate stands in the ruins of a collapsed building on the northeastern side of the city. Read:

A perfect vertical circle of earth floats two feet off the ground in the center of this ruined home. The circle measures 10 feet across. The circle has no depth whatsoever—it's completely two-dimensional. Furthermore, it has no backside. Walking around it, it appears that the circle of earth is only visible when you stand to the southwest of it.

The Earth Gate feels completely solid on its southwest-facing side. The dirt can be pulled away, revealing the presence of the endless earth of the Elemental Plane of Earth behind it. Thanks to their ability to phase through unworked earth and stone, the xorn can step into the gate without any issue. Only by making themselves intangible to earth and stone will the characters be able to enter The Earth Gate.

The Earth Gate is more powerful than any gate the characters have encountered. *Detect magic* reveals a strong aura of conjuration magic, far beyond what a mortal could cast. *Dispel magic* and similar spells have no effect on it. A *wish* spell temporarily closes the portal, only to have it reappear 1 minute later.

Each day, The Earth Gate expands one inch in every direction (its depth remains nonexistent). And each hour, the Earth Gate moves 25 feet towards the center of the city, reaching the center of the city in 20 days. A character with a passive Wisdom (Perception) score of 16 or better notices the small shifts (for example, there are small concentric outlines of fine dirt that have accumulated on the floor, showing its previous days' positions).

WHAT IS THE EARTH GATE?

After the characters encounter The Earth Gate, they will probably want to learn more about it and why it exists. Eventually, Zok Tuudro of the Keronia Society becomes involved. After Zok has a day to examine The Earth Gate, he teleports to the mainland to fetch a book from one of the prestigious arcane libraries. When he returns, he looks troubled. He shares the following information:

"Heroes of Hearth. I've had a chance to learn more about this strange, powerful portal and its origins. If my calculations are correct—and they rarely aren't correct—this is not just a gate to the Elemental Plane of Earth. It is the true gate to the Elemental Plane of Earth, The Earth Gate. It is one of four powerful gates connected to the Elemental Planes that appear once per Cosmic Cycle. When the gates appear, they all move together to join at the center of reality in an event called The Convergence. Understand that this has never happened during this version of our multiverse. However, it's believed that when The Convergence occurs, the four elemental planes immediately erase reality and instantly rebuild it, thereby "restarting" our multiverse. If this is what actually happens, everything in existence—everything!—will be destroyed in an instant.

"Needless to say, that would be, um... very bad.

"I learned everything I could about The Convergence from the most powerful arcane libraries in the land. More sages will appear soon to examine the Earth Gate. If you concur, Heroes, I will direct their efforts. In the meantime, I recommend that you seek out the oldest known beings in the multiverse—Criir, the Astral Griffon. It's believed that Criir was there at the start of this version of the multiverse. Therefore, it's possible that he existed before the universe. If this is true, he may even predate the last Convergence."

"As far as where you might find Criir? Of that, I am not certain. A book written over 500 years ago claims that the lich Antromar once met with Criir. Antromar still lives—well, unlives, as it were—at the Pillar of Six Truths within the Realm of Shadow. If anyone knows where to find Criir, it is he. But be cautious, Heroes, for Antromar is a being of infinite hate and evil."

If the characters agree to find Criir the Astral Griffon, proceed to "Chapter 5. The Realm of Shadow."

If they aren't motivated to explore the gate further, you may want to have the gate cause additional issues—more creatures from the Elemental Plane of Earth start to arrive and cause trouble. To determine the nature of the creature, see the Earth Random Encounters table in Chapter 7 of this adventure. Plus, the other elemental gates start to appear in Hearth, as detailed in Chapter 6, creating even more problems with which the characters will have to attend.

CHAPTER 5. THE REALM OF SHADOW

In this chapter, the characters must parlay with the lich Antromar and discover the last known location of the Astral Griffon, Criir. This quest is designed for a party of **four characters with an average party level (APL) of 17**. Characters who successfully complete this quest should earn half the experience necessary to reach 18th level.

BACKSTORY

The Realm of Shadow is a dreadful place forged from darkness and despair. Only evil creatures dare reside here, and the few good things misfortunate enough to find their way here eventually lose their sanity and turn wicked. It is here that the lich Antromar resides within his dark tower, The Pillar of Six Truths.

Centuries ago, Antromar invited the astral griffon, Criir, to join him at the tower. During this epic encounter, Antromar interviewed Criir and learned much from the astral griffon. Unbeknownst to Criir (or so he would have the lich believe, at least), Antromar enchanted Criir with a spell that would allow the lich to know where astral griffon was at all times. It is for this reason Antromar knows the current whereabouts of the astral griffon.

ADVENTURE SUMMARY

Following Zok's suggestion, the characters find a way to travel to the Realm of Shadow. Once there, they must cross the Bog of Endless Sorrow to reach Antromar's lair, The Pillar of Six Truths. Antromar refuses to fight the characters, and instead offers a series of challenges. If the characters successfully solve his challenges, he awards them the information they seek—the last known location of the Astral Griffon, Criir.

TRAVELING TO THE REALM OF SHADOW

There are three options for travel to The Realm of Shadow, all of which put the characters within a few miles of The Pillar of Six Truths. These methods are detailed below.

GATE

The characters can cast a *gate* spell which will bring them to the edge of The Bog of Endless Sorrow and no closer. Antromar's magical defenses prevent planar travel from getting any closer. See the regional map of Antromar's domain for potential spots the characters may land.

PLANE SHIFT

Although less effective than a *gate* spell, the characters can locate a tuning fork to serve as the material component of a *plane shift* spell that will take them to the Realm of Shadow. They must also seek the proper sigil sequence that puts them close to the Bog of Endless Sorrow. Otherwise, they might find themselves in a random location far from Antromar's citadel.

Finding such information requires at least one week of downtime spent performing research plus 10,000 gp in expenses. At the end of the week, one character may make a DC 20 Intelligence (Arcana) check. Alternatively, if the characters are Hearth's city managers, they can use their personnel to perform the research on their behalf. On a success, the characters find either the fork or the sigil sequence, but not both. If the check succeeds by 5 or higher, they find both. If the check fails or the characters only find one of the two necessary items, they must pay another 5,000 gp and spend another week performing research followed by another check.

Don't Forget About Hearth! Make sure to keep track of the time the characters spend performing downtime as the gates continue to move and cause issues every day that they remain open.

PLANAR PORTAL

Finally, the characters can try to locate a planar portal to the Realm of Shadow. To do so, they must first learn about the existence of such a portal, then travel to that portal. Doing so requires at least one week of downtime plus 5,000 gp in expenses. At the end of the week, have one character (or one of their personnel) make a DC 15 Intelligence (Arcana) check. On a success, the characters discover that there is an old mine located 3,500 miles from Hearth on the mainland that possesses such a portal. The portal leads to the city of Blood Falls in the Realm of Shadow, roughly 2 miles from Antromar's Pillar.

EXPLORING THE REALM OF SHADOWS

The following rules come into play as the characters explore the Realm of Shadows and trek to Antromar's Pillar of Six Truths.

HOPELESSNESS

The realm of shadow thrives on the dark thoughts of weak-willed creatures. When a creature first enters the Realm of Shadows, then once every 24 hours, the creature must make a Wisdom saving throw. Refer to the Realm of Shadows Hopelessness table below to determine what happens to the creature.

Realm of Shadow Hopelessness

Result	Effect
4 or less	The creature gains a form of long-term madness.
5 - 9	The creature gains a form of short-term madness.
10 -19	No effect.
20 or higher	The creature is immune to the effects of hopelessness for 30 days.

OVERLAND TRAVEL

Traveling across the Realm of Shadow is no easy feat.

Swamps, brambles, sucking mud, and seemingly endless fields of bones are just a few of the obstacles the characters will encounter during their travels. On foot, it takes the party 1 hour to cross 1 mile of terrain at a normal pace. Mounts move twice that speed, but keep in mind that living mounts are subject to the effects of hopelessness within the Realm of Shadow, too. Flying offers little respite from the dangers of the Realm of Shadow. Flying creatures unaccustomed to moving through the Realm of Shadow move at half their normal overland travel speed.

MAGICAL ALTERATIONS

As a plane of negative energy, the Realm of Shadow affects spells and magical effects that rely on positive energy.

Abjuration Spells. When a creature casts an abjuration spell or uses a magic item or feature that duplicates an abjuration spell, it must make a spellcasting check with a DC of 10 + the spell's level. On a failure, the spell fails, but the caster doesn't lose the spell slot or usage.

Conjuration Spells. Conjuration spells that summon good-aligned creatures or celestials have a chance to fail. When the summoner casts a spell that summons such creatures, it must make a spellcasting check with a DC of 10 + the spell's level. On a failure, the spell fails and the caster can't attempt to cast that spell for 1d4 hours. Creatures already summoned by such spells that enter the Realm of Shadow must make a DC 10 Charisma saving throw. On a failure, the creature returns to its home plane or point of origin.

Divination Magic. Divination spells and similar magical effects cast within the Realm of Shadows have a 25% chance to provide misleading results, as determined by the GM. If a divination spell already has a chance to fail or become unreliable when cast multiple times, that chance increases by 25%.

Force Damage. Spells or magical effects that deal force damage deal half the normal damage.

Healing Spells. Healing spells in the Realm of Shadow restore only half the normal hit points.

ENCOUNTERS IN THE REALM OF SHADOWS

As the adventurers explore the Realm of Shadow, they will stumble upon all manner of horrible, hostile creatures. You decide if and when random encounters occur. One or two encounters per game session are usually enough; just as a way to say, "Hey, this place is dangerous. So be careful."

If you're not sure how often to schedule random encounters in a 24-hour period, you can leave it to chance by rolling a d20 once for each hour of travel. On a result of 15-20, the party has an encounter.

Once you know that an encounter will happen, roll a d8, then reference the Realm of Shadow Encounters table to determine what the party encounters.

Realm of Shadows Encounters

d8	Encounter
1	1d4 **black puddings**
2	1d6 **cloakers**
3	1d4 **ghasts** leading 3d6 **ghouls**
4	3d6 **shadows**
5	1d4 **wraiths** leading 2d6 **specters**
6	2d6 **vampire spawn**
7	2d6 **wights** leading a horde of 4d8 **zombies**
8	2d6 **will-o'-wisps**

PLACES OF INTEREST

The remainder of this chapter describes places of interest throughout The Realm of Shadow. The map of the Realm of Shadow above notes their locations, although you can move them elsewhere to suit the needs of your campaign.

BLOOD FALLS

Blood Falls is the closest thing to a town found within this region of The Realm of Shadows. Ghouls, ghasts, wights, and zombies comprise the majority of Blood Falls' population.

Built on the ruins of a Material Plane village consumed by the realm some hundred years ago, many of Blood Falls' buildings are little more than burned out husks or piles of rubble. The intelligent undead who inhabit Blood Falls trade in nightmares collected by the dream-stealing fish that inhabit the murky waters of the Sanguine River that sludges past its shores.

While a party the level of the characters won't have too much trouble making their way through Blood Falls, most humanoids who enter The Realm of Shadow via its portal to the Material Plane find themselves at the mercy of Blood Falls' undead inhabitants.

LOCATIONS IN BLOOD FALLS

The following locations are found within this dark and dreary town.

The Bleeding Fountain. Situated at the center of Blood Falls is an impressive stone fountain that spills blood into a wide basin at its foot. Creatures who travel to The Realm of Shadow via the mine portal (see page 27) arrive a few feet in front of the fountain. An **otyugh** named Blch telepathically greets all those who enter Blood Falls this way.

The Greasy Hyena Inn. Less an inn and more of a "trap for the living", this relatively new-looking building is owned by an unusually tall **ghast** named Prok. Prok is known for his upscale method of dress, which includes a double-breasted coat with tails and a top hat dressed with a pink carnation. Prok offers free room-and-board for weary travelers at the inn. Of course, this is a trap. While resting, a gang of 3d6 **ghouls** led by a 1d4 **ghasts** attack. Prok keeps out of the attack and claims innocence—"What? Here? At *my* inn? Unheard of!"

Shades and Shadows. Blood Falls' infamous magic shop, Shades and Shadows, can be found at the northernmost point of the town. It's owned by a **vrock** named Luther who suffers from terrible allergies (he's allergic to creatures from the Material Plane). All of the items that line the shop's shelves are cursed. However, visitors willing to trade in "special goods", such as rare magic components, captured dreams, or even souls, will gain access to Luther's "private collection" which he keeps hidden in an extradimensional

closet at the back of the store.

BOG OF ENDLESS SORROW

It's not just a clever nickname—the Bog of Endless Sorrow truly is a bog of endless sorrow. The bog bleeds out from the base of Antromar's Pillar of Six Truths infecting a 1-mile-radius area surrounding it.

In addition to the other conditions that the characters experience while in The Realm of Shadow, the bog adds the following difficulties to their travels:

BONERUSH

Bonerush is a horrible grass-like plant made from bones that claws its way out of the murky, red waters of the bog. A copse of bonerush covers an area of swamp water that measures 1d4 x 10ø feet on a side. When a creature enters the area, it must make a DC 12 Strength saving throw. On a failed saving throw, the creature is grappled (escape DC 12). Then, on its next turn, the creature must repeat its saving throw, or be pulled underwater by the bonerush at which point the creature starts to drown. A creature can make an attack against the bonerush in its area, freeing itself on a hit. A 5-foot square of bonerush has AC 15 and immunity to poison and psychic damage. Be sure to reference the *PHB* for rules on fighting underwater.

SHIFTING TERRAIN

The bog constantly changes itself, causing unprepared travelers to become lost within its midst. When the party first enters the bog, have one of the characters make a Wisdom (Survival) check. Because of the unusual nature of the bog, rangers who normally received advantage on checks to make Wisdom (Survival) checks in swamps do not receive the same benefit here. Refer to the Bog of Endless Sorrow Navigation table to determine what happens to the party.

Bog of Endless Sorrow Navigation

Result	Effect
4 or less	The party becomes hopelessly lost and fails to reach its destination. The party can repeat its Wisdom (Survival) check after they spend 1d4 hours searching for a new path.
5 - 13	The party becomes lost. The party can repeat its Wisdom (Survival) check after they spend 1 hour searching for a new path.
14	The party finds its way through the bog without any difficulty.

THE YELLOW FOG

A thick, stinking yellow fog blankets the entire bog. The fog lightly obscures the entirety of the bog and nothing can disperse it. After a creature spends 1 hour or longer within the fog, it must make a DC 15 Constitution saving throw. On a failed saving throw, the creature becomes poisoned. While poisoned in this way, the target has disadvantage on Wisdom ability checks and saving throws. The poisoned condition ends 1 hour after the target exits the area affected by the fog.

PEAKS OF PAIN AND TORTUROUS MOUNTAINS

The valley in which The Bog of Endless Sorrows lies is flanked by a pair of devilish mountain ranges called the Peaks of Pain and the Torturous Mountains. Although it's unlikely that the characters will need to travel through either of these regions in this adventure, these steep, jagged mountains are filled with dangerous monsters, treacherous hazards, and otherworldly threats.

THE PILLAR OF SIX TRUTHS

The Pillar of Six Truths is detailed below.

THE PILLAR OF SIX TRUTHS

When the characters first catch a glimpse The Pillar, read the following:

> Behold! You have discovered that which you seek, The Pillar of Six Truths. This 400-foot-tall pillar itself is not tethered to the dark earth and blood-soaked waters below it—it hovers 50 feet off the ground. It does not seem to drift or move from its location. No, this obelisk of unbridled evil towers over the horrific landscape like a vulture patiently waiting for its prey to die a slow, painful death. Streaks of purple lightning explode from the clouds that clutch its peak, temporarily illuminating the pillar with eldritch fury.
>
> Somewhere within this black pillar—or at the corners of your mind, you aren't sure—a wretched laugh echoes over the dark landscape. Could this be the dread lich Antromar?

The first time a creature lays eyes on The Pillar, have it make DC 10 Wisdom saving throw. Good-aligned creatures make this saving throw at disadvantage, while evil-aligned creatures make the saving throw with advantage. On a failed saving throw, the target is incapacitated for 1 minute. While incapacitated in this way, the creature's movement speed becomes ø.

ENTERING THE PILLAR

There are two main ways to enter The Pillar of Six Truths, and both methods require the characters to possess a method of flying. First, they can enter through The Anti-Citadel, the bottom-most level of The Pillar, through its Gate of Wretches. Alternatively, they can enter through The Pillar's Main Entrance, the Gate of Fools. Both methods are described below. Attempting to enter The Pillar any other way is nearly impossible (see below).

ADDITIONAL MAGICAL ALTERATIONS

In addition to the mechanics described in the "Magical Alterations" section for The Realm of Shadow on page 28, The Pillar uses the following rules:

No spell other than *wish* can be used to enter The Pillar, leave it, or transport oneself from one level to another. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells

cast for these reasons simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Spells and effects that surpass the physical properties of the structure such as *passwall*, *etherealness*, or a *portable hole* also fail.

Magic that summons creatures or objects from other planes function normally within The Pillar, except as noted in the Magical Alterations section, as does magic that involves extradimensional space. Any spells cast within such an extradimensional space (such as that created by the *magnificent mansion* spell) are subject to the same restrictions as magic cast within The Pillar.

Spells can't destroy or alter the shape of The Pillar's magically protected ceilings, pillars, columns, walls, or floors. This includes spells like *earthquake* which could trigger a ceiling collapse or create fissures. Doors and furniture are similarly protected.

While within The Pillar, characters who receive spells from deities or otherworldly patrons continue to do so.

Antromar is not affected by these limitations.

GENERAL FEATURES

Unless stated otherwise, The Pillar of Six Truths has the following features.

Antromar's Lair. The entirety of The Pillar of Six Truths oozes with Antromar's evil, creating the following effects:

- **Creature Sense.** Antromar is aware of the presence of creatures within The Pillar of Six Truths that aren't undead or constructs. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.
- **Illusory Image.** As an action, Antromar can create an illusory image of its corpse self within The Pillar of Six Truths (see the Spire of Infinite Eyes for a complete description). Once created, the image lasts for as long as Antromar maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like Antromar. Antromar can sense, speak, and use telepathy from the image's position as if present at that position. If the image takes any damage, it disappears.
- **Spoiled Food and Drink.** Food instantly molders and water instantly evaporates when brought into the lair. Other nonmagical drinks are spoiled. For example, wine turns to vinegar.
- **Thieves Beware.** A creature that takes treasure from the lair is cursed until the treasure is returned or *remove curse* is cast on the creature. The cursed target can't regain hit points except through magical means. After a cursed target completes a long rest, it takes 7 (2d6) necrotic damage, and its hit point maximum is reduced by an amount equal to the necrotic damage taken. If this reduces the creature's hit point maximum to ø, it dies, and its soul becomes trapped within one of the bricks along the Screaming Walkway in Antromar's Perch (see below).

Architecture. The majority of The Pillar is built from sturdy darkstone mined from the twin mountain ranges flanking The Bog of Endless Sorrow. Darkstone looks like black granite, except it stings living creatures who touch their bare skin to it (no damage). The ceilings within The Pillar's chambers rise 2ø feet above the tile floors, while the ceilings in the corridors are only 15 feet high.

Doors. Most of the doors in the citadel are made from necrowood pulled from the dead forests north of The Bog. The doors are bound with iron braces and hung on iron hinges. A necrowood door has AC 16, 22 hp, and immunity to necrotic, poison, and psychic damage. When a door is locked, a creature with proficiency in thieves' tools must succeed on a DC 18 Dexterity check to pick the lock. Alternatively, a creature can make a DC 23 Strength (Athletics) check to force open a locked necrowood door.

Secret Doors. Although there are no specific secret doors featured in this adventure, the Pillar itself contains dozens—if not hundreds—of secret doors and chambers throughout its 14 evil levels. Finding a secret door requires a successful DC 2ø Wisdom (Perception) check.

Illumination. Dull, blueish gems set into the masonry of the darkstone bricks emit dim, blue light throughout much of the complex. When pried from a wall, the gem shatters and turns into small insects which quickly crawl away.

INTO THE PILLAR OF SIX TRUTHS

The Pillar of Six Truths is an exciting location filled with endless wonders perfect for any high-level adventure. With hundreds of fascinating rooms, epic-level threats, and hazards abound, it deserves a book all its own. However, it is merely a stopover point in this particular adventure. To simplify the characters' journeys within The Pillar as they seek counsel with the lich Antromar, use the rules detailed below.

NAVIGATING THE PILLAR OF SIX TRUTHS

After the characters enter The Pillar of Six Truths, they must find their way through each of its tiers. The Pillar has four main tiers: the Anti-Citadel, the Main Entrance, the Path of Secrets, and Antromar's Perch. Each tier is divided further into levels. Instead of having the characters crawl through each of The Pillar's exhaustive collection of rooms, each hour, have the characters make a special group check. The description of a tier specifies the rolls the characters can contribute to the group check. Even if the characters make different ability checks, their successes and failures contribute to the one group check. Only one character can roll each check.

Once all the checks related to navigating a level of a tier within The Pillar of Six Truths have been rolled, the group's success or failure is determined. Each tier offers its own four ranks of success or failure as determined by the results of the party's group check. A total success or a total failure occurs when every roll in the group check is a success or a failure, respectively.

NAVIGATING THE CITADEL AS NARRATIVE

High-level adventures present unique challenges for GMs to run since many of the abilities the characters possess at that level will circumvent many of the challenges that obstruct lower-level groups. Instead of detailing each and every area, challenge, and obstacle, the rules in this section "handwave" much of that to keep the story moving.

Still, you don't want to reduce The Pillar of Six Truths to nothing more than a few dice rolls. Inject a narrative to the story that plays out like a cinematic montage. Start with the opening scene of The Pillar of Six Truths, describing the part of the Pillar that the characters access. Then describe with broad detail the challenges and encounters that the characters face as they journey through its levels—without actually stopping to face those encounters, of course. For each ability check required to navigate a level of The Pillar, the GM describes what's happening. For example, a Strength (Athletics) check might reference the party moving between trepidation ledges in the Anti-Citadel's Dome while an attack roll might involve a battle between a horde of zombies in the Main Entrance.

THE ANTI-CITADEL

The lowest tier of The Pillar of Six Truths, the Anti-Citadel is perhaps the easiest to enter, but also one of the most dangerous to navigate. Floating 50 feet above the blood-tainted waters of The Bog of Endless Sorrows, the Anti-Citadel is completely upside down relative to the rest of The Pillar. Each of its chambers and corridors is under a permanent *reverse gravity* spell that extends 20 feet beyond its "highest" point (or lowest, as it were). Therefore, it's possible that a creature standing below The Pillar can jump 30 feet up into the Anti-Citadel's gravitational pull and "fall upward" into it.

The Dome. The topmost level of The Anti-Citadel is its Dome. The Dome is a large, crumbling rotunda whose central spire marks the lowest point of The Pillar. Harpies, wraiths, and other flying creatures haunt these realms. Because of its ruined nature, moving through The Dome requires concerted effort from the party.

The Upper City. Above/below The Dome is The Anti-Citadel's Upper City. Here, powerful undead congregate and scheme against the living, the dead, and even Antromar (not that he's too concerned, of course). Traps, hazards, and vile minions overstuff The Anti-Citadel's Upper City's labyrinthine corridors and non-euclidean chambers.

The Lower City. The lowest/highest point of The Anti-Citadel is its Lower City. Here, the most wretched of the undead who populate The Anti-Citadel lurk in the shadows of filth-ridden alleys, collapsed structures, and rubble-strewn courtyards. The ravenous nature of this undead horde makes them blind to the relative power of the party.

Moving Through The Anti-Citadel. Once inside The Anti-Citadel, the characters must descend to The Pillar's Main Entrance. The Anti-Citadel itself is divided into three levels: the Dome, the Upper City, and the Lower City. Navigating each level takes at least an hour. At the end of the hour, the party must make a group check. The check's DC is determined by the level through which they are currently moving as determined by the Anti-Citadel Navigation table below. The checks that the characters must make on each level of the Anti-Citadel are detailed on the same table. The group check represents 1 hour of work. If no one makes a particular check, a failure is contributed toward the group check. Determine how many of the group's checks succeed, then consult the Anti-Citadel Navigation Results table. A spellcaster can expend a spell slot of 1st level or higher to award a bonus to a single die roll (their own, or an ally's) equal to the spell slot spent. This can be done before or after the roll, but before the GM declares whether or not it is a success. They can do this as many times as they are able including multiple times per group check.

Anti-Citadel Navigation

Level	DC	Checks
The Dome	15	Dexterity (Acrobatics), Strength (Athletics), Wisdom (Perception), and a special Constitution check that has a bonus equal to a roll of the character's largest Hit Die (this roll doesn't spend that die).
Upper City	18	Dexterity (Stealth), Intelligence (Arcana), Wisdom (Perception), and an attack roll made using one of the character's weapons or spell attacks.
Lower City	20	Each character in the group must make an attack roll using one of their weapons or ranged or melee spell attacks.

Anti-Citadel Navigation Results

Result	Effect
Total Success	The party successfully escapes the level and discovers treasure along the way. Review the section on the Anti-Citadel's treasure below to determine what the party finds.
Success	The party successfully escapes the level.
Failure	The party fails to find a way out of this particular level of the Anti-Citadel, and must spend another hour making a check.
Total Failure	The party stumbles into a series of deadly hazards, traps, and other calamities. Each member of the party must make a DC 15 Constitution or Dexterity saving throw (the character's choice), taking 22 (4d10) necrotic damage on a failed saving throw or half as much damage on a successful one.

Complications. A result of Failure or Total Failure on the Anti-Citadel Navigation Results table presents challenges of its own. At your discretion, you can make things even harder for the characters by creating additional obstacles and difficulties which the characters must contend with during

their journey through The Pillar of Six Truths. You can roll randomly to determine a complication using the Anti-Citadel Navigation Complications table or pick one that you feel best fits the party's current predicament.

Anti-Citadel Navigation Complications

d6	Complication
1	The party member with the lowest result during the group check becomes cursed. Until the curse is removed, the character has disadvantage on ability checks.
2	The party experiences a deadly encounter. Roll a d6 on the Anti-Citadel Random Encounter tables to determine the nature of the encounter, referencing the respective column. If the party avoids the encounter or flees, they add 1 hour to their next series of checks to navigate the Anti-Citadel.
3	A vicious horde of wraiths harrasses the party. So long as the characters remain in the Anti-Citadel, all ability checks and attack rolls made to navigate the citadel are made at disadvantage. A cleric or paladin can expend one use of their Channel Divinity to frighten the wraiths, ending the effect. Otherwise, the wraiths persist until the characters leave the Anti-Citadel.
4	Following a quick fight with a lycanthrope, the character who rolled lowest during the group check must make a DC 12 Constitution saving throw. On a failed saving throw, that character contracts lycanthropy. Roll a d6 to determine which kind: 1-2 wereboar, 3-4 wererat, 5-6 werewolf.
5	The characters become immured in part of the Anti-Citadel. To escape, the characters must spend an hour trying to escape. At the end of the hour, they must make a DC 15 Strength group check. On a success, the characters escape. Otherwise, the characters remain immured and must spend another hour trying to escape with a whole new series of checks.
6	An illusion of Antromar appears before the characters. Antromar asks the characters to strike him down where he stands, for he will never grant the information they seek. One or more of the characters can see through Antromar's illusion with a successful DC 15 Intelligence (Investigation) check. Otherwise, play out the encounter as a normal combat encounter in which Antromar's illusion immediately vanishes after it takes any damage.

Anti-Citadel Random Encounters. The complications table above offers the potential of random encounters while the party navigates The Anti-Citadel. You may also employ random encounters when things grow stale or the party becomes too complacent. Roll on the table below, referencing the correct level of The Anti-Chamber to determine the nature of the random encounter. A description of each encounter follows the table.

Anti-Citadel Random Encounters

Encounter	The Dome	The Upper City	The Lower City
Archmages	—	1	—
Black Dragon	1	—	—
Iron Golems	—	2	1
Lich	—	3	—
Mummies	—	4	2
Nalfeshnees	2	5	—
Vampires	3-4	—	3
Wraiths	5-6	6	4
Zombies	—	—	5-6

- **Archmages**. A lawful evil **archmage** confronts the characters. Joining the **archmage** are two **mages** and four **bearded devils**. If the devils and archmage are destroyed, the archmage's assistants flee or beg for their lives in exchange for information about the Anti-Citadel. If the characters accept the mages' information, they have advantage on their next series of ability checks and attack rolls used to navigate the Anti-Citadel.
- **Black dragon.** After fighting their way through a dragon's nest, the characters confront an **ancient black dragon** in optimal conditions (murky water, high ceilings, etc.). The black dragon fights to the death. After the characters defeat the black dragon, they discover its hoard. Review the Anti-Citadel Treasure table below to determine the nature of the dragon's treasure.
- **Iron Golems**. The characters encounter two **iron golems**. The character can flee the iron golems without any trouble. However, until the iron golems are defeated, they must spend another hour and make another group check to find a way around the iron golems. If the check fails, they have no choice but to fight the iron golems to proceed.
- **Lich.** A chaotic evil **lich** of lesser power than Antromar—but still a lich, no less!—named Grulku approaches the characters. It offers the characters an enticing proposition: if they defeat the Grand Lich, Antromar, Grulku will not only provide the characters with the information which they seek, but it will also award the characters an impressive legendary magic item, *bloodscryer oculus* (see The Appendix). Grulku awards the magic item first as a measure of good faith, then will grant the information after the characters fulfill their end of the bargain. Even if the characters manage to defeat Antromar, they discover, much to their horror, that the lich does not know Criir's whereabouts. Immediately after the characters destroy Antromar, Grulku assumes control of The Pillar of Six Truths and banishes the characters from its new lair. Grulku won't fight the characters. If Grulku is attacked, it triggers a *contingency* spell it cast on itself which causes it to *dimension door* to a secret chamber in the dungeon, far from the characters.
- **Mummies.** The characters stumble into the lair of a powerful **mummy lord**. The mummy lord hopes to kill the characters and deprive them of their magic items and

treasure. Supporting the mummy lord are six **mummies** under its command. The mummy lord does not have access to its lair actions within The Pillar.

- **Nalfeshnees.** Two of the horrible, winged, porcine demons known as **nalfeshnees** attack the characters. Extraordinarily intelligent creatures, the nalfeshnees will try to encounter the characters in locations where they have the upper hand, such as in areas filled with difficult terrain, traps, and other hazards. These nalfeshnees are controlled by Antromar and have no fear of being destroyed. Antromar uses the demons to test the mettle of the characters.
- **Vampires.** The characters find themselves in the lair of a **vampire** and twenty of its **vampire spawn**. Recognizing the inherent danger that the characters pose to the vampire and its comfortable way of life at the bottom of The Pillar, the vampire tries to cut a deal with the characters. If the characters can defeat Antromar, it will divide the ownership of The Pillar of Six Truths with the characters. If the characters don't agree, the vampire will seemingly allow the characters to navigate the rest of The Anti-Chamber without any difficulty. However, if the characters attempt to rest or are otherwise seriously wounded, eight of the vampire's spawn track down the characters and attack them while they are weak. The vampire will not fight the characters directly, preferring to transform to gaseous form and flee if it feels its unlife is in jeopardy.
- **Wraiths.** A flock of four **wraiths** attack the characters, hoping to add the characters to their ever growing collection of specters. The area in which the wraiths fight the characters is consumed by a veritable tornado of howling specters. Each round until the wraiths are destroyed, on initiative count 12, all living creatures in the combat must make a DC 10 Constitution saving throw, taking 27 (8d6) necrotic damage on a failed saving throw, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
- **Zombies.** Literally hundreds of zombies swarm the characters. The characters must escape the horde or be torn apart by their grasping claws and gnashing teeth. Each character makes a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check (the character's choice). Clerics and paladins can expend one use of their Channel Divinity feature to automatically succeed on their check, and any spellcaster can expend one spell slot of 3rd level or higher to make the check with advantage. If all party members succeed on the check, they escape the zombie horde without any issue. If one or more party members succeed on their check but not the entire party, these party members who escaped must make an important choice:
- **Go Back and Save Them.** The characters who succeeded on their ability checks can turn back and try to save their companions. If they do, neither they nor their companions take any damage from the zombie horde. However, everyone must repeat their ability check, suffering the same consequences as before.
- **Abandon Their Allies.** The characters who succeeded on their checks can abandon the companions who've fallen behind. If they choose this path, the characters successfully flee from the zombie horde unscathed and do not repeat their checks. Meanwhile, the party members who failed their initial ability checks take 35 (10d6) bludgeoning damage plus 35 (10d6) piercing damage from the horde. This damage is considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks. Additionally, the abandoned party members (if they survive the onslaught) must repeat their ability checks, but this time at disadvantage. These checks continue until all party members escape or there are no living party members left. Party members killed by the zombies are torn apart and eaten. They can only be resurrected with a spell that does not require the body to be present.

Anti-Citadel Treasure. Total successes during Navigating the Anti-Citadel checks as well as defeating certain monsters may earn the characters considerable rewards. First, roll (55,000) 10d10 x 1,000 to determine the total gp value of the coins, gems, and art objects the characters find (assume that it's a mix of all three). Next, roll 1d4 times on the Anti-Citadel Magic Items table to determine which magic items the characters find. Magic items marked with an asterisk are detailed in the Appendix of this adventure.

Anti-Citadel Magic Items

d20	Magic Item
1	*Battlechef's splendid saucepan*
2	*Armor +2*
3	*Blood pact pendants*
4	*Shaedenstaff*
5	*Grip of Dendallen*
6	*Mask of Dendallen*
7	*Potion of cloud giant strength*
8	*Potion of supreme healing*
9	*Ring of telekinesis*
10	*Rod of absorption*
11	*Spell scroll, 8th level*
12	*Universal solvent*
13	*Wand of polymorph*
14	*Give and Take*
15	*Crown of deep winter*
16	*Crypt keeper's glaive*
17	*Arcane mirror*
18	*Sphere of annihilation*
19	*Talisman of the sphere*
20	*Talisman of ultimate evil*

MAIN ENTRANCE

The second tier of The Pillar of Six Truths is dubbed the "Main Entrance." It's here that many creatures who don't wish to enter via the Anti-Citadel arrive. The Main Entrance

is divided into two levels: The Gate of Fools and Val-Un'drok. Only flying creatures can arrive at The Main Entrance, and do so just before The Gate of Fools.

The Gate of Fools. The Gate of Fools gets its name from the idea that any creature willing to enter The Pillar of Six Truths is surely a fool. After all, The Pillar is one of the most dangerous locations in all creation. Creatures who arrive at The Gate of Fools land on the 20-foot-wide lip that encircles this portion of The Pillar, dividing the upper levels from the Anti-Citadel. The only way inside the Pillar outside of The Anti-Citadel is through The Gate, which is constantly guarded by a construct named **Skalavarius** (see the Appendix). Skalavarius once served a demiplane of law and order as its justicar. Six hundred years ago, Skalavarius was charged with destroying Antromar. Antromar defeated Skalavarius by presenting a series of philosophical conundrums which caused the construct to reconsider its existence. It's served the lich ever since. Skalavarius will not let any creature through The Gate of Fools and fights until destroyed.

Moving Through. The Main Entrance. If the characters arrived at The Pillar via The Gate of Fools, they must defeat Skalavarius to proceed up through its layers. Once the characters defeat Skalavarius, or if they climb up through The Anti-Citadel's layers, they can immediately move up to the next level of The Main Entrance, Val-Un'drok.

Navigating Val-Un'drok. Navigating Val-Un'drok takes at least one hour. At the end of the hour, the party must make a special group check. The nature of the check and its DC depends on how the characters approach the denizens of Val-Un'drok, as detailed below. Then, determine how many of the group's checks succeed and consult the Val-Un'drok Navigation table below. A spellcaster can expend a spell slot of 1st level or higher to award a bonus to a single die roll (their own, or an ally's) equal to the spell slot spent. They can do this as many times as they are able including multiple times per group check.

- **Fight**. Each character in the party must make a weapon or spell attack against AC 22. Regardless of the result, each member of the party must make a DC 20 Dexterity or Constitution saving throw, taking 4d10 damage (any type of the GM's choice) on a failed saving throw, or half as much damage on a successful one.
- **Persuasion**. One character in the party must make a DC 20 Wisdom (Intimidation or Persuasion) check (the character's choice). A success counts as a total success and a failure counts as a total failure.
- **Stealth**. Each character in the party must make a DC 15 Stealth (Dexterity) check.

Val-Un'drok Navigation Result

Result	Effect
Total Success	The party successfully escapes the Main Entrance and discovers treasure along the way. Review the section on the Main Entrance's treasure below to determine what the party finds.
Success	The party successfully escapes the Main Entrance and enters The Path of Secrets.
Failure	The party fails to find a way out of the Main Entrance and must spend another hour making a group check.
Total Failure	The party is captured and imprisoned by the denizens of Val-Un'drok. See the section on Imprisonment by the Val-Un'droki below.

Complications. A result of failure and total failure are complications all of their own. However, it's possible that the characters must contend with a complication even if they succeed. You can roll randomly to determine a complication using the Val-Un'drok Navigation Complications table or pick one that you feel best fits the party's current predicament.

Val-Un'drok Navigation Complications

d6	Complication
1	The party member with the lowest result during the group check is captured and imprisoned by the denizens of Val-Un'drok. See the Imprisonment by the Val-Un'droki section below for details.
2	The party experiences a deadly encounter. Roll a d10 on the Val-Un'drok Random Encounter table to determine the nature of the encounter. If the party avoids the encounter or flees, they must spend 1d4 additional hours escaping the level.
3	The characters discover a large chamber filled with 50 prisoners (**commoners**). The prisoners beg the characters to help them escape both The Pillar and the Realm of Shadow. If the characters agree to let the prisoners come with them, all future checks made to navigate The Pillar are made at disadvantage. Additionally, each time any character fails a check while navigating through The Pillar, a number of prisoners equal to the amount by which the check failed is lost in addition to any other consequences. The prisoners will not assist the characters during combat, nor will they help with skill checks or saving throws. Any effects within The Citadel that ask the characters to make a save to avoid taking damage (such as the result of a Total Failure while navigating the Anti-Citadel) automatically kills all of the prisoners.

d6	Complication
4	The only way to escape this part of The Pillar requires one of the characters to stay behind and potentially sacrifice themselves. If the characters don't agree to this sacrifice, they are all imprisoned by the denizens of Val-Un'drok (see below). The character who stays behind must make three DC 15 checks: the character's choice of Strength (Athletics) or (Acrobatics), the character's choice of Dexterity (Stealth) or Charisma (Deception), and the character's choice of a Constitution or a Wisdom saving throw. If all of the character's checks succeed, the character narrowly escapes with their companions. If one of the character's checks fails, they are captured and imprisoned (see below). If all three of the character's checks fail, they are killed by the denizens of Val-Un'drok.
5	The characters become immured in part of the Anti-Citadel. To escape, the characters must spend an hour trying to escape. At the end of the hour, each character must make a DC 15 Strength group check. On a success, the characters escape. Otherwise, the characters remain immured and must spend another hour trying to escape with a whole new series of checks.
6	Antromar's illusion appears before the characters and proclaims, "There is no way for you to escape with your lives, foolish heroes. Turn back now, lest ye be destroyed." Antromar means only to warn the characters. However, if one or more characters choose to insult the lich, Antromar creates a wave of necrotic energy that washes over the characters. Each character must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed saving throw, or half as much on a successful one.

Val-Undrok' Random Encounters. The complications table above offers the potential of random encounters while the party navigates the Main Entrance. You may also employ random encounters when things grow stale or the party becomes too complacent. Roll randomly on the Val-Un'drok Random Encounters table or choose an encounter that you like. A description of each encounter follows the table.

Val-Un'drok Random Encounters

d6	Encounter
1	Ancient blue dragon
2	Antromar's simulacrum
3	Elementals
4	Skalavarius
5	Mariliths
6	Val-Un'droki forces

- **Ancient Blue Dragon.** An **ancient blue dragon** named Crux challenges the characters in a region of The Pillar filled with sand and plenty of windows that allow it to use its lair actions. If the characters defeat Crux, they discover the dragon's treasure hoard. Refer to the Main Entrance Treasure section below for details.
- **Antromar's Simulacrum.** Antromar sends a **lich** *simulacrum* after the characters. The simulacrum does not have access to antromar's lair actions, it's missing its 8th- and 9th-level spell slots, and it cannot regain hit points. When the simulacrum is destroyed, it melts into a pool of lukewarm water. A character of 17th level or higher who is proficient in Arcana immediately recognizes that it wasn't the true Antromar.
- **Elementals.** The characters must fight an **air elemental**, **earth elemental**, **fire elemental**, and **water elemental** all at once. When all four elementals are reduced to 0 hit points, they are not destroyed. Instead, they immediately combine to form a **chaos elemental** (see the Appendix for details).
- **Skalavarius.** The construct **Skalavarius** (see the Appendix) tracks the characters and attacks. If the characters previously defeated Skalavarius at the Gate of Fools, Skalavarius now has an AC of 25 and can use his Mythic Actions. Otherwise, the characters fight Skalavarius in his normal form.
- **Mariliths.** Two **mariliths** named the Scourge Sisters attack the characters. Both mariliths can innately cast the *misty step* spell, requiring no components when they do (their spellcasting ability is Charisma). If one marilith is destroyed, the other becomes enraged until she is defeated or 1 hour has passed. While enraged, the marilith has advantage on all of her attack rolls and all attack rolls made against her are made with advantage.
- **Val-Un'droki Forces.** An army of Val-Un'droki beastfolk corner the characters. The characters must either surrender and be imprisoned (see below), or fight the forces. If the characters agree to fight the forces, each character must make a series of three DC 20 checks: the character's choice of Strength (Athletics) or Dexterity (Acrobatics), one weapon or spell attack, and a special Constitution check that has a bonus equal to the character's largest Hit Dice (this roll doesn't spend that die). If the character succeeds on all three checks, they survive the combat unscathed. For each check the character fails, the character takes 22 (4d10) damage (of any type of the GM's choice). Also, if the character fails all three checks and survives, they are captured by the Val-Un'droki forces and imprisoned (see below).

Imprisoned by the Val-Un'droki. If the characters aren't careful, they could become prisoners to the beastfolk that permeate the Main Entrance's second level, the Val-Un'droki. Once imprisoned, the characters will be forced to toil within Antromar's Shadow Mines for all eternity. Naturally, they will want to escape. Each day after a long rest, the characters can attempt to escape by making a special DC 10 group check. The checks that the characters must perform are Strength (Athletics) or Dexterity using proficiency in thieves' tools (the character's choice), Dexterity (Stealth), Intelligence (Investigation), and Wisdom (Insight). One character can choose to replace any of these checks with a Charisma (Deception or Persuasion) check (the character's choice). Characters who are imprisoned make these checks at disadvantage, whereas

party members who haven't yet been caught make the checks as normal. The group check represents 24 hours of work. If no one makes a particular check, a failure is contributed toward the group check. A spellcaster who has not been captured can expend a spell slot of 1st level or higher to award a bonus to a single die roll (their own, or an ally's) equal to the spell slot spent. They can do this as many times as they like for each check. After all checks are made, refer to the Prisonbreak Results table below to determine the outcome of the check.

Result	Outcome
Total Success	All of the characters escape the Val-Un'droki's prison and make it up to The Path of Secrets.
Success	All of the characters escape the prison. However, they must still navigate the Val-Un'drok to reach The Path of Secrets.
Failure	All of the characters are captured and imprisoned, if they weren't already. The next time they attempt to escape, the DC for each check increases by 2 and it takes 1 additional day.
Total Failure	Angered by the escape attempt, Antromar casts *power word kill* on the weakest member of the party and tosses their lifeless corpse from The Pillar. The next time the characters attempt to escape, the DC for each check increases by 5 and it takes an additional 1d4 days.

If the escape attempt DC rises to 20 due to too many failed attempts and the characters fail again, they are all executed and tossed from The Pillar.

THE PATH OF SECRETS

The Path of Secrets makes up the majority of The Pillar's middle section. Within this warren, reality begins to collapse. Rooms seem larger than they should be and impossibly dark corridors stretch on for what feels like miles. There are six total levels within The Path of Secrets, each one designed to test the mettle of those who seek Antromar's counsel.

Having already witnessed the power of those who dare challenge him at the Main Entrance and lower, Antromar changes tone with the characters. The first time they enter The Path of Secrets, read the following:

> The air around you suddenly grows cool. Then, in an explosion of crackling black energy accompanied by a cacophony of wails, a colossal, semi-translucent head hovers before you. The head looks like that of a corpse. Upon its desiccated brow rests a horned tiara bedecked with glistening, blue gems. Its eye sockets burn with azure flames.
>
> The illusory head hisses at you through its yellow teeth, then speaks.
>
> "Good… good. Too long, heroes. Far too long! Far too long since anyone has dared to challenge the eldritch might of Antromar! But do not celebrate too soon, wretched ones, for you have yet to face the true me. In order to stand before me, you must pass a series of six tests. Each test will prove your worth. Succeed a test? And you may move on to the next! But fail? Oh yes, fail and your soul is mine.
>
> "So turn back now, heroes. I imagine that you've all lived what you perceive to be long lives up to this point. I then ask: Why risk everything for which you have struggled only to lose it here and now?"
>
> Before you can retort, the head vanishes. In the wall behind where the head hovered, a gaping black hole easily 10 feet wide appears where there was previously none.
>
> The lich's disembodied voice fills your minds once again. "Enter… if you dare. But if at any point you feel too weak to continue, just scream the words: 'Antromar! I surrender!' and I shall send you away from this Pillar and this Realm with your life intact. This I promise!"

If the characters press forward through the hole, they must face the first challenge, The Test of Might. True to his word, any time a character screams the words "Antromar! I surrender!" he or she is instantly teleported to the Bleeding Fountain in Blood Falls where they can escape the Realm of Shadows through the permanent planar portal there.

On the other hand, a character who dies within The Path of Secrets cannot be raised by any means, not even a *wish* spell. Their soul becomes trapped within Antromar's Screaming Walkway.

Each level of the Path of Secrets is described in detail below.

1st Level, The Test of Might. The Path of Might resembles the inside of a bell tower. Despite being only a "few feet" above the lower tier, the bottom of the Path stretches forever into a bottomless pit. Rickety catwalks, rope bridges of questionable integrity, and rusty handholds built into the darkstone walls offer the only means to climb up to the next level, which seems to be hundreds of feet overhead.

In any order that the players decide, each character must make three Strength (Athletics) checks to navigate this path. Periodically, strong winds blow through the level, often affecting the party's ability to move forward. Thus, the DC for each of the checks is 5 + 2d10; generate a separate DC for each one. Consult the Path of Might Results table to see how the character did. If the DC is less than 20, a character with the ability to fly automatically passes their check.

Path of Might Results

Result	Outcome
0 successes	The character falls into the bottomless pit and dies.

Result	Outcome
1 succes	The character falls, but lands on one of the lower catwalks, taking 35 (10d6) falling damage as a result. They must make another Strength (Athletics) check with a newly generated DC. If the new roll fails, they fall into the bottomless pit and die.
2 successes	The character successfully reaches the top of the Path of Might and climbs up into The Path of Agility.
3 successes	The character successfully reaches the top of the Path of Might and climbs up into The Path of Agility. Additionally, they can choose to grant any character who has yet to make their rolls advantage on their first Strength (Athletics) check.

2nd Level - The Path of Agility. This level of The Path of Secrets looks like the inside of a steel sphere. The characters enter this level through a circular portal cut into the center of a 20-foot-radius disc of polished steel that floats at the center of the sphere. As soon as all of the characters have stepped into this area, the portal at their feet vanishes, denying access back down to the Path of Might. The only way out of this part of The Path of Secrets appears to be a 5-foot-wide hole cut into the side of the sphere's wall, roughly 50 feet from where the characters stand. Unfortunately, the entire sphere rotates in space, causing the hole to constantly shift. The disc upon which the characters stand remains fixed in place; the only reprieve the characters receive. To make matters worse, blades and spikes emerge from the sphere's rotating walls, creating a deadly series of traps with which the characters must contend if they hope to reach the exit.

In any order that the players like, each character must make three checks: Dexterity (Acrobatics), Wisdom (Perception), and Intelligence (Investigation). The DC for each check is 5 + 2d10; generate a separate DC for each one. Consult the Path of Agility table to see how the character did. A character gains a +1 bonus to each of their checks for each character who goes before them (maximum of +3). Characters who have the Evasion feature automatically succeed on two of their checks (their choice).

The damage dealt by the blades and spikes is considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks.

Path of Agility Results

Result	Outcome
0 successes	The blades and spikes violently attack the character. The character takes 42 (12d6) slashing damage plus 42 (12d6) piercing damage. If the character survives, they must repeat their checks.
1 succes	The blades and spikes attack the character. The character takes 21 (6d6) slashing damage plus 21 (6d6) piercing damage. If the character survives, they must repeat their checks.
2 successes	The character is injured by the blades and spikes, taking 10 (3d6) slashing damage plus 10 (3d6) piercing damage. However, they successfully escape this portion of The Path.
3 successes	The character successfully escapes The Path of Agility unscathed.

3rd Level - The Test of Fortitude. This section of The Path of Secrets resembles an endless purplish void. The only thing within the void is a simple wooden spiral staircase that seemingly climbs forever. The Test of Agility's exit places the characters at the base of these steps. Once all of the characters are inside, the exit vanishes. After 1 round, the bottom of the staircase starts to fade into nothing. The rate at which the stairs dissipate is slow enough that the characters can walk at their normal pace to avoid falling into the void. No matter what pace the characters take, it takes them at least 10 hours to climb the stairs, creating two hours of forced march for the characters (see the core rulebook for players for details on Forced Marches). Each hour that passes after the first 10, roll a d10 and add the number of hours that have passed. On a result of 10 or higher, the characters reach this test's exit. Otherwise, they must continue to march. Any character who can no longer march or chooses not to drifts helplessly into the void and dies. Any character who willingly jumps into the void also dies.

4th Level - The Test of Intellect. After the characters escape The Test of Fortitude, they find themselves within a maze of impossible dimensions that seemingly stretches for eternity in all directions—The Test of Intellect. To escape the maze, each character must spend at least 1 hour searching the maze's twisting, black corridors for an exit. At the end of each hour, have the character make a DC 20 group Intelligence check. Refer to the Test of Intellect Results table below to determine what happens. Unbeknownst to the characters, every hour that they remain within the maze, they each age 1d10 years. If a character dies from old age within the maze, Antromar claims their soul.

Test of Intellect Results

Result	Outcome
Total Success	In a blink, all of the characters escape the maze and appear within The Test of Willpower.
Success	The character with the highest result escapes the maze, vanishing in a flash of blue light. That character arrives at The Test of Willpower. The other characters must continue to search for the exit.
Failure	The characters remain in the maze and must spend another hour searching for its exit.
Total Failure	The character with the lowest result magically polymorphs into a **gray ooze** as per the *true polymorph* spell, except the duration is permanent. Only a *wish* spell can return the character to their true form.

5th Level - The Test of Willpower. Each character finds themself in a unique place separate from the other characters. This place appears to be a comfortable setting from the character's own history—perhaps their family home, a favorite tavern, or with a long-lost loved one. Work with the character's player to decide the nature of this fantasy environment. The character must make a DC 15 Wisdom saving throw. On a failed saving throw, the character continues to experience this fabricated life, enjoying the various pleasures it brings. Time in the dream feels real and the character's dream form ages normally. After an extended length of time within this dream passes (20 years for a dragonborn or human, 40 years for a halfling, 100 years for an elf or gnome, and so on) the character can repeat this saving throw with disadvantage. If the character fails their second saving throw, they continue to experience their imaginary life up until the point they are on their deathbed. While on their illusory deathbed, the character can repeat their Wisdom saving throw one last time, again with disadvantage. If they fail this final Wisdom saving throw, their dream form and real form dies, and their soul goes to Antromar. If a character succeeds on any of its saving throws, they immediately wake from this dream and find themself within The Test of Self. If the character wakes from the dream after their dream form ages or they reach their own deathbed, the character takes 22 (4d10) psychic damage when they wake from their dream. The pain of letting go of the perfect life the dream presented is strong enough to permanently damage their psyche.

6th Level - The Test of Self. The final test places the surviving characters in a small chamber no larger than the bedroom of a peasant's home. A simple mirror set into a basic wooden frame stands at the center of this otherwise empty chamber. Each character sees themselves in the mirror, but nothing else—not even the other characters. Using Antromar's voice, the visage in the mirror poses a simple question to its respective counterpart:

> "I give you all two choices. The choice you make must be your own. You must either choose to proceed through the mirror or to surrender now.
>
> "If all of you choose to proceed, I will grant you the information that you seek. However, the souls of your lost friends will forever be mine.
>
> "If all of you choose to surrender, I will send you away from this Pillar and return to life all of your lost companions.
>
> "However, if some of you choose to proceed while others choose to surrender, I will claim the souls of those who chose to surrender, and allow the rest to proceed. All of the souls of your lost friends will continue to be mine."

Give each player a note card and a pencil or pen. Without revealing their answers to the others, each player must write "Proceed" or "Surrender" on their card and hand it to you face down. Review the player's cards, then follow the rules below to determine what happens:

- **All Players Write Proceed.** Antromar permits all of the players to enter the mirror and ascend to the highest tier of The Pillar of Six Truth's, Antromar's Perch. Plus, instead of claiming the souls of any lost companions as threatened, Antromar returns all of them to life as if they'd been revived with the *raise dead* spell. Any characters polymorphed or otherwise permanently altered also appear, returned to normal.
- **All Players Write Surrender.** Antromar's disembodied voice cackles, "Cowards!" and instantly teleports the surviving characters to the Bleeding Fountain in Blood Falls. True to his word, he also returns all of the character's companions to life as if they'd been revived with the *raise dead* spell. However, they are permanentlly imprisoned within the dungeon at Val-Un'drok where they will serve in Antromar's Shadow Mines for all eternity.
- **Mixed Results.** Characters who chose to proceed may do so. They ascend to Antromar's Perch. Additionally, any character who was destroyed before this Test is returned to life as if they'd been revived with the *raise dead* spell. Any characters polymorphed or otherwise permanently altered also appear, returned to normal. Unfortunately, any character who chose to surrender is instantly destroyed, their soul permanently trapped within Antromar's Screaming Walkway.

If the characters later ask Antromar why he returned the lost souls when he told them he would not, but destroyed those who chose to surrender, he explains:

> "Simple really: I enjoy my immortality. I have a stake in the continued existence of this universe. Those who forgo the needs of the many over petty needs of the few aren't worthy enough to continue on this quest. The others that I revived? Let's say that it's my reward for choosing the right path."

ANTROMAR'S PERCH

Antomar's Perch consists of three levels: The Tranquil Domain, The Library of the Damned, and The Spire of Infinite Eyes. Unlike the previous tiers, Antromar's Perch is not outwardly hostile to the characters. With the exception of a few wispy apparitions, a handful of chattering mephits, and, of course, Antromar, very few creatures inhabit this section of The Pillar.

The Tranquil Domain is a collection of comfortable guest rooms, studies, and lounges designed to make the characters feel at home. Time flows differently within The Tranquil Domain. The time it takes to complete a short or long rest on this level is reduced by half. The center of The Tranquil Domain offers a *heroes' feast* (as per the spell), upon which the characters may dine.

The next level of Antromar's Perch is the impressive Library of the Damned, a nearly complete collection of every book, tome, and scroll ever penned by a living creature—and some unliving creatures. A character who spends 1 hour or longer in the library and succeeds on a DC 15 Intelligence (Investigation) check learns the answer to any question concerning a specific goal, event, or activity to have occurred in the past since the beginning of time. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. Each additional question requires another hour



spent in the library and another successful Intelligence (Investigation) check. The only piece of knowledge not contained in this library is the current whereabouts of Criir, the Astral Griffon.

Finally, the Spire of Infinite Eyes, the highest level of The Pillar of Six Truths, is open to the skies of The Realm of Shadows. Purple lightning writhes and pops within the dark clouds that surround The Pillar. A chill wind that jabs at each of the characters' souls cuts through the area, quickly reminding them that living creatures are unwelcome in this domain.

A path made of bricks that bleed cuts through the center of the spire. Eerie screams rise from the bricks at all times. Each brick contains the soul of someone who died within The Pillar, including the characters' own companions. Nothing short of divine intervention can free a trapped soul from its brick within this Screaming Walkway.

MEETING ANTROMAR

A motionless, dessicated corpse floats 10 feet off the ground within this spire. Its eye sockets burn with blue fire. In its desiccated hands it clutches a leather-bound tome bearing ancient glyphs. A character who succeeds on a DC 20 Intelligence (Arcana) check recognizes the glyphs as the long-lost language of the celestials who forged the Cosmos.

While this figure commands the characters' attention, it is not actually Antromar. After the characters have a moment to adjust to their surroundings, Antromar's disembodied voice once again calls out to them. This time it seems like it comes from the dark clouds and flashes of lightning that envelop the temple.

Antomar doesn't live within The Pillar of Six Truths. Antromar *is* The Pillar of Six Truths.

"Oh, how far you've come, heroes. I am impressed. It's been many hundreds of thousands of years since anyone has come this far. In fact, the last one to reach this location was the same being you now seek—Criir the Astral Griffon."

As the endlessly burning corpse continues to float before you, the voice surrounding you continues its tirade.

"Yes, it's true. Criir was there at the beginning when everything sprung into existence. He was a part of the previous incarnation, as well. And naturally, Criir will survive to see the next version of this reality, whatever that may be. If there is anyone who knows how to stop The Convergence and the collapse of our existence, it is he.

"Unfortunately, Criir was abducted long ago by a race of horrific aberrations known only as the Zoobrigi. The Zoobrigi lurk in a plane that defies reason—The Realm of Madness. That is where you will find the astral griffon.

"To reach this realm, you must first enter the dreams of a lunatic. Once within the lunatic's dream, you must speak the unspeakable phrase written upon this scroll."

A crimson scroll materializes a few feet in front of the floating corpse. Silently, it drifts toward you.

"Do not attempt to speak this phrase until you are inside the lunatic's dream. If you do, reality will be forced to erase you from existence in order to prevent its own immediate destruction.

"After you speak the phrase within the lunatic's dream, the passage to The Realm of Madness will reveal itself to you. There you will find the Zoobrigi's lair."

After the characters take the crimson scroll, Antromar opens a gate that will allow the characters to return to Hearth. If they ask Antromar any further questions, he answers them to the best of his ability. Antromar will not return the souls of any creatures he feels unworthy to continue this journey. In fact, he threatens to claim the souls of anyone who continues to press the issue. Once the characters step through the gate, it instantly seals behind them.

Proceed to "Chapter 6. The Realm of Madness."

CHAPTER 6. THE REALM OF MADNESS

In this chapter, the characters must travel to The Realm of Madness to rescue the Astral Griffon Criir from the clutches of the vile Zoobrigi. This quest is designed for a party of **four characters with an average party level of 18**. Characters who successfully complete this chapter will earn enough experience to reach 19th level.

BACKSTORY

Four hundred years ago, the Astral Griffon, Criir—believed to be older than creation itself—was taking a walk through the dream realms contemplating a new bread recipe. Suddenly Criir's tranquility was disrupted by a red-lit crevice in the ground below his feet. Before the Astral Griffon could take off to the skies, three hecatoncheirae emerged from the crevice, grabbed Criir, and pulled him into a portal to The Realm of Madness. The hecatoncheirae worked for vile creatures called the Zoobrigi. The Zoobrigi hoped to analyze Criir in order to better understand Criir's meta-immortality. Criir has been trapped within their realm since.

ADVENTURE SUMMARY

Following the directions given to them by the lich Antromar, the characters first enter the dreams of a lunatic—in this case, the archmage Zok's bizarre assistant, Ponktonkublanoknok. Once there, they must read from the crimson scroll that Antromar gave them. This opens a passage to the Zoobrigi's lair. Naturally, the Zoobrigi won't be too pleased with the intrusion.

RETURN TO HEARTH: A NEW PROBLEM

When the characters return to Hearth, they will likely want to share their experiences with Zok and the other important figures there. Unfortunately, the characters discover that a new problem presents itself in Hearth. Not only does The Earth Gate continue to expand and move toward the center of the city, it's now joined by another gate to the inner planes.

Below, choose the gate and the problems that it causes the city once it appears. If you aren't sure which gate to choose, roll randomly to determine which gate appears.

Inner Planes Gate

d6	Gate Appearing
1 - 2	The Air Gate
3 - 4	The Fire Gate
5 - 6	The Water Gate

THE AIR GATE

The Air Gate hardly resembles a gate at all. Instead, it seems to be an invisible point within the southwestern part of the city where powerful winds blow violently from a building relatively close to the market. Its starting position is equidistant to the center of the city as the other three gates. When the gate appears, it blasts through market stalls, buildings, and creatures, toppling nearly everything in its way. The buildings atop Santin Hill are fine for now, but the Santin dynasty fears that if the gate continues to move and expand, it will also destroy them.

The air that passes through the gate blows at a rate of 125 miles per hour, similar to a major hurricane, in a line that's 60 feet long and 10 feet wide. Each creature that starts its turn in the line must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the portal in the northeast direction. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the portal. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Each day, the gate expands 1 inch in all directions and moves 25 feet closer to the center of the city. The speed of the line created by the portal increases by 5 miles per hour, which increases the DC to avoid being pushed back by 1 (to a maximum of 30). The length of the line increases as the wind increases. Review the Air Gate Power table below.

Air Gate Power

Day	Air Gate DC	Speed	Air Gust Line Size
1	15	125 mph	60 feet long by 10 feet wide
5	20	150 mph	90 feet long by 15 feet wide
10	25	175 mph	150 feet long by 20 feet wide
15	30	200 mph	300 feet long by 30 feet wide

Like The Earth Gate, the Air Gate is a magical device of epic proportions. *Detect magic* reveals a strong aura of conjuration magic, far beyond what a mortal could cast. *Dispel magic* and similar spells have no effect on it. A *wish* spell temporarily closes the portal, only to have it reappear 1 minute later.

AIR GATE HAZARDS

The air gate creates persistent and treacherous hazards with which the characters and the other city managers must contend. See Chapter 3 for details on how to handle hazards.

Each day that the wind persists, the city's managers and population must make a group check to handle the destruction it causes. The check's DC is the same DC as for its saving throws shown on the Air Gate Power table above. The group checks represent 1 hour of work. The city leader, second-in-command, and treasurer each make an ability check, as shown on the Air Gate Hazard Checks table. If no one makes the check for a particular city manager, a failure is contributed toward the group check. Also, roll a d20 for the population, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—

the managers and the population's—then consult the Air Gate Hazard Check Results table.

Air Gate Hazard Checks

Manager	Check
Leader	Charisma (Persuasion)
Second-in-command	Intelligence (cartographer's tools)
Treasurer	Intelligence (History)

Air Gate Hazard Results

Result	Effect
Total Success	The managers successfully remove objects and people from the destructive line of air.
Success	The managers remove objects and people from the line, but there are a few injuries. The city's build takes 21 (6d6) bludgeoning damage.
Failure	The city's population's quality score decreases by 1 due to injuries. Also, the city's build plus 1d3 random components take 21 (6d6) bludgeoning damage.
Total Failure	The city's population's quality score decreases by 1d4 due to injuries. Also, the city's build plus 1d3 random components take 21 (6d6) bludgeoning damage.

THE FIRE GATE

The Fire Gate looks like a two-dimensional burning disc. When it appears, it arrives in the northwestern corner of the city an equal distance to the city's center as the other gates. Immediately, fires break out around it. The intense heat radiating from the portal also causes those near it to evacuate.

A creature that starts its turn within 30 feet of the gate must make a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 5 (1d10) fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. Flammable objects immediately ignite.

Each day, the gate expands 1 inch in all directions and moves 25 feet closer to the center of the city. The intensity of the fires created by the gate increases each day, which also increases the DC to avoid catching fire. As the fire's intensity grows, so does its area of effect. Review the Fire Gate Power table below for details.

Fire Gate Power

Day	Fire Gate DC	Area of Effect
1	15	30 feet
5	20	45 feet
10	25	60 feet
15	30	120 feet

FIRE GATE HAZARDS

The fire gate creates persistent and treacherous hazards with which the characters and the other city manager must contend. See Chapter 3 for details on how to handle hazards.

Each day that the fires persist, the city's managers and population must make a group check to handle the destruction it causes. The check's DC is the same DC as for its saving throws shown on the Fire Gate Power table above. The group checks represent 1 hour of work. The city leader, second-in-command, and military advisor each make an ability check, as shown on the Fire Gate Hazard Checks table. If no one makes the check for a particular city manager, a failure is contributed toward the group check. Also, roll a d20 for the population, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the managers and the population's—then consult the Fire Gate Hazard Check Results table.

Fire Gate Hazard Checks

Manager	Check
Leader	Charisma (Persuasion)
Second-in-command	Intelligence (cartographer's tools)
Military Advisor	Charisma (Intimidation)

Fire Gate Hazard Results

Result	Effect
Total Success	The managers handle all of the fires and clear the area in front of the fire.
Success	The fires are extinguished, but the city's build and 1d3 other random components take 21 (6d6) fire damage.
Failure	The city's build and 1d6 other random components take 21 (6d6) fire damage, and the fire continues. Make another set of checks.
Total Failure	The population's quality score decreases by 1 due to injuries. Meanwhile, the city's build and 1d6 other random components take 21 (6d6) fire damage, and the fire continues. Make another set of checks.

THE WATER GATE

The Water Gate appears as a depthless circle that constantly pours water from it. It appears in the southeastern part of the city and immediately demolishes one of the noble's villas in that region of the city.

The water gushing from the portal extends in a 30-foot cone from the gate itself. Each creature that enters the cone or starts its turn in that area must succeed on a DC 15 Strength saving throw or be knocked prone. Prone creatures may potentially drown in the pooled water the gate creates.

Each day, the gate expands 1 inch in all directions and moves 25 feet closer to the center of the city. The water that pours from the gate increases each day, which also increases the DC to avoid being knocked prone. As the water's intensity grows, so does its area of effect. Review the Water Gate Power table below for details.

Water Gate Power

Day	Fire Gate DC	Cone Size
1	15	30 feet
5	20	45 feet
10	25	60 feet
15	30	120 feet

WATER GATE HAZARDS

The water gate creates persistent and treacherous hazards with which the characters and the other city manager must contend. See Chapter 3 for details on how to handle hazards.

Each day that the flooding persists, the city's managers and population must make a group check to handle the destruction it causes. The check's DC is the same DC as for its saving throws shown on the Water Gate Power table above. The group checks represent 8 hours of work. The city leader, second-in-command, and military advisor each make an ability check, as shown on the Water Gate Hazard Checks table. If no one makes the check for a particular city manager, a failure is contributed toward the group check. Also, roll a d20 for the population, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the managers and the population's—then consult the Water Gate Hazard Check Results table.

Water Gate Hazard Checks

Manager	Check
Leader	Charisma (Persuasion)
Second-in-command	Intelligence (cartographer's tools)
Military Advisor	Charisma (Intimidation)

Water Gate Hazard Results

Manager	Check
Total Success	The managers redirect the flood waters toward the nearest river. All future group checks against this hazard are made with advantage until the group rolls a result of Failure or Total Failure.
Success	The managers redirect the flood waters. However, the city's build and 1d6 other random components take 21 (6d6) bludgeoning damage from the water.
Failure	The city's build and 1d3 other random components take 21 (6d6) bludgeoning damage, and the flooding continues. Make another set of checks.
Total Failure	The population's quality score decreases by 1 due to injuries. Meanwhile, the city's build and 1d3 other random components take 21 (6d6) bludgeoning damage, and the flooding continues. Make another set of checks.

MORE GATES APPEAR

Twenty-four hours after a new gate appears, roll a d6. On a result of 6, another gate appears. Choose or roll on the Inner Gates table to determine the type of gate that appears, re-rolling repeat checks. Otherwise, nothing happens. Each day, add 1 to the result of the check. It takes 20 days from the arrival of the first gate, The Earth Gate, for the gates to collide at the center of the city, right within the Hearth Ball Courts. This causes The Convergence. See Chapter 11 for details.

DREAMS OF A LUNATIC

The first to recognize that the portals are on a collision course for each other is Zok, the head of the Keronia Guild. If the characters don't seek him out when they return, Zok finds them instead. He explains the danger of the new portals, then asks the characters to share what they learned from the lich, Antromar. If the characters reveal what they know about The Zoobrigi, the Realm of Madness, and how to find them, Zok wastes no time:

> "Time is of the essence, friends! And if it's a lunatic you seek, a lunatic I shall provide! Quickly, to my study!"

Zok leads the characters to Keronia Stronghold. In the dark dungeons below the building, he introduces them to a blind dwarf he keeps tethered in a small, cramped room. Although the entire situation seems suspect, Zok dismisses any claims of mistreatment.

> "Now is not the time to question my morals, friends. You asked for a lunatic. A lunatic I have provided. Meet Ponktonkublanoknok, or Ponktonk if you prefer brevity. Ponktonk once served as a high cultist of the slime lord Zakropotec, a despicable villain I defeated during my travels through the astral plane. What Ponktonk knew of Zakropotec drove him quite mad, as you can see."
>
> The shaggy dwarf blinks and offers a faint smile.
>
> Zok sighs and pulls a cricket from the central pocket of his robe. With a twitch of his hand and a few incantations, Zok casts a spell that causes the dwarf to fall unconscious and tumble back onto his sleeping pallet. Zok disposes of the cricket and grabs a vial from his pocket which he unstoppers and places under the sleeping dwarf's nose.
>
> "Ether," he says, recorking the vial. "It will give us eight hours in the real world to travel through Ponktonk's dreams. Fortunately, time moves slower in dreams at a ratio of one to twenty. Thus, you will have a little less than a week to accomplish your task before Ponktonk wakes. It's important that you come back before Ponktonk wakes. The spell which I'm using is an experimental version of demiplane. Thus far, any creature I've sent inside another creature's dreams who remained when the dreamer woke—" he stops short of explaining what will happen and smiles broadly. "Well, let's not worry about that, shall we."
>
> Zok leaps to his feet! "Hands together, friends! Let us enter the dreams of a lunatic!"

Zok dismisses any further questions regarding the fate of those who become trapped within another creature's dreams. He assures the characters that he will accompany them into the dream as "collateral." If the characters want to know what happens if he ends up dying, he shares the methods for opening the gate to any spellcasters in the party. On the rare occasion that there are no other spellcasters, the characters will need to make Intelligence checks in order to open the gate. See "Casting from the Scroll" for details.

Once all of the characters lock hands, Zok casts *mage hand* to remove a scroll from his pocket bearing the incantations necessary to enter Ponktonk's dreams. It takes 1 minute for him to cast the spell. As he does, read the following:

> As Zok continues to read the words from the scroll, you feel the room around you simultaneously expand and contract at once. Angles once familiar to you seem to dissolve and reshape into indescribable forms. Meanwhile, the unconscious dwarf's eyes and mouth emit bright purplish light that envelops you. A rush of air surrounds you, deafening you. Still, Zok's words continue over the chaos until he reaches the last phrase of his spell:
>
> "In Somnium!"
>
> Then, darkness.

The characters have successfully entered Ponktonk's dream. Here, they discover that the Dwarf Ponktonk is a little more clever than Zok gave him credit.

THE CAVERNS OF REVOLT

Each character wakes to find themselves in a separate section of Ponktonk's dreamspace, a place that his subconscious dubs The Caverns of Revolt. Within these grotesque tunnels, the characters must locate each other as well as Zok and use the Crimson Scroll to enter The Realm of Madness. Naturally, Ponktonk's subconscious won't make this easy.

EXPLORING PONKTONK'S DREAM

Ponktonk's dreamspace is just as amorphous as the oozes he cherishes and worships. Therefore, there is no map to represent the Caverns of Revolt's seemingly infinite chambers and corridors. Furthermore, the Caverns of Revolt exist within Ponktonk's mind. The characters will have to use more than their physical prowess to navigate this dangerous place.

GENERAL FEATURES

Even though none of it is real, all of The Caverns of Revolt's ceilings, floors, and walls appear to be made from quivering, green ooze. There is no standard size for the chambers and corridors within The Caverns. A chamber can be as small as the inside of a *bag of holding* or as large as a domed gladiatorial arena. Corridors may stretch for what seems like miles. Additionally, The Caverns present many challenges with which the characters will have to contend. See "Caverns of Revolt Encounters" below for details on encounters the characters may face while they are within Ponktonk's dream world.

PSYCHIC MANIFESTATIONS

While within Ponktonk's mind, the characters are psychic manifestations of their true selves. Use the following rules while the characters are within Ponktonk's mind.

Nothing is Real. None of the character's bodies, gear, or weapons are real. However, they seem real to the characters. Thus, their effects continue to function the same in Ponktonk's dream as they would in the real world. If a character drops an item or "loses it" within the dream, all they have to do is spend an action to cause the item to reappear. Similarly, any items that the characters find while they are inside Ponktonk's dream are not real and cannot be carried back to the real world.

Strength, Dexterity, and Constitution. The characters are not physically within Ponktonk's mind. Therefore, their Strength, Dexterity, and Constitution scores are effectively ø while inside this dream. Intelligence takes the place of a character's Strength score while within the dream. Likewise, Dexterity is replaced by Wisdom, and Charisma takes the Constitution's place. When a scenario or effect would call for an ability check or saving throw using one of these physical scores, use the altered score instead. For example, if a *gust of wind* spell is cast within the dream, the target must succeed on an Intelligence saving throw instead of a Strength saving throw. Similarly, avoiding a "psychic dragon's" fire breath would require a successful Wisdom saving throw to take half damage versus a Dexterity saving throw.

Psychic Damage. All damage dealt to the characters while inside Ponktonk's dream is psychic damage. Similarly, the damage that characters deal to creatures inside Ponktonk's dream is considered psychic damage.

Death is Permanent. A character whose hit points are reduced to ø by psychic damage within Ponktonk's dream immediately dies in the real world (no death saves permitted). However, their consciousness does not completely die. Instead, their consciousness is absorbed into Ponktonk's own memories where they are doomed to serve as a "character" in Ponktonk's gruesome past. Judging by Zok's description of Ponktonk, this might be a fate worse than death for the character. Although this adventure won't elaborate on this cruel punishment, you are free to create a "rescue mission" for such characters that wind up within Ponktonk's memories. At your discretion, a character cannot be raised from the dead until their consciousness is rescued.

Flight. Characters with Intelligence scores of 11 or higher can automatically use their minds to allow their psychic selves to fly through the dream space. Characters who have lower Intelligence scores must make a DC 10 Intelligence check in order to gain flight for as long as they concentrate (as if concentrating on a spell). Creatures who fail this check can't repeat the check until they complete a short or long rest. These creatures are subject to the dream space's subjective gravity features (see below). Flying characters fly at the same speed as their walking speed.

Speed. A character's walking speed is a number of feet equal to their Wisdom score multiplied by 2 and rounded down to the nearest increment of 5 feet (minimum of 5). For example, a character with a Wisdom score of 9 would have a walking speed of 15 (9 x 2, rounded down to 15). For sim-

plicity's sake, refer to the Dream Speed table below. Special features, magic items, and other effects do not contribute to increased speed while within the dream.

Dream Speed

Wisdom Score	Dream Speed
1 - 4	5 feet
5 - 7	10 feet
8 - 9	15 feet
10 - 12	20 feet
13 - 14	25 feet
15 - 17	30 feet
18 - 19	35 feet
20 - 22	40 feet
23 - 24	45 feet
25 - 27	50 feet
28 - 29	55 feet
30	60 feet

Resting. Since the characters are in a dream world, they do not require sleep. Instead, they can focus their mind to repair their psychic manifestations.

- **Short Rests**. At the start of a short rest, a character must make a DC 13 Charisma saving throw. On a success, the character only needs to spend 1 hour to gain the benefits of a short rest. On a failed save, the character must spend 1 additional hour equal to the amount by which they failed the check. For example, a character whose saving throw resulted in an 11 must spend 3 hours to gain the benefits of a short rest. If the result of the saving throw is less than 10, the character cannot take a short rest, and cannot repeat this check until at least 24 hours have passed.
- **Long Rests**. At the start of a long rest, a character must make a DC 13 Charisma saving throw. On a success, the character only needs to spend 4 hours to gain the benefits of a long rest. On a failed save, the character must spend 1 additional hour equal to the amount by which they failed the check. For example, a character whose saving throw resulted in a 10 must spend 7 hours to gain the benefits of a long rest. If the result of the saving throw is less than 5, the character cannot take a long rest, and cannot repeat this check until at least 24 hours have passed.

Waking. At any time a character can use their action to make a DC 20 Wisdom check to escape Ponktonk's dream. On a successful check, their psychic manifestation vanishes from Ponktonk's dream and they return to the real world. On a failed check, they remain within the dream and cannot repeat the check until they've finished a short or long rest.

ALONE

Each character finds themselves alone in a gooey chamber within Ponktonk's dream. Furthermore, whichever character was holding the crimson scroll discovers that they've lost it during their travel into Ponktonk's dream. The chamber appears to have only one orifice through which they may escape. The goal of each character should be to find the other members of their party, Zok, and the crimson scroll.

Characters have two options while within The Caverns: exploring and resting. Both actions require 1 hour of dream time (or 3 minutes of real time). These actions are described in detail below.

EXPLORING THE CAVERNS OF REVOLT

Exploring the Caverns of Revolt requires each character to make a series of skill checks called a skill challenge. A skill challenge is a series of ability checks made with the goal of earning a required number of successes before accumulating a maximum number of failed checks (similar to how death saving throws work).

The character must spend the required time (1 hour of dream time, or 3 minutes of real time) making DC 20 Wisdom (Survival) checks. If there are one or more members in the party, only one character can make a check on behalf of all the other party members, but does so with advantage. If the character achieves 4 successes before 3 failures, they achieve an overall success. Otherwise, they achieve an overall failure. If a character rolls 3 failures before they roll even a single success, the skill challenge results in a critical failure. See below for what each possible result entails.

Overall Success. The character locates one or more of their fellow party members or Zok (you decide which one, or you can determine randomly).

Overall Failure. The character does not find any of their party members and must continue looking.

Critical Failure. The character does not find any of their party members and must continue looking. Additionally, they encounter a hazard or creature within the Caverns of Revolt. Roll a d6 to determine the nature of the encounter.

Caverns of Revolt Encounters

d6	Encounter
1	The character tumbles into a pool of caustic ooze and must make a DC 15 Strength saving throw. On a failed saving throw, the character takes 36 (8d8) acid damage and must repeat the saving throw. On a successful saving throw, the character takes half as much damage but escapes the pool.
2 - 3	The character tumbles into a deeper layer of the Caverns of Revolt. Have the character make a DC 10 Wisdom (Survival) check. If the check fails, all future Wisdom (Survival) checks made within the Caverns of Revolt are made with disadvantage until the character finishes a long rest or discovers another one of their party members.
4 - 6	The character encounters a **psychic ooze beast** (see the Appendix for its statistics).

RESTING WITHIN THE CAVERNS OF REVOLT

Resting means that a character or characters stays in place during that hour. See General Features for details on short and long rests while within the dream. At the end of each

hour that the character or characters spend resting, roll a d10. On a result of 10, the characters encounter a **psychic ooze beast** (see the Appendix for its statistics).

PONKTONK

After the party reunites, Ponktonk manifests before them.

> Just a few feet in front of you, the ground bulges like a rancid blister. In a matter of seconds, the bubble forms arms, legs, and facial features. Although it still possesses a sludgy exterior, it's clear that this anomaly is the psychic manifestation of the lunatic, Ponktonk. In one of his slimy paws, he grasps the crimson scroll.
>
> "Looking for this?" he cackles.

If Zok is still with the party and alive, he warns them that killing Ponktonk's psychic manifestation could result in a total collapse of the world in which they're trapped—likely resulting in death for the entire party.

> "I will make you a deal. I will trade you the scroll for my 'old friend' Zok. Give me the wizard and you shall have the scroll."

Although Zok looks terrified of the predicament that he's in, he nods and agrees to Ponktonk's terms.

> "What's one old eccentric wizard's life compared to the fate of the Cosmos?" says Zok with a wry grin.
>
> "Very well, Ponktonk! You may have me, you mad bastard."

Unless the characters do anything to stop Zok or Ponktonk, Zok steps toward Ponktonk. With each step, he starts to dissolve into the slimy floor of the caverns. Ponktonk, as promised, tosses away the scroll.

If the characters interfere, they must fight **Ponktonk** (see the Appendix for his statistics). At no point will Ponktonk surrender the crimson scroll during the fight, content to keep it within his body using his Ooze form trait. It falls out of his body after he is destroyed.

Killing Ponktonk's psychic manifestation kills Ponktonk. When this happens, Ponktonk's entire world begins to collapse. The characters have only 3 rounds to grab the scroll and speak the incantations to open the gate to the Realm of Madness. If they can't open the gate to the Realm of Madness or they don't escape, they are instantly destroyed. The only way they may return is if Ponktonk is resurrected and they find another way to escape.

Casting from the Scroll. If Zok is still alive, he can cast from the crimson scroll without any issue. Otherwise, a character must succeed on a DC 18 Intelligence (Arcana) check to open the gate to the Realm of Madness.

THE REALM OF MADNESS

After a narrow escape from Ponktonk's troubled psyche, the characters find themselves out of the pot and into the fire. To call The Realm of Madness a dangerous place does it a disservice. Every second spent within this chaotic dimension pushes the characters one step closer to total annihilation.

GENERAL FEATURES

It's impossible to describe the Realm of Madness using terms the characters—and their players—will understand. It is a realm that exists outside normal geometry. Furthermore, the boundaries between what is real and what is imagined begin to collapse. Instead of describing its features, share the effect it has on the character's minds and bodies.

Blackness. Screeching. Boiling. Infinite. Hatred. Soulless. And so on.

If you prefer more concrete descriptions of the realm, assume that the character's minds—refusing to accept this plane for what it is—grant the world a form it understands. Even then, that world is a non-Euclidean nightmare of darkness and pain.

ANOTHER DREAM WORLD

Because the characters are still outside of their bodies, all of the effects described in the Psychic Manifestations section above are still in effect here within the Realm of Madness.

ASSAULT

The entire realm is violently aggressive toward creatures from the material plane. At random intervals—whenever you see fit, really—the realm itself attempts to exploit the characters' weaknesses. Roll a d6 and refer to the Realm of Madness Attack table to determine the type of attack the realm executes. Each attack is detailed after the table.

REALM OF MADNESS ATTACK

d6	Attack Type
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Strength. The realm attempts to pull the character's physical form into the Realm of Madness. Each character must make a DC 15 Strength saving throw. Unconscious characters automatically fail their saving throws. Of course, all of the characters should be unconscious at this point, but you might still allow a save for trance-based sleepers like elves.

If the Strength save fails, the character's physical form is pulled into the Realm of Madness. While a character's physical form is within the Realm of Madness, they lose all of the psychic manifestation features, including their ability

to wake voluntarily. The only way a character can escape the Realm of Madness is through another portal generated by the crimson scroll.

Dexterity. The realm attempts to drain the characters' vitality. Each character must make a DC 15 Dexterity saving throw. Unconscious characters automatically fail their saving throws. Of course, all of the characters should be unconscious at this point, but you might still allow a save for trance-based sleepers like elves.

On a failed saving throw, the character's Dexterity score is reduced by 1d4. If the character's Dexterity score falls to ø, their physical form dies, but their psychic manifestation remains. The character cannot return their mind to their body until their body is resurrected; attempting to do so results in death for the character. Otherwise, the reduction lasts until the character's mind returns to their body and they complete a short or long rest that does not involve psychic travel.

Constitution. The Realm attempts to drain the characters' life force. Each character must make a DC 15 Constitution saving throw. On a failed saving throw, the character's hit point maximum is reduced by 11 (2d1ø). A character dies if this reduces their hit point maximum to ø; this includes their psychic manifestation. Otherwise, the reduction lasts until the character's mind returns to their body and they complete a short or long rest that does not involve psychic travel.

Wisdom. The Realm attempts to absorb the characters' willpower. Each character must make a DC 15 Wisdom saving throw. On a failed saving throw, the character gains one form of long-term madness. A *lesser restoration* spell cures the madness.

Intelligence. The Realm assaults the characters' minds. Each character must make a DC 15 Intelligence saving throw, taking 33 (6d1ø) psychic damage on a failed saving throw or half as much damage on a success.

Charisma. The Realm assaults the characters' sense of self. Each character must make a DC 15 Charisma saving throw. On a failed saving throw, the character's psychic manifestation starts to fade away and they are restrained. At the start of their next round, the character must repeat their saving throw. On a success, the effect ends and the character is no longer restrained. On a failure, the character is permanently erased from existence. Only a *wish* spell cast outside of the Realm of Madness can return the character to life.

FINDING CRIIR AND FIGHTING THE ZOOBRIGI

Despite the dangerous environment in which they find themselves, it doesn't take long for the characters to pinpoint the astral griffon's location. Criir's overwhelming sense of self acts as a beacon within the Realm of Madness.

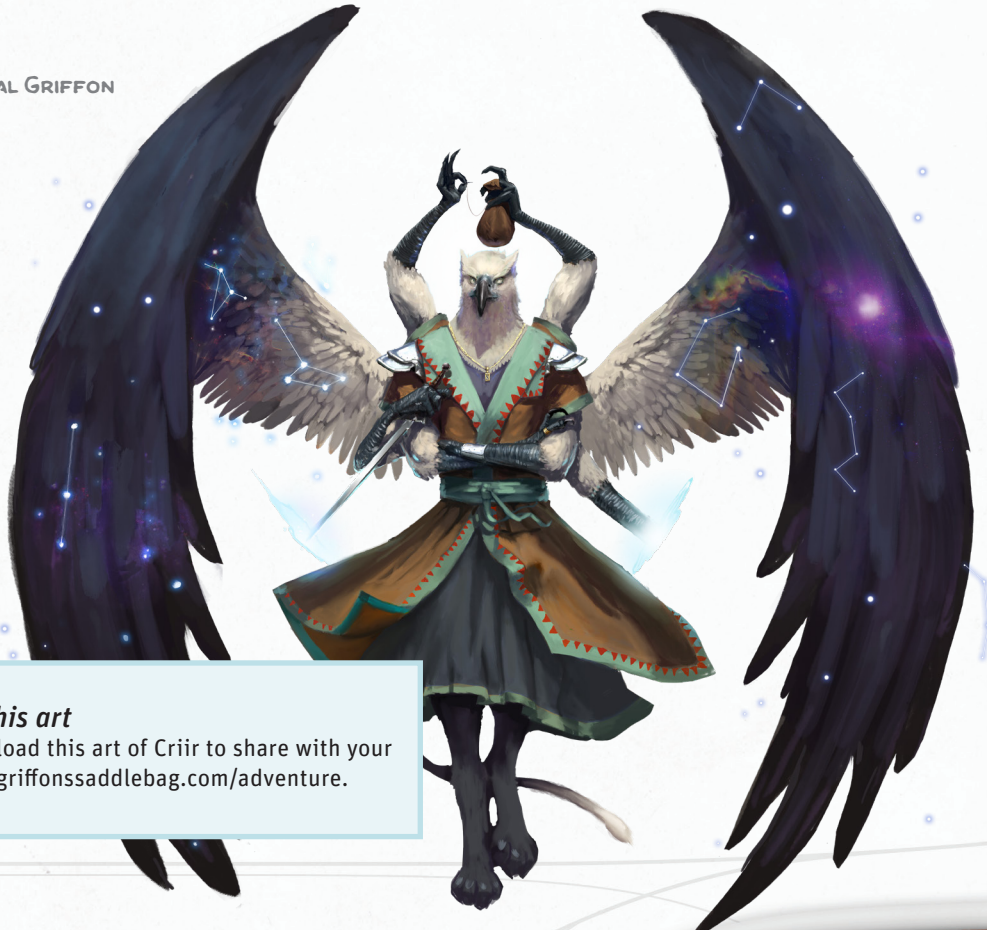
The characters discover **Criir** in a pocket of the realm surrounded by three **zoobrigi** (see the Appendix). Trapped in a nightmare chrysalis, Criir cannot aid the characters in battle. They must defeat the zoobrigi on their own.

As soon as the zoobrigi are destroyed, the shell shatters and Criir the astral griffon emerges. The multi-armed bird-humanoid stands tall and shakes away the shattered remains of its crystal prison. Before the characters can speak, it addresses each of them by name. It then casts a spell, opening a gate to its lair in the astral realm.

> "Come, my friends," says the astral griffon, stepping through the portal. "It's time to save the universe."

If the characters fail to follow Criir through the portal, they must use another method to escape The Realm of Madness.

Criir, the Astral Griffon



Download this art
You can download this art of Criir to share with your players at thegriffonssaddlebag.com/adventure.



INTERMISSION

Criir's forge exists in a remote location of the astral plane. It is unusually austere and simple despite the astral griffon's legendary status. Basic tools clutter the various countertops and workbenches throughout the room. Braziers burn with bright orange fire while lit candles drift overhead.

After the characters have had a chance to settle into the astral griffon's forge, it conjures tea for each character prepared exactly how they like—which, of course, might mean some of them don't get tea at all.

Finally, Criir sits cross legged at the center of his workshop and speaks.

"In the beginning, there was only darkness. From within this darkness, creatures of hate and madness churned and flailed. But then, in what some might view as a moment of improbability, the four prime elements exploded into existence. This event—The Convergence—accidentally formed our Cosmos, giving shape and form to everything that is, was, and ever will be. I was among the first beings created, having gained consciousness shortly after this event.

"But the darkness loathed the Cosmos. It fought against existence and the elements, determined to claim the reality as its own. Still young and chaotic, the elements could do little against the sheer might of the endless absence of light. Thus, they turned to me, their greatest creation, to devise a method to defeat the darkness.

"Lo, I created four artifacts of immeasurable power: the Elemental Artifacts. Each artifact represented elemental perfection.

"For the lords of air, I crafted Ionbreaker, Tempest's Reach.

"For the lords of earth, I crafted the Tectonic Gauntlets.

"For the lords of fire, I crafted the Galea of the Soulfire Phoenix.

"And for the lords of water, I crafted Precipit the Formless.

"Armed with these weapons, the elements fought back against the darkness, and won. With the darkness held back, the elements continued to develop the Cosmos. Everything you know today is a direct result of their desire to build. Creation held back the darkness, and ensured that it remained removed from the Cosmos; a shadow for existence, so to speak. And for millions of years, it was good.

"Then, just a hundred thousand years ago, the darkness stirred once more. During this upheaval, it developed its own weapon—a despicable creature named Desperon. Evil beyond comprehension, Desperon was imbued with an unquenchable desire to erase this reality and return control of everything to the darkness.

"Desperon believed that creating a new Convergence would do just that, something only the elements could do. Far more intelligent than his dark predecessors, Desperon recognized that the elements would not bend to force. Instead, he spent millenia poisoning their minds. Eventually, the elements grew indolent. And inevitably, Desperon convinced the elements to initiate a new Convergence.

"Sadly, I did not realize Desperon's plan until it was already too late. I tried to stop Desperon myself, but he bested me. Unable to destroy me, he then commanded the zoobrigi to imprison me in their Realm of Madness.

"Soon, the second Convergence will occur, erasing existence. Desperon will then return the universe to total darkness. He must be stopped. And the only way to stop him is the same way the elementals stopped the darkness.

"To stop this new Convergence, you must travel to the four elemental planes and convince the elemental masters to come to their senses. Failing that, you, yourselves, must take control of the elemental planes by seizing each of the Elemental weapons.

"Of course, it won't be easy. The elements may have grown lax over the years, but they are still ancient beings of immeasurable power. Plus, Desperon's own minions will likely work alongside them.

"I will take us back to Hearth. While you explore the elemental realms, I will do what I can to slow The Convergence.

RETURN TO HEARTH

If the characters agree to Criir's terms, he opens a gate back to Hearth. Which of the four elemental realms the players choose first is ultimately up to them. Chapters 7-10 describe the methods for entering each realm and the challenges the players will face once they are inside.

If the characters aren't already level 20 by this point, consider promoting them before they continue this adventure.

CHAPTER 7. AIR

In this chapter, the characters travel to the Elemental Plane of Air, an infinite maelstrom of destructive energy. There, they must locate air's personification, the djinni Enesh, and convince it to halt The Convergence. If the characters cannot successfully convince Enesh to stop its hand in The Convergence, the characters must claim air's position and do it themselves.

WHERE TO GO

Crirr informs the characters that the element air's latest personification was that of a mythic djinni named Enesh. Enesh maintains a citadel at the center of the Elemental Plane of Air near the heart of the Maelstrom. Crirr theorizes that Enesh keeps *Ionbreaker* somewhere within his citadel.

ENTERING THE ELEMENTAL PLANE OF AIR

The characters can enter the Elemental Plane of Air anyway they like, using whatever spells are available to them. No matter what, all gates created via the *gate* spell lead to the wind city of Orkokaraa. If the characters choose this method to enter The Elemental Plane of Air, proceed to "Orkokaraa" section below.

If the characters lack or do not wish to use magic sufficient to reach the Elemental Plane of Air, they have a few more options available to them. The characters can learn these methods by speaking with any knowledgeable NPCs they know, including Zok. Of course, you and the players are free to devise your own means for entering the Plane of Air.

PORTAL IN HEARTH

First, the characters can enter the Elemental Plane of Air via the portal in Hearth. Of course, that's easier said than done. The portal in Hearth constantly blows gale force gusts of winds capable of knocking over even a tarrasque.

Although this method is the most dangerous, it's also the most direct route as it places the characters within a short flight from Enesh's citadel.

Refer to the Air Gate Power table on page 41 to determine how strong the winds are when the characters try to pass through it. The characters might need to use magic items or spells to temporarily reduce the winds' force to pass through the portal. If all else fails, a *wish* spell will reduce the winds long enough for the characters to slip through the portal.

If the characters choose this method to enter the Elemental Plane of Air, they arrive a few hours' travel away from Orkokaraa and need to make their way there.

RIDE THROUGH THE BREEZEWAY

The next way into the Elemental Plane of Air involves passing through the Breezeway. The Breezeway is a canyon on the Material Plane that offers access to the Elemental Plane of Air. And the best way to ride through the Breezeway is on the back of a pookabird, a strange part-elemental creature that's immune to the effects of heavy winds, thunder, and lightning.

If the characters choose this method to enter The Elemental Plane of Air, proceed to "The Breezeway" section below.

TRAVEL THROUGH THE CYCLONE TOWER

Zok knows an eccentric way to the Elemental Plane of Air, too. One of his friends, a sage named Goesh, lives in a tower that can shift between the Material Plane and the Elemental Plane of Air. Zok assures that, while quite insane, Goesh will be more than willing to offer the characters a ride to the other plane and then to their final destination.

If the characters choose this method to enter The Elemental Plane of Air, proceed to the "Cyclone Tower" section below.

REQUEST ACCESS FROM THE SEVEN STORMS

Finally, the characters can speak with the Seven Storm Giant Monarchs of the Material Plane. If the characters successfully convince the storm giants to grant them access, the storm giants' gate will give them access to their Great Hall's counterpart in the Elemental Plane of Air.

If the characters choose this method to enter The Elemental Plane of Air, proceed to the "Summit of the Seven Storms" section below.

ELEMENTAL PLANE OF AIR FEATURES

The Elemental Plane of Air is simultaneously a wonder and a terror to those unaccustomed to its nature. Outsiders are usually shocked to discover that the plane lacks anything remotely resembling solid ground. Instead, the Elemental Plane of Air is an endless expanse of wind-swept skies that constantly swirl around the eye of an unimaginably huge storm called The Maelstrom.

Unless stated otherwise, the locations within the Elemental Plane of Air have the following features.

Size and Shape. Although The Maelstrom is the known center of the plane, its arms reach outward toward infinity. Furthermore, the interior of the Maelstrom itself stretches time and space to the point where reality starts to break apart.

Gravity. Devoid of solid ground, the Elemental Plane of Air's gravity is subjective to the creatures and objects that inhabit it. As such, most of the plane's natives can fly. Outsiders with flying speeds suffer no penalties while in the Elemental Plane of Air. Non-flying outsiders can also fly, but must learn to control their internal gravity lest they lose control. These creatures gain a flying speed (hover) equal to ten times their Intelligence modifier (minimum of 10 feet).

Creatures with Intelligence scores of 9 or lower must maintain concentration (as if concentrating on a spell) to keep themselves from spiraling out of control. If the creature loses its concentration, it loses control of itself and starts "falling" in a random direction. On the creature's turn, it can use its action to regain concentration with a successful DC 10 Intelligence check.

Creatures with Intelligence scores of 10 or higher do not need to maintain concentration to keep from spiraling away.

While flying, all Strength and Dexterity checks and saving throws are made using the creature's Intelligence unless the creature has its own flying speed outside of the plane.

Download these region maps
You can download this and other regional maps for this adventure at thegriffonssaddlebag.com/adventure.



Features and traits that affect Strength or Dexterity ability checks and saving throws, such as the rogue's Evasion feature, do not function when an Intelligence check or saving throw is made in place of Dexterity.

Air Quality. The plane's air quality varies depending on where the characters are located, ranging from clear yet thin to thick and polluted. When a non-native first enters the plane, it must make a DC 10 Constitution saving throw. On a failed saving throw, the target gains one level of exhaustion and must repeat the saving throw each hour until they pass the saving throw, gaining an additional level of exhaustion each time they fail. A creature that passes a saving throw is immune to the plane's air quality for 24 hours. Magic items and spells that protect against breathing conditions, such as a *necklace of adaptation*, allow the creature to breathe without any issue.

RANDOM ENCOUNTERS IN THE ELEMENTAL PLANE OF AIR

As the characters travel through the Elemental Plane of Air, there's a chance that they encounter hostile creatures or even minions of Desperon. Each day of travel, roll a d20. On a result of 18-20, they experience an encounter. Roll 1d6 to determine the nature of the encounter, as shown on the Elemental Plane Encounters table below.

Elemental Plane Encounters

d6	Encounter
1	3d6 **steam mephits** who try to follow the party and steal from them.
2	1d6 **air elementals** playing a game together
3	1 **djinni** leading 3d6 **dust mephits** on a mercantile mission
4	3d6 **shadows** on patrol from Desperon
5	1d4 **wraiths** leading 2d6 **specters** on patrol from Desperon
6	1 **ancient silver dragon** lazily flying through the sky

ORKOKARAA

Although the Elemental Plane of Air is home to countless towns and cities filled with creatures unique to the inner plane, none are greater than the birdfolk kingdom of Orkokaraa. Less a city than it is a massive kite that eternally encircles the Maelstrom's heart, Orkokaraa is home to over 100,000 inhabitants, the majority of which are **birdfolk** (see the Appendix). Fully-formed air elementals, invisible stalkers, and other natives to Air also call the city home. It's also a popular stopover point for travelers sliding between the inner planes. All *gate* spells that don't use a sigil sequence transport spellcasters to the center of the city.

Significant locations in Orkokaraa, and the people to be found within them, include the following.

- **Temple of Auranair.** Originally, Orkokaraa served as a religious center for the birdfolk of Air. The Temple of Auranair, named for their greatest religious mind, still stands at the center of the city. The mighty, unbreakable masts that secure the city's kite fabric rise from the center of the temple like great arms. The temple is maintained by a birdfolk **priest** named Galathan.
- **The Stable Table.** A city as large as Orkokaraa isn't without its fair share of inns and taverns. However, the majority cater solely to the needs of creatures native to the plane. This is not the case with The Stable Table. Thanks to significant spell enhancements and force cages, this inn and tavern offers travelers gravity relative to its floors along with plenty of breathable air. However, it's not a

cheap inn to stay at. A single night at the inn costs 1 astral diamond (the equivalent of 100 gp). An **invisible stalker** named Foosh owns the inn.

- **The Spark.** Planar travelers who seek high-end magic items should look no further than The Spark, a magic shop for the cosmos' greatest adventurers. In addition to most mundane items one would hope to find in a magic shop, The Spark also offers most common and uncommon magic items for sale, as well as a decent amount of rare and very rare items. Once per month, The Spark auctions off one or more legendary items it possesses. A goblin **mage** named Geeky owns the store.

ENCOUNTERS IN ORKOKARAA

The characters' presence in Orkokaraa won't go unnoticed. At this point, Desperon knows that Crirr escaped his prison in the Realm of Madness and is likely working with adventurers to put a stop to his plans of conquest. Shortly after the characters arrive, consider running one or more of the following encounters detailed below.

THE BLIND SECRET ATTACKS

The Blind Secret, a flying ship from the Astral Plane, appears in Orkokaraa and starts firing its siege weapons at the characters' general area, killing many innocent elementals and planar travelers in the process. If the characters attempt to retaliate, the ship keeps its distance. Should the characters threaten the ship and its crew enough to place it in real jeopardy, the ship retreats back to the astral plane to lick its wounds.

DIMENSIONAL SHAMBLER ASSAULT

As the characters travel around the great kite city, they're attacked by a pack of **dimensional shamblers** (see the Appendix for details), six in all. Dedicated to their task and blindly loyal to Desperon, these strange creatures fight until they're destroyed.

SHADOW STORM

Desperon taints a storm cloud with its evil, creating a shadow storm. The shadow storm is a colossal hazard which will destroy the entire city unless the characters do something.

Shadow Storm Power Level. The Shadow Storm has 10 levels of power; the higher its power level, the deadlier it is, as shown on the Shadow Storm power level table below. The Shadow Storm starts with a power level of 3.

The effects caused by the Shadow Storm are detailed after the table.



Shadow Storm Power Levels

Level	Effects	Save DC	Necrotic Damage
1	Heavy Precipitation, Strong Wind	—	—
2	Desecration (Minor), Heavy Precipitation, Strong Wind	15	10 (3d6)
3	Desecration (Minor), Heavy Precipitation, Strong Wind, Shadow Assault	17	17 (5d6)
4	Desecration (Minor), Heavy Precipitation, Strong Wind, Shadow Assault	18	21 (6d6)
5	Darkness, Desecration (Minor), Heavy Precipitation, Strong Wind, Shadow Assault	19	24 (7d6)
6	Darkness, Desecration (Minor), Heavy Precipitation, Strong Wind, Shadow Lightning, Shadow Assault	20	28 (8d6)
7	Darkness, Desecration (Minor), Heavy Precipitation, Strong Wind, Shadow Lightning, Shadow Assault	21	31 (9d6)
8	Darkness, Desecration (Major), Heavy Precipitation, Strong Wind, Shadow Lightning, Shadow Assault	22	35 (10d6)
9	Darkness, Desecration (Major), Heavy Precipitation, Strong Wind, Shadow Lightning, Shadow Assault	23	42 (12d6)
10	Darkness, Desecration (Major), Heavy Precipitation, Strong Wind, Shadow Lightning, Shadow Assault	25	52 (15d6)

Darkness. The area affected by the storm is covered in magical *darkness* as per the spell cast at a spell level equal to the storm's current power level (maximum 9th level).

Desecration. The area affected by the storm counts as desecrated ground. All undead in the storm's area have advantage on all saving throws. Additionally, a non-undead creature that ends its turn in the storm's area must make a Constitution saving throw. The DC for this saving throw is shown in the Save DC column on the Shadow Storm Power table above. On a failed saving throw, a target takes an amount of necrotic damage equal to the value shown on the Necrotic Damage column on the Shadow Storm Power table. A creature takes half as much damage on a successful saving throw.

At power level 8 and beyond, undead in the storm's power are immune to the effects of Turn Undead. Also, creatures who suffer necrotic damage from the storm have their hit point total reduced by an amount equal to the damage taken. If this reduces a creature's hit point maximum to ø, the creature dies, and raises as a **wraith** in 1d4 hours. Otherwise, this reduction lasts until the creature finishes a short or long rest.

Heavy Precipitation. Everything within the storm's area is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Non-undead creatures adapted to conditions of heavy precipitation are also affected by this.

Shadow Assault. With each passing second, the storm creates vile, life-hating shadows. When a creature ends its turn within the area of the shadow, the shadows attack. Make one attack for all the shadows, with a to hit modifier equal to the shadow storm's current power level. On a hit, the shadows deal necrotic damage equal to the amount of damage shown on the Necrotic Damage column on the Shadow Storm power table. Additionally, the target's Strength score is reduced by an amount equal to half the shadow storm's current power level (rounded down). If the target's Strength score is reduced to ø, it dies. Non-evil creatures killed in this way rise as a new **shadow** in 1d4 hours. Otherwise, this reduction lasts until the creature finishes a short or long rest.

Shadow Lightning. When a creature starts its turn within the area of the shadow storm, roll d2ø and add the storm's current power level. On a result of 2ø or higher, the creature is targeted by shadow lightning. The creature must make a Dexterity saving throw. The DC for this saving throw is shown in the Save DC column on the Shadow Storm Power table above. On a failed saving throw, a target takes an amount of necrotic damage equal to the value shown on the Necrotic Damage column on the Shadow Storm Power table. A creature takes half as much damage on a successful saving throw.

Strong Wind. The storm's winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. The winds also extinguish open flames, disperse fog, and make flying by non-magical means nearly impossible. A flying creature in the storm's area must land at the end of its turn or fall. Non-undead creatures normally adapted to conditions of strong winds are also affected by this.

Power Increase. Each round, there's a chance that the storm gains more power. On initiative count 2ø, roll a d2ø and add the number of rounds that the Shadow Storm has persisted to the result. Then, reference the table below to determine whether or not the Shadow Storm gains power. The Shadow storm cannot gain more than 1ø levels of power.

Shadow Storm Power Increase

Result	Outcome
1 - 15	The Shadow Storm stays at the same level of power.
16 - 23	The Shadow Storm's power level increases by 1.
24+	The Shadow Storm's power level increases by 2.

Destroying the Shadow Storm. The Shadow Storm can only be defeated by powerful spells that affect weather and/or the undead, or spells or attacks that deal radiant damage. Use your best judgement when deciding what spells and effects should reduce the power storm's level.

At a minimum, spells cast against the shadow storm should be of a level at least equal to the storm's current pow-

er level. For example, the spell *control weather* would damage a power-level-8 or weaker shadow storm, but have no effect on a shadow storm of power level 9 or higher—not unless the spellcaster upcasts, of course. Spells successfully cast against the storm reduce its power level by 1.

Class features used against the storm only work when used by a character whose levels in that class equal or exceed the storm's current power level. For example, a character with cleric levels using its Channel Divinity to turn a power-level-10 shadow storm can only do so if they have 10 or more levels in the cleric class. Class features successfully used against the storm reduce its power level by 1.

Whenever the storm takes a hit from a weapon or spell that deals radiant damage, roll a d20 and add the storm's current power level. If the result meets or exceeds the damage dealt, the storm is unaffected. Otherwise, the storm's power level is reduced by 1.

When the storm's power level reaches 0, it is destroyed. Otherwise, the Storm lasts for 1 hour. If the characters won't or can't destroy the storm and allow it to continue its wrath, the storm inevitably destroys the entirety of Orkakaraa, slaying over three-fourths of its population.

TRAVEL TO THE ENESH'S CITADEL

Once the characters arrive in Orkakaraa, they must travel to Enesh's Citadel. Unfortunately, Orkakaraa is quite a ways away from the center of the maelstrom. The characters are free to use any method they can to reach the citadel. The citadel is protected against teleportation (see page 60 for details), so it's likely the characters will have to fly, or find a creature that's willing to fly them to the storm's heart—not even creatures native to the plane enjoy flying that close to the center of the maelstrom. The amount of time it takes the characters to reach the citadel depends on how fast they're flying as shown on the Travel from Orkakaraa table below.

Travel from Orkakraa

Flying Speed	Travel Time
30 ft.	10 days
45 ft.	7 days
60 ft.	5 days
90 ft.	3 days
120 ft.	2 1/2 days

THE BREEZEWAY

The Breezeway is a twisting canyon of jagged rock, powerful gusts of wind, and dangerous paraelementals. It straddles both the material plane as well as the Elemental Planes of Air and Paraelemental Plane of Dust. Creatures who enter the Breezeway at its egress in the Material Plane and navigate its entire 1,000-foot length are teleported to an earth mote field a relatively short distance from Enesh's citadel.

RUNNING THE BREEZEWAY

The easiest way to run this part of the adventure is to follow these steps:

1. **Determine Method of Flight.** First, the characters must decide if they want to rent pookabirds to fly them through the Breezeway. If they agree to Hukchuk's steep price (see below), he sells the characters as many pookabirds as they need. Otherwise, they will need to provide another method of flight.
2. **Check for Random Encounters.** Next, refer to the section on Random Encounters to determine when and where random encounters (if any) occur within the Breezeway. Then roll to determine the nature of the encounter.
3. **Breezeway Flight.** Once the characters enter the Breezeway's egress into the Material Plane, they must fly 1,000 feet through the Breezeway before they reach the end. Rules for running this part of the adventure are detailed below.
4. **Emerge into the Elemental Plane of Air.** Once the characters successfully navigate the Breezeway, they emerge on an earth mote named Solid Rock in the Elemental Plane of Air. From there, they must travel to Enesh's Citadel.

POOKABIRD

The easiest way through the Breezeway for creatures who can't fly is on the back of a **pookabird**. A pookabird is a strange, plump avian creature approximately the size of a horse. Pookabirds are immune to the strong winds that careen through the Breezeway, making them ideal mounts for the characters.

A lizardfolk pookabird vendor named Hukchuk owns a shack at the front of The Breezeway. For the low-low price of 1,000 gp per day, Hukchuk will rent one of his birds to the characters. He sells insurance for an additional 500 gp per bird. If a pookabird dies while being rented, Hukchuk charges 15,000 gp to have the bird replaced.

Treat each pookabird stats as a **giant owl** that understands Auran but cannot speak. Hukchuk fails to mention that pookabirds are a delicacy among many of the creatures that haunt the Breezeway. When rolling on the Breezeway Encounter Location table (see below), roll a d8 if the characters aren't riding pookabirds and a d6 if they are. Then roll another d8 to determine what they encounter.

ENCOUNTERS IN THE BREEZEWAY

Of course, the Breezeway isn't without its dangers. As soon as the characters enter the Breezeway, one or more hostile creatures take notice and attack. Roll a d8 to determine when and where an encounter occurs, if any. If the characters are riding pookbirds, roll a d6 instead. Then roll on the Random Encounters in the Elemental Plane of Air table to determine what they encounter.

BREEZEWAY ENCOUNTER LOCATION

d8	Location
1	First 250 feet of the Breezeway
2 - 3	Second 250 feet of the Breezeway
4	Third 250 feet of the Breezeway
5 - 6	Two encounters (roll 1d4 twice to determine where the encounters happen)
7 - 8	No encounter



FLYING THROUGH THE BREEZEWAY

The Breezeway has the following unusual features.

Floorless. The Breezeway completely lacks floors. When a non-flying creature falls in the Breezeway, roll a d6. On a result of 1-4, the creature falls 500 feet. On a result of 5 or 6, the creature is pushed out of the Breezeway and finally hits the ground, taking 70 (20d6) bludgeonign damage as a result. No matter how far into the Breezeway the creature falls, it always lands at the Breezeway's material Plane Entrance. Assuming it survives the fall, the creature must start their journey through the Breezeway all over.

Strong Winds. Powerful winds constantly blow through the Breezeway. Any creature that starts its turn in the Breezeway must make a Strength saving throw with a DC of 10 + 2d6. On a failed saving throw, the target is battered against the Breezeway's walls, taking 10 (3d6) bludgeoning damage as a result. Pookabirds and any creature mounted on one automatically passes their saving throws.

THE BREEZEWAY: SIMPLIFIED

The easiest way to handle the Breezeway sequence is to treat it like a chase. Have the characters roll initiative. Any mounts that they're riding (such as pookabirds) use their initiative order.

At the start of the sequence, the party is 1,000 feet from the portal to the Elemental Plane of Air.

Dashing. While moving through the Breezeway, unmounted characters or the characters' mounts can freely use the Dash action a number of times equal to 3 + their Constitution modifier (5 times for Pookabirds). Each additional Dash action a character or its mount takes during the Breezeway sequence requires the creature to succeed on a DC 10 Constitution check at the end of its turn or gain 1 level of exhaustion.

A participant drops out of the sequence if its exhaustion reaches level 5, since its speed becomes 0. A creature can remove all of the levels of exhaustion it gained during the sequence by finishing a short or long rest.

Spells and attacks. During combat, a participant can make attacks and cast spells against other creatures within range. All normal rules for cover, terrain, and so on apply. Creatures may make attacks of opportunity as normal unless they are being chased—in this situation, it's assumed that all creatures are moving in the same direction at the same time. However, attacks from creatures that aren't involved in a chase or are facing a different direction may make attacks of opportunity as normal.

Ending the Sequence. The sequence ends for a participant as soon as it "crosses the finish line" into the Elemental

Plane of Air, at which point, they are subjected to the plane's normal features as described on page 50.

Complications. Each round a participant moves through the Breezeway, there's a chance that a complication occurs. The Breezeway Complications table provides several examples, all of which occur randomly. Each participant in the sequence rolls a d20 at the end of its turn, then consults the table. If a complication occurs, it affects the next participant in the initiative order.

Checks and saving throws marked with an asterisk can be made by the mount instead of the rider if the mount has an Intelligence score of 7 or higher.

Breezeway Complications

d20	Complication
1	A large obstacle such as a boulder, a natural bridge, or spire blocks your way. Make a DC 15 Dexterity (Acrobatics) check (unmounted) or DC 15 Wisdom (Animal Handling) check (mounted) to get past the obstacle. On a failed check, you or your mount (your choice) hit the obstacle and take 7 (2d6) bludgeoning damage as a result. When this happens, you must make a Strength saving throw with a DC equal to 5 + the damage taken. On a failed save, you fall off your mount. See Floorless above for details on what happens.
2	The canyon narrows, threatening to slow your progress. Make a DC 10 Dexterity (Acrobatics) check (unmounted) or DC 10 Wisdom (Animal Handling) check (mounted) to navigate the area. On a failed check, the narrow passage counts as 1d4 x 10 feet of difficult terrain.
3	You fly through a colossal swarm of insects. You or your mount (your choice) must make a DC 11 Dexterity saving throw, or you (and your mount, if any) take 10 (4d4) piercing damage on a failed save, or half as much damage on a successful one.
4	A large natural bridge blocks your path. Make a DC 10 Dexterity (Acrobatics) check (unmounted) or DC 10 Wisdom (Animal Handling) check (mounted) to get past the obstacle. On a failed check, you crash into the obstacle, taking bludgeoning damage equal 1d6 times the amount by which you failed the saving throw (for example, if you rolled an 8, you take 2d6 bludgeoning damage). When this happens, you must make a Strength saving throw with a DC equal to 5 + the damage taken. On a failed save, you fall off your mount. See Floorless above for details on what happens.
5	You fly directly into a sandstorm. Make a DC 10 Constitution saving throw. On a failed saving throw, you are blinded by the blowing sand until the end of your turn. While blinded in this way, your speed is halved unless you are riding a mount with an intelligence score of 7 or higher (in which case, it takes over navigation).
6	To avoid a canyon wall, you or your mount must quickly drop deeper into the canyon. Make a DC 10 Dexterity (Acrobatics) check (unmounted) or DC 10 Wisdom (Animal Handling) check (mounted). On a failed check, you don't drop fast enough and hit the canyon wall; you take bludgeoning damage equal 1d6 times the amount by which you failed the saving throw (for example, if you rolled an 8, you take 2d6 bludgeoning damage). When this happens, you must make a Strength saving throw with a DC equal to 5 + the damage taken. On a failed save, you fall off your mount. See Floorless above for details on what happens.
7	You blunder into spider webs. You or your mount must make a DC 15 Dexterity saving throw to avoid it. On a failed save, you (and your mount, if any) are caught in the webs and restrained.
8	You fly directly into a flock of frightened birds. You or your mount must make a DC 10 Dexterity saving throw. On a failed saving throw, you take 1d4 bludgeoning damage and 1d4 piercing damage. If you are mounted and this happens, you must make a Strength saving throw with a DC equal to 5 + the damage taken. On a failed save, you fall off your mount. See Floorless above for details on what happens.
9	Razor sharp crystal covers the canyon's walls at this juncture. You or your mount must make a DC 15 Dexterity saving throw. On a failed saving throw, you (and your mount, if any) take 1d10 slashing damage from the crystals, and if you are mounted, you must make a Strength saving throw with a DC equal to 5 + the damage taken. On a failed save, you fall off your mount. See Floorless above for details on what happens.
10	A creature attacks! Choose or roll on the Random Encounters table to determine the type of creature that joins the fray.
11 - 20	No complication.

SOLID ROCK

Once past the Breezeway, the characters emerge at Solid Rock, a lifeless earth mote in the Elemental Plane of Air. From there, they can travel without issue to Enesh's Citadel. To determine how long it takes for the characters to travel depends on their speed, as shown on the Travel from Solid Rock table below.

Travel from Solid Rock

Flying Speed	Travel Time
30 ft.	6 days
45 ft.	4 days
60 ft.	3 days
90 ft.	2 days
120 ft.	1 1/2 days

THE CYCLONE TOWER

Zok instructs the characters to contact his ally, Goesh, another eccentric sage who lives in a strange, twisting tower called the Cyclone Tower. The Cyclone Tower was built from stones quarried from earth motes in the elemental plane of air. It can travel to the plane and even fly (albeit not well). If the characters agree to use the Cyclone Tower, Zok teleports them to its entrance.

What Zok doesn't know is that his friend Goesh's tower was recently invaded by a band of wights led by a mask wight servitor of Desperon named Evadm'd. The wights killed Goesh and now wait within his tower to ambush the characters. Before the characters can use Goesh's tower to travel to the Elemental Plane of Air, they will need to defeat Desperon's minions.

GENERAL FEATURES

Unless stated otherwise, the Cyclone Tower has the following features.

Architecture. The cyclone tower is built from bricks carved from quarried earth motes in the elemental plane of air. The stone is immune to lightning and thunder damage, as well as spells and effects that use wind, such as the *gust of wind* and *wind wall* spells. However, this does not extend to the tower's furniture, objects, doors, or inhabitants.

The tower's vaulted ceilings rise 12 feet above the floors of the tower.

Doors. All of the tower's doors are made from sturdy iron panels laced with adamantine. A door has AC 20, 35 hp (damage threshold 10), immunity to poison and psychic damage. A locked door requires a DC 22 Dexterity check using proficiency in thieves' tools to unlock, or a DC 30 Strength (Athletics) check to break open.

Windows. Levels two through four all have large windows facing the tower's main entrance. Although these towers seemingly lack glass or any sort of barrier, they're actually protected by permanent walls of force, as per the spell. Characters who can't enter the tower via its main doors can get through these windows so long as they're able to disintegrate them.

Illumination. Bright continual flames illuminate the entirety of the tower.

Subjective Gravity. When the cyclone tower flies, its gravity is always directed towards the tower's base. This is true even when the tower is otherwise upside down, sideways, etc.

For Primes by Primes. While the Cyclone Tower travels through the Elemental Plane of Air, creatures inside are unaffected by its Gravity and Air Quality features as described on page 50.

Private Sanctum. The entirety of the tower is protected by a permanent *private sanctum* spell, creating the following effects:

- Sound can't pass through the tower's walls, floors, or ceilings.
- For those who don't know what to look for, the tower appears to be surrounded by a persistent tornado. Although the tornado is only an illusion, it prevents vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the tower or pass through the tower's walls at its perimeter.
- Creatures in the tower can't be targeted by divination spells.
- Nothing can teleport into or out of the tower.
- Planar Travel is blocked within the warded area, the exception to this rule being the tower's own ability to travel to the elemental plane of air.

Flight. The tower doubles as a flying vehicle that can travel freely between the material plane and the Elemental Plane of Air. Its statistics are included below. Its flight controls are found at the tower's topmost floor.

KEYED LOCATIONS

The Cyclone Tower has five levels. Although the tower can face any direction it chooses thanks to its flying ability, descriptions using cardinal directions assume that north is the topmost part of the map, south the bottom, and so forth.

GROUND FLOOR - ENTRYWAY

The vampires (see below) shut and locked the doors into the tower. The characters will have to find a way through as detailed in the General Features section above.

This lavish room acts as both Goesh's meeting room and general library.

Encounter: Vampires. Four **vampiric knights** (see the Appendix) wait in this area. They have instructions to kill anyone who enters the tower. They fight until destroyed.

Goesh's Body. Goesh, the tower's owner, lies sprawled on the floor of this room. Judging by the bites all over his body, the vampires killed him. He has been dead for 1 day. If the characters revive him, he happily joins the party. He uses the **archmage** stat block.

LEVEL 2 - LABORATORY

This level is cut into two parts. The northernmost part is an ambulatory connecting the stairway that leads down to the ground and up to the third level. Curious sparkling dust covers the floor just in front of the fireplace. A character with proficiency in Arcana who looks at the dust—without approaching it—and succeeds on a DC 17 Intelligence (Arcana) check realizes that the dust consists of mercury, diamond, opal, and phosphorus; they realize that it's likely a *symbol* spell was cast in the area (see below).

The southernmost part is a laboratory filled with alchemical supplies and magical components.

Trap: Symbol. The lich on the fourth level protected this area with a *symbol* spell. Any creature that enters the space

directly in front of the fireplace in the ambulatory triggers the spell; when triggered, each target on this level must make a DC 18 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful save. The glyph is nearly invisible, requiring a DC 18 Intelligence (Investigation) check to find it.

Treasure: Laboratory Goodies. Characters who find a way in the room can spend 10 minutes scouring this area for treasure. In all, the room contains a variety of magical components (assume at least 10 component pouches worth of wizard components) along with the following consumable components: a jade circlet worth 1,500 gp; a bag that contains diamond, ruby, emerald, and sapphire dust worth 5,000 gp; and a small, wooden cylinder containing ruby dust worth 1,500 gp.

LEVEL 3 - BED CHAMBERS

The door that leads into this area from the lower level is locked.

A four-post bed dominates this area. A desk cluttered with papers, scrolls, and dog-eared books stands against the large window on the southern wall.

Encounter: Shadow Golems. Two **shadow golems** (see the Appendix) linger amid this area's dark corners. They attack any non-undead creature that enters this area.

LEVEL 4 - CYCLONE CONTROLS

Both the doors that lead into this area are locked.

This austere room acts as the tower's control room. The control panel itself is a large, circular device with multiple button-laden control panels surrounding it. Six 8-foot-tall pylons crackling with lightning stand at the southernmost side of the machine.

This room is the helm for the Cyclone Tower. The controls here can be used to transpose the tower into the Elemental Plane of Air and to steer its flight within that plane.

Encounter: Desperon's Minions. Desperon's **mask wight servitor** is here with two **vampiric knights** and one **hierophant lich** (see the Appendix for all three stat blocks). During the combat, the hierophant lich works to disarm the control panel, disabling the tower's ability to move to the Elemental Plane of Air. Meanwhile, the mask wight and vampires attack. The hierophant lich only joins the combat if attacked or the mask wight or both of the vampires are destroyed.

Pylons. The pylons pose a hazard to anyone that comes near them. A creature that ends its turn within 5 feet of a pylon takes 14 (4d6) lightning damage.

Optional Rule: Destroying the Panel. Each round, the hierophant lich can use its action to dismantle the control panel. If the hierophant lich performs this action five times, it successfully destroys the control panel, permanently disabling the tower's ability to travel to the Elemental Plane of Air.

ROOF

There is nothing of interest on the roof.

Force Dome. The top of the roof is protected by a permanent dome of force, as per the *wall of force* spell. Just like the tower's windows, the characters can enter the tower via the roof if they destroy the dome or a section of it first.

INTO THE ELEMENTAL PLANE OF AIR

After the characters defeat the mask wight and its minions and regain control of the Cyclone Tower, they can use it to travel into the Elemental Plane of Air. From there, it will take the characters 2 days to fly from where the tower on the plane appears to Enesh's Citadel.

HALL OF THE SEVEN STORMS

The fastest way to the citadel is by the gate guarded by the Seven Storm Giant Monarchs on the Material Plane. If the characters want to use this method, then they must first teleport to the giants' citadel which is atop one of the tallest mountains in the land. From there, they must seek an audience with the giants. So long as the characters are 20th level and have at least one character with a Charisma score of 20 or better, they are immediately admitted access—mostly because the monarchs are curious why the characters seek their help. Otherwise, the characters will need to convince the giants' servants to let them in—they can do so with a DC 15 group Charisma check using proficiency in Deception or Persuasion (each player can choose which skill to use).

AUDIENCE WITH THE MONARCHS

The Seven Monarchs allow the characters to meet with them in their grand throne room. The throne room is a colossal 80-foot-wide by 320-foot-long chamber with 100-foot-high ceilings. The northernmost end of the chamber widens into a 120-foot-wide rotunda. Seven 30-foot-tall thrones made from solid granite decorate the rotunda, each evenly spaced apart. There is a 80-foot-wide dais at the center of the rotunda, which allows visitors to speak to the giants.

The seven monarchs all use the **storm giant** stat block. The hall itself is protected by another twenty-one **storm giants**, all armed with magic weapons.

As they stand before the monarchs, the characters may make their case to the giants and explain the situation. After the characters make their case, have the characters make a DC 15 group Charisma check using proficiency in Deception or Persuasion (each player can choose which skill they want to use). Give players who roleplay this sequence especially well a +2 bonus to their checks. Reference the table below to determine the giants' reaction.



Audience with the Giants

Group Check Result	Outcome
No successes	The monarchs refuse to help the characters and politely ask them to leave (or suffer the penalty of death).
Less than half the party succeeds	The monarchs will allow the characters to pass through the gate, but the party must use one of their abilities to revive a long dead giant king. The party can do this via the true resurrection spell, a wish spell, a cleric's Divine Intervention feature, or other similar high-level ability.
At least half the party succeeds	The monarchs allow the characters to pass through the gate with no further obstacles.
All of the party succeeds	Not only do the monarchs allow the party to travel through their gate, but they send two **storm giants** with **roc** mounts to aid the party in their adventure into the Elemental Plane of Air.

Through the Giants' Gate

The other end of the giants' gate places the characters in the Hall of Seven Storms' Elemental Plane of Air's counterpart. Regardless of their flying speed, it takes them 1 day to travel from the Hall to Enesh's Citadel.

Enesh's Citadel

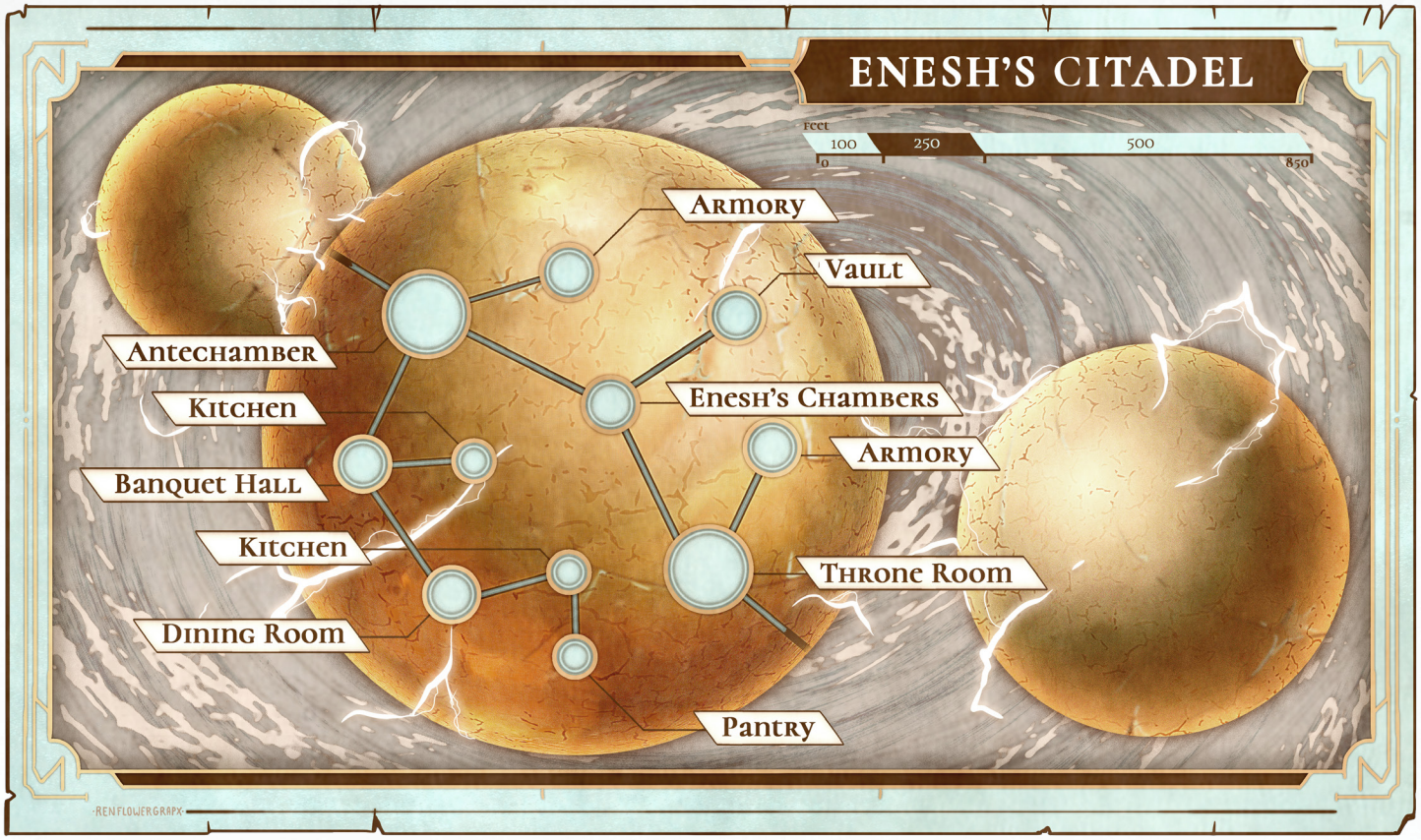
Enesh's Citadel does not resemble a traditional domicile; rather, three colossal copper globes floating in space. Due to their proximity to the Maelstrom's eye, they crackle and writhe with lightning. The only way into the globes is via a series of small holes along their surfaces. Only Tiny creatures and creatures that are able to assume gaseous form, ethereal form, or some other method of moving through small spaces can enter the citadel.

Two of the globes measure approximately 250 feet in diameter while the third measures twice that. Enesh lives in the larger of the three globes. The other two globes are guard towers.

General Features

Unless stated otherwise, Enesh's Citadel has the following features.

Elemental Plane of Air. Literally exposed to the elements, the entire citadel is affected by the same conditions as the



Elemental Plane of Air as detailed on page 50, including a lack of gravity inside the globes.

Heavy Winds. The Maelstrom blows at its strongest here. When a creature first exposes itself to the area and each time it starts its turn in the area, it must make a DC 18 Strength saving throw. Air-based elementals (including Enesh) and creatures with a hover speed automatically succeed on their saving throw against this effect. On a failed saving throw, the target is pushed 2d4 x 10 feet away in a random direction. The winds do not affect the inside of the globes.

Lightning. Huge arcs of lightning blitz through the air at all times, bouncing between the copper globes. When a creature ends its turn within 120 feet of the exterior of the globes, it takes 27 (6d8) lightning damage and it can't take reactions until the end of its next turn. Once inside the globes, the characters do not need to make any additional saving throws.

One-Inch-Wide Entrances and Corridors. The copper globes that comprise Enesh's Citadel do not have doors in the traditional sense. Instead, small holes lead to 1-inch-wide tubes molded directly into the globes' metal. These tubes connect to the various chambers in the main citadel and offer access to the interior of the guard towers (each tower has only one main chamber). Only creatures capable of moving through such spaces such as creatures with the Air Form trait or creatures that can assume ethereal form can travel between the chambers.

Private Sanctum. The entirety of the citadel is protected by a permanent *private sanctum* spell.

Spherical Chambers. All of the chambers inside the citadels globes are colossal spherical rooms molded from the copper of the globe. The unusual furniture that crowds such rooms aren't shaped for humanoids, but instead made for the elementals that populate the chamber. This imagination-defying furniture is made from glass, copper, and sometimes force energy. Permanent levitation magic keeps it aloft. Creatures who "sit" (if such a term could be used) on such furniture can move the furniture the same way they control their own gravity.

KEYED LOCATIONS

Enesh's Citadel has the following locations inside.

ANTECHAMBER

This massive, spherical antechamber functions both as a greeting area and guardroom for the main citadel.

Encounter: Fire Elementals. Ten **fire elementals** protect the antechamber at all times. Because these fire elementals are experienced at traveling in the Elemental Plane of Air, they are considered to have a flying speed equal to their walking speed. Enesh prefers fire elementals for his defenses over air elementals because they are not native to the Elemental Plane of Air; destroying them only banishes them back to their home plane.

ARMORY

Both the antechamber and Enesh's throne room have armories built directly off them. Not only do these armories offer special weapons and gear for Enesh's elemental guardians, but they have portals to various planes—inner, outer, lower, and everything in between—with which Enesh can recruit more defenders.

Treasure: Air Elemental Weapons. Most of the weapons in these armories are created from elemental air and are too alien and unusual for the characters to use properly. If you prefer to offer the weapons to the characters, there are twenty *+1 weapons*, five *+2 weapons*, and one *+3 weapon*. You decide the nature of these weapons. Regardless, all of the weapons are made from elemental air—only creatures who have air form, gaseous form, or any other similar form made of elemental air can use the weapons.

BANQUET HALL

This spherical room is used for Enesh's non-elemental guests. A huge table made of wood drawn from the Prime Material Plane with twenty-two copper chairs floats at the center of the room. The entire set—including the plates and flatware at each place—slowly rotates in space. The table has its own gravity subjective to the seats of the chairs.

DINING ROOM

Enesh's most important elemental guests are treated to dinner in this elemental-specific sphere. Unlike the banquet hall, Enesh's "dining room" lacks a table. Instead, elemental treats gathered from all of the para, prime, and quasi-elemental planes are served here: volcanic ash served in a tiny whirlwind, caustic ooze with bits of gems floating in it, the burning smell of the vacuum, and so forth.

While most elementals have no issue in this room, non-elementals may find the room disorienting and hazardous to their health. When a non-elemental creature first enters this room, and at the start of each of its turns, it must make a DC 15 Constitution saving throw. On a failed saving throw, the creature takes 13 (3d8) damage from one of the elements. Roll a d10 to determine what type of damage the creature takes.

Dining Room Damage Type

d10	Damage Type
1 - 2	Acid
3 - 4	Cold
5 - 6	Fire
7 - 8	Lightning
9 - 10	Thunder

ENESH'S CHAMBERS

Enesh keeps his private chambers at the center of the largest of the copper globe. This chamber is 80 feet in diameter. Since Enesh does not require rest, the chambers are mostly devoid of furniture. Instead, Enesh's favorite baubles, books, trinkets, and more drift carelessly through open space. The entire area is lightly obscured and counts as difficult terrain. If a character spends 1 minute searching Enesh's chambers and succeeds on a DC 15 Intelligence (Investigation) check, they discover one item worth 1d6 x 100 gp. The nature of this item is up to you, but it can be an old, rare book, a piece of jewelry, a large gem, or even an uncommon magic item. After they discover ten such items, there are no more left to be found.

Encounter: Groruk. Enesh keeps his favorite pet, Groruk, in his chambers. Groruk is a dragon turtle made completely out of steam. Use the **dragon turtle** statblock for Groruk except with the following changes:

- Groruk's type is elemental.
- Groruk has a flying speed of 40 ft.
- In addition to fire damage, Groruk is immune to lightning and thunder damage.
- **New Trait: Steam Form.** Groruk can move through a space as narrow as 1 inch wide without squeezing. A creature that touches Groruk or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, Groruk can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage. Any creature that ends its turn in Groruk's space also takes 5 (1d10) fire damage.

Encounter: Trapped Passage. The tube connecting this area to Enesh's vault is trapped. Any creature that enters the tube triggers a *glyph of warding* that casts a 5-foot-radius, spherical force cage centered on the target. Spotting the trap in advance requires a successful DC 17 Intelligence (Investigation) check. The trap can be disarmed with a successful DC 17 Intelligence (Arcana) check or a *dispel magic* spell cast against a 7th-level spell.

The trap also sends an alarm to alert Enesh (who is likely still in his vault). Enesh then telepathically signals the fire elementals from the antechamber (if they haven't been destroyed) to assault whoever triggered the trap.

KITCHEN

Enesh's kitchens look less like kitchens than they do a nexus for the inner planes. Small permanent gates, no larger than 1 foot across, dot the surfaces of these 25-foot-diameter spherical chambers. Multitudes of air-adjacent mephits (dust, smoke, and steam) work ceaselessly preparing the unusual meals served in Enesh's dining room. Each kitchen employs a **force mephit** (see the Appendix) who acts as the head chef, boss to the other mephits.

PANTRY

The elemental "food" prepared in the kitchens and served for Enesh's guests are stored in the pantry, a 25-foot-diameter, spherical chamber. Because most of the "food" isn't solid, they're stored in small bubbles of force energy controlled by each kitchen's head chef (see Kitchens above for details).

VAULT

Enesh's Vault holds his wealth as well as his most prized possession, *Tempest's Reach*. It is in this 40-foot-diameter spherical chamber where the characters will face Enesh.

Encounter: Enesh. Enesh is a **legendary djinni**. In combat, he wields *Ionbreaker, the Tempest's Reach*. Driven mad by Desperon's bargains, Enesh doesn't only want to kill the characters—he wants to torture them for all eternity.

Deadly fast, Enesh fights aggressively, looking to do the most harm to the weakest members of the party. He will go as far to ignore the stronger party members, especially those that are much slower than he is. Enesh has a constant telepathic connection with the fire elementals in his antechambers. If they have not been destroyed by the party, after one round and join the fight.

Stopping the Convergence. Enesh will fight for three rounds before he attempts to listen to reason. If he fails to destroy the characters by the start of his third turn (and vice versa), he parleys with the characters, questioning why they are interested in fighting him. Let the players make their case for stopping the Convergence. After they've spoken to Enesh, have the characters make three ability checks: Intelligence (History), Wisdom (Insight), and Charisma (Persuasion). One character can make all three checks, or the checks can be distributed among the party members. The DC for each check is 10 + 2d10. Generate a DC for each check. Once the checks are made, refer to the Convincing Enesh to Stop table below to determine what happens.

Convincing Enesh to Stop

Successes	Result
0	Enesh refuses to listen to the characters and continues to fight until destroyed.
1	Enesh fights for another round of combat before he once again offers the characters a parley. The characters can repeat the checks mentioned above to convince him to stop The Convergence.
2	Enesh agrees to stop his own participation in the Convergence so long as the characters can convince at least one more of the elemental lords to stop their participation. Until then, he will go forward with the Convergence as planned.
3	Enesh agrees to stop the Convergence. Without Enesh's involvement, the Convergence ends. Angered, Desperton hunts down the characters with intent to destroy them. See Chapter 11 for details.

Treasure: Enesh's Hoard. The character who delivers a killing blow to Enesh gains the ability to wield *Ionbreaker, the Tempest's Reach* (see below for details). In addition

AFTERMATH

What happens next depends on how well the characters handle the final fight with Enesh. If the characters convince the djinni lord to stop the Convergence, the cosmos is saved from annihilation. In a fit of rage, Desperon teleports to Enesh's citadel and attacks the characters, hoping to eradicate them. See Chapter 11 for details on this attack.

If the characters had Enesh agree to stop so long as another elemental lord also stands down, the characters need to travel to another one of the elemental planes. Intrigued and amused by the characters' immense power, he refuses to help them. The characters must find their own way to the other elemental planes. Regardless of the games he plays on the front end, Enesh is an elemental true to his word. So long as the characters convince at least one other elemental to stop, Enesh will also stop. This triggers an attack from Desperon.

It's possible that the characters destroy Enesh before he can agree to stop. When this happens, the character who delivers the killing blow absorbs the djinni's power. The character gains the following features:

- The character's type changes to elemental. Spells and features that affect elementals now affect them, and spells and features that only affect humanoids no longer work on them (for example, *hold person* does not work against them, but *forbiddance* does).
- The character gains a flying speed equal to their walking speed.
- The character gains immunity to lightning and thunder damage.
- Unless the character's darkvision is the same or better, the character gains darkvision out to 120 feet.
- The character learns how to speak, read, and write Auran.
- The character can innately cast a number of spells. Charisma is their spellcasting ability for these spells. They can cast *detect evil and good*, *detect magic*, and *thunderwave* at will. Also, they can cast *create food and water* (this creates wine instead of water), *tongues*, and *wind walk* three times, regaining all expended uses of the spells when they complete a long rest. And they can cast *conjure elemental* (air elementals only), *gaseous form*, *invisibility*, *major image*, and *plane shift*; the character can cast each of these spells once. The character regains the ability to cast these spells after they complete a long rest.
- While the character is outside of the Elemental Plane of Air, they cannot regain hit points except by magical means. If the character is destroyed away from the Elemental Plane of Air, they gain a new body in 24 hours so long as the Elemental Plane of Air is still intact, regaining all their hit points and becoming active again. Their new body appears in a random location in the Elemental Plane of Air (your choice).
- If the character is killed while on the Elemental Plane of Air, they are permanently destroyed, and can only be brought back to life with a *wish* spell or through divine intervention. Even if the character is brought back to life, they lose all of these features, and the creature that destroyed them gains them instead.

In addition to the features the character develops, the character becomes the unquestioned ruler of the Elemental Plane of Air. Furthermore, they may wield *Ionbreaker* without experiencing any negative side effects.

As the new ruler of the Elemental Plane of Air, the character can stop The Convergence. To do so, they must make two ability checks: DC 20 Intelligence (Arcana) and then a DC 15 Charisma check. If one or both checks fail, the character fails to stop The Convergence and the character can't make another attempt until they complete a long rest.

The first time the character tries to stop The Convergence, Desperon takes notice and teleports to the characters' location. Desperon then attempts to destroy the character using his minions. Desperon does not wish to have the power of the Elemental Plane of Air himself; thus, he will not deliver the killing blow.



CHAPTER 8. EARTH

In this chapter, the characters travel to the Elemental Plane of Earth, an infinite expanse of rock, sand, gravel, and mud. There, they must locate earth's personification, the diamond elemental, and convince it to halt The Convergence. If the characters cannot successfully convince the diamond elemental to stop its hand in The Convergence, one of the characters must claim the role of earth's master and end The Convergence themselves.

WHERE TO GO

Crirr informs the characters that the elemental earth's latest personification is that of a diamond elemental. Diamond elementals are one-of-a-kind and, therefore, have no need for names (not that many earth elementals take names, mind you). The diamond elemental can be found at the center of the elemental plane in a place called The Glistening. The *Tectonic Gauntlets* are there as well.

ENTERING THE ELEMENTAL PLANE OF EARTH

The characters can enter the Elemental Plane of Earth anyway they like, using whatever spells are available to them. No matter what, all gates created via the *gate* spell lead to the earthen city of Rumbletown. If the characters choose this method to enter The Elemental Plane of Earth, proceed to page 75 to read more about Rumbletown.

If the characters lack or do not wish to use magic sufficient to reach the Elemental Plane of Earth, they have a few more options available to them. The characters can learn these methods by speaking with any knowledgeable NPCs they know, including Zok. Of course, you and the players are free to devise your own means for entering the Elemental Plane of Earth.

PORTAL IN HEARTH

If the characters forgo traveling via their own spells, they can try to travel through the gate in Hearth. Of course, there's one major issue with this gate—it's solid stone! Only creatures with the ability to burrow or phase through solid rock can pass through this gate. Similarly, the *etherealness* spell may allow for the characters to travel through the rock. However, unless they have some method of sensing where they're

going, such as tremorsense, they will travel blind. Fortunately, they will only need to travel blind for 1 mile before they reach the xorn city of Gibjim. See "Gibjim, City of the Xorn" on page 73 for details.

THE PIT

Another method for entering the Elemental Plane of Earth available to the characters is through the planar nexus known as The Pit. The Pit isn't just a clever name; it's literally a massive pit in the earth. The Pit is located approximately 6,000 miles from Hearth. When the characters arrive, they discover a half-mile-wide gaping hole in the ground with seemingly no bottom. The Pit descends a full mile down into the Material Plane's earth before it transitions over to the Elemental Plane of Earth. From there, the pit continues to descend 30 miles into the pit's sheer rock until it reaches the upper portion of Pech Mine. While the portion of The Pit that extends into the Prime Material Plane is smooth and relatively devoid of obstacles, natural bridges, rocky spikes, tumbling rocks, and other hazards make the climb or fall down into The Pit's Elemental Plane of Earth portion exceptionally deadly.

Falling Into The Pit. If the characters choose to fall into the pit, they will need to spend the next 10 minutes dodging obstacles and hazards before they reach Pech Mine. Each minute while they fall, have each character make a Strength (Athletics) or Dexterity (Acrobatics) check (the player's choice). The DC for each check is 5 + 2d10. On a failed check, the character takes 19 (3d12) bludgeoning damage from an obstacle. If the check fails by 10 or more, the character suddenly hits a solid surface, halting their descent. Unless the character has a way to stop themselves before they hit the surface, they take 70 (20d6) bludgeoning damage from the fall. They must then reinitiate their fall or find another way down—or up if they've had enough. Similarly, if the character can't stop themselves before they reach the upper portion of Pech Mine, they hit solid rock and take 70 (20d6) bludgeoning damage from the fall.

Climbing Down The Pit. Alternatively, the characters can climb down the pit. Unless they have a climbing speed, this is an extraordinarily arduous task. It will take the characters a total of 18 hours to climb down the pit's walls. Assuming that the characters can climb down the pit without running into any encounters, they will still need to fight exhaustion. A character can climb down the pit's sides for a number of hours equal to 3 + the character's Constitution modifier. Each additional hour spent climbing requires the character to succeed on a DC 10 Constitution check at the end of the hour or gain 1 level of exhaustion. The character can no longer climb if their exhaustion reaches level 5, since the character's speed becomes 0. A character can remove the levels of exhaustion it gained during the climb by finishing a short or long rest.

KUBACKI MINE

Another way to enter the Elemental Plane of Earth is through the Kubacki Mine. Located only 500 miles from Hearth, the Kubacki Mine is a series of tunnels that were abandoned long ago by deep gnome diggers. Although the mine contains a portal to the Elemental Plane of Earth and a great deal of mineral wealth, it is filled with horrors borne of the underworld. These creatures have kept most people from entering the mine, but they should pose no real challenge for the characters.

The mine's tunnels are a twisting, labyrinthine network filled with low-challenge beasts and monstrosities. Instead of forcing the players to trudge through the mine for hours, have them make a series of rolls as a group check. The characters can divide the checks however they like; a character can make more than one check, or the characters can divide the checks evenly.

The checks that the characters must make are as follows: Intelligence (History), Intelligence (Nature), and Wisdom (Survival). A character makes a check with advantage if they were born in the underworld or have a background or class feature that makes them familiar with the underworld. The DC for each check is 10 + 2d10; generate a separate DC for each check. Once all the checks are made, refer to the table below to determine how long it takes for the characters to find the mine.

Traversing Kubacki Mine

Successes	Result
0	The characters spend 5 days searching for the portal and still fail to find it. They can try to find the portal again, repeating their checks. Otherwise, they exit the mine.
1	The characters find the portal after they spend 5 days combing the mines.
2	The characters find the portal after they spend 2 days combing the mines.
3	The characters find the portal after they spend 1 day combing the mines.

The Kubacki mines place the characters at the portal nexus at the heart of Pech Mines. See page 72 for details.

DUNES OF SHAHEER

The last—and arguably most dangerous way—to enter the Elemental Plane of Earth is via the Dunes of Shaheer. The Dunes of Shaheer is a colossal, sandy desert that covers nearly four million square miles. It's located 2,000 miles from Hearth.

Once at the Dunes, the characters must attract a **purple worm alpha** (see the Appendix). From there, they must track the creature until it opens a portal to the Elemental Plane of Earth while tunneling.

Sun dwarf nomads who travel through the desert in great caravans sell purple worm pheromones that will attract any alpha within 1 mile of it. The pheromones cost 1,000 gp per sample.

When the characters apply a sample of the pheromones to an object or part of the ground in the Dunes of Shaheer, roll a d10. On a result of 8 or better, a purple worm alpha appears. Otherwise, the characters will need to try again in 24 hours.

The purple worm alpha will act aggressively toward the object or spot with the pheromones. So long as the characters don't interfere with the worm and avoid attention, after an hour, the pheromones wear off and the purple worm leaves the area, tunneling back into the earth. The worm

leaves a 10-foot-diameter tunnel in its wake, through which the characters may travel. From there, the purple worm continues to roam and search for food. As a full-grown worm, it does not require sleep (worms only rest during certain stages of development); therefore, there's a chance the characters might become exhausted while they track the worm.

Each hour, roll a d10 to determine what the worm does. On a result of 1, the worm discovers something that it wants to eat—a large animal, monstrosity, or possibly even some unlucky humanoids. On a result of 10, the worm inadvertently opens a gate to the Elemental Plane of Earth. Anyone who passes through the gate winds up in a section of the Elemental Plane of Earth known as the Feast of Worms (see page 72 for details). The gate remains open for 1 minute before it closes. Once a purple worm alpha opens a portal to the Elemental Plane of Earth, it can't do so again for 1 week.

ELEMENTAL PLANE OF EARTH FEATURES

While not as explicitly hostile to non-natives as the Elemental Planes of Air, Fire, and Water, the Elemental Plane of Earth is a difficult place for most creatures to travel to and through. The majority of the Elemental Plane of Earth consists of endless mounds of sand, limitless oceans of mud, and impenetrable rock. Fortunately, there are a few somewhat reliable fissures in the plane that allow creatures that lack the ability to burrow or phase through rock to travel from one location to another.

Unless stated otherwise, the Elemental Plane of Earth has the following properties.

Size and Shape. The Elemental Plane of Earth is an infinite plane with no true "edge;" however, it does have a center: the Glistening. The Glistening is ultimately the plane's gravity well, too.

Gravity. All gravity in the Elemental Plane of Earth is subjective to the plane's center, the Glistening. And the closer one gets to the Glistening, the greater the pull of gravity. See The Glistening's "Strong Gravity" for details.

Solid Areas. Almost all of the Elemental Plane of Earth consists of solid rock, sand, and other minerals. Creatures without the ability to glide or tunnel through the stonework will be forced to travel along the fissureways (see below).

Fissureways. These caverns are created when seismic activity separates the plane's infinite rock structure apart. While they're quite useful for creatures that lack Earth Glide to move around the plane unobstructed, they're seen as a nuisance by natives to the plane. Unless the characters have a way to travel through the solid rock of the plane, they will need to travel along the fissureways to reach the Glistening.

Heat. Most places in the Elemental Plane of Earth are remarkably hot, especially as one gets closer to The Glistening. Assume that most regions of the plane are subject to conditions of extreme heat. A creature not accustomed to warm conditions or native to the plane that remains on the plane without access to drinkable water must succeed on a Constitution saving throw at the end of the hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw.

Air. Although there's breathable air in the Elemental Plane of Earth's fissureways, much of it is relatively thin. Each hour that a creature spends traveling through the Elemental Plane of Earth counts as 2 hours for the purpose of determining how long that creature can travel. Creatures acclimated to the plane or high altitudes ignore this penalty.

TRAVEL THROUGH THE FISSUREWAYS

The characters arrive at the Elemental Plane of Earth in one of four locations: Feast of Worms (area 1); Pech Mine (area 7); Gibjim, City of the Xorn (area 8); or Rumbletown (area 23). Each location offers access to one or more fissureways, narrow passages in the plane that allow creatures who lack the ability to glide through the mineral surface to travel from one location to another. The table on page 76 shows the time it takes to move between each location in days assuming the party travels at a rate of 10 miles per day.

When the party reaches a numbered location marked on the map of the Elemental Plane of Earth, a keyed encounter occurs. See the Keyed Locations in the Elemental Plane of Earth section below for a description of each Location. The four starting locations as well as the characters' inevitable destination, The Glistening, have their own sections below the Keyed Encounters section.

RANDOM ENCOUNTERS IN THE ELEMENTAL PLANE OF EARTH

Each day of travel, roll a d20. On a result of 18-20, a random encounter occurs. Choose a random encounter that you like or roll randomly using the table below to determine the nature of the encounter.

Elemental Plane of Earth Encounters

d8	Encounter
1	Worm Swarm
2	Battle Site
3	Hazard - Elemental Avalanche
4	Purple Worm
5	Grimmlet Swarms
6	Gem Butterflies
7	Earth Elementals
8	Zombie Purple Worm

Worm Swarm The corpses of over a hundred dwarven miners are lying in this fissureway. Fifteen **corpse worms** (see the Appendix) are feeding on their remains. If the characters attempt to pass by stealthily, have them make a DC 16 Dexterity (Stealth) group check. If they succeed, they navigate the mass grave unnoticed. If they fail, the worms attack. A worm flees when reduced to a quarter of its hit points.

Battle Site. As the characters turn the corner of a fissure way, they discover twenty wight corpses that have been crushed flat on the ground, and two gargantuan holes can be seen in the sides of the fisureway.

Characters with a passive Intelligence (Nature) score of 10 or higher understand that this is the work of a purple worm but may find it strange that the beast did not consume the corpses.

Hazard: Elemental Avalanche. For the last century, a few hundred earth elementals have amused themselves by forming a living avalanche that rumbles through the fissureways. Characters who become caught in the avalanche must succeed a DC 20 Strength saving throw or become buried under the rubble the elementals leave behind, begin to suffocate, and take 99 (18d10) bludgeoning damage, or half as much damage on a success. At the end of each of its turns, a buried creature can make another Strength saving throw. On a success, they free themselves from the rubble.

Characters with a passive Wisdom (Perception) score of 19 or better can hear the rumbling of the avalanche with enough time to take cover. If they do so, the elementals pass by without injuring the characters.

Purple Worm. The characters come across a group of five **xorn** happily devouring gems when a **purple worm** suddenly erupts from the earth. If the characters do not draw the worm's attention before its next turn, it eats all of the xorn in one fell swoop and turns its attention to the characters.

If the characters manage to save the xorn, they warn the characters of dangers up ahead and help them determine the best route to the Glistening from where they are.

Grimmlet Swarms. Two **grimmlet swarms** (see the Appendix) fashioned by the diamond elemental come roaring down the fissureway and attack. They fight until they're destroyed.

Gem Butterflies. Gemstone butterflies whose wings resemble stained glass fill this chamber. The diamond elemental has crafted these to kill the characters. Nine **greater death butterfly swarms** (see the Appendix) attack once they spot the characters and fight until they're destroyed.

Earth Elementals. Millions of **dust mephits** play together in this fissure way, making visibility extremely limited. The characters must succeed a DC 15 Wisdom (Survival) group check to navigate this area. On a success, the characters suffer no penalties. On a failure, the characters must spend an additional day of travel to reach the next area.

Zombie Purple Worm. An **undead purple worm** (treat it as a **purple worm** with the Undead Fortitude trait) bursts from the earth and attacks. A **vampire** and four **wights** emerge from the worm's mouth the next round and assist the worm.

Desperon's minions did not like the idea of searching for the characters in the fissureways on foot, so they slew a purple worm and raised it to act as a vehicle.

SERVANTS OF THE DIAMOND ELEMENTAL

Contrary to popular belief, not all earth elementals are stubborn, slow creatures who tend toward neutrality. The diamond elemental who currently rules the Elemental Plane of Earth is a petty and vile tyrant, who enjoys its status very much. The moment the characters set foot on the Elemental Plane of Earth, it senses their presence and wants them destroyed. When the characters encounter the diamond elemental's minions, they fight viciously with intent to kill, hoping to send a message to the party that the plane belongs to the diamond elemental and it alone.

KEYED LOCATIONS IN THE ELEMENTAL PLANE OF EARTH

The following locations are keyed to the map of the Elemental Plane of Earth on the following page.

1 - FEAST OF WORMS

This location is described in detail on page 72.

2 - ENCHANTED

The characters travel through a section of tunnels where resplendent gems completely cover the walls, ceilings, and floors. In fact, there are so many of these gems, no other type of rock peers out of the surface.

The gems here are an evolved type of mineral from the Elemental Plane of Earth called enchanters' gems. They have developed a mode of defense that keeps them safe from predators such as xorn, or in this case, the characters.

When the characters first enter this area, they must make a group DC 16 Wisdom saving throw. Refer to the Enchanter's Gems table below to determine what happens to the party.

Enchanter's Gems

Result	Effect
Total Success	Not only does the party get through the area without any issues, they're able to collect 1d4 x 100 gems, each one worth an average of 50 gp.
Success	Although one or more members of the party become entranced by the gems, the other members of the party are able to pry them away before any further negative side effects occur.
Failure	Over half of the party becomes mesmerized by the gems. Fortunately, the other members are able to pull them away from this location. The party spends 1 extra day in this location.
Total Failure	Every member of the party becomes mesmerized by the gems, foregoing food, water, and even sleep. The party spends 1 extra day in this area and each member of the party gains one level of exhaustion. The party must repeat its group saving throw the next day in order to snap free of this trance.

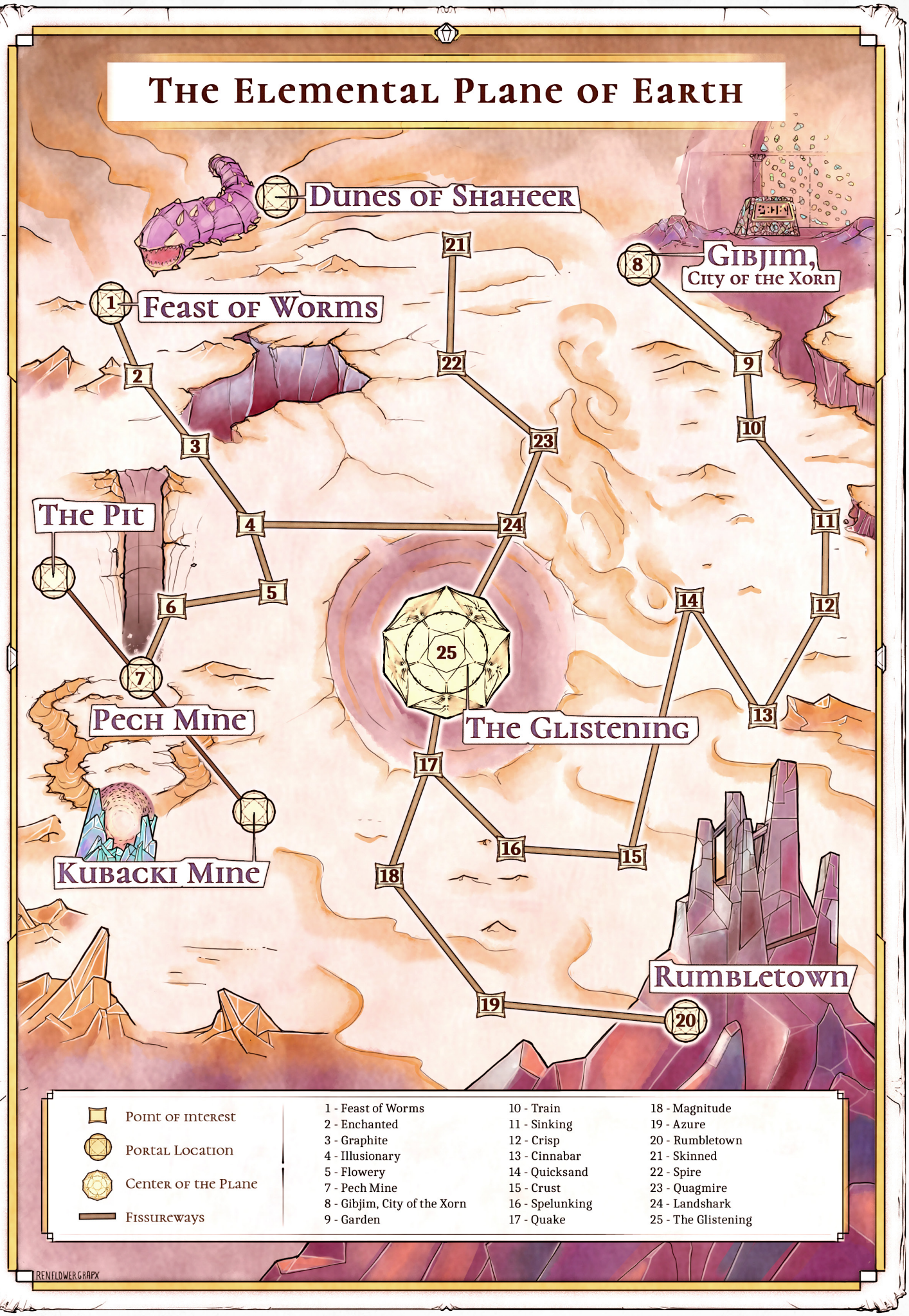
3 - GRAPHITE

Jagged graphite typifies this stretch of caverns. A sudden 2-mile drop presents a challenge for the characters. Unless they possess immediate means to fly, feather fall, or some other creative way to avoid climbing down the pit "the hard way," they will need to spend an extra 2 days climbing down the graphite walls here.

4 - ILLUSIONARY

Shards of reflective yellow crystal dominate this stretch of caverns. The crystals have a strange effect on creatures with darkvision, causing them to see illusory walls, pits, and other obstacles and hazards that aren't there. While in this area,

The Elemental Plane of Earth



a creature with darkvision has disadvantage on attack rolls, and attack rolls made against the creature are made with advantage. These effects persist even if the creature uses light from magic or a torch to see. A character can try to acquaint themselves to the yellow crystals' effects by spending 1 day in this section of the caverns and succeeding on a DC 20 Intelligence (Perception) check.

To make matters worse, micro-portals in the stone grant access to strange creatures from realms beyond—**entropes** (see the Appendix). Ravenous, three entropes attack the characters as soon as they see them. The entropes are unaffected by the yellow crystals here (they've already grown accustomed to it).

5 - FLOWERY

A forest of violet and yellow fungus covers the walls of this 3-mile stretch of caverns. Not only is the fungus harmless, but it's actually edible. A character recognizes this fact with a successful DC 15 Intelligence (Nature) check.

Trap: Facet Nets. A retinue of facets from the quasi-plane of salt has been using this stretch of cavern to plan their next assault on the Elemental Plane of Water. They've placed nets all through these caverns. If less than half the characters have passive Wisdom (Perception) scores of 14 or more, one member of the party is caught in a crystalline net (your choice). While in the crystalline net, the character is restrained. The character can use its action to make a DC 18 Strength check, freeing itself or another creature within its reach on a success. The net has AC 18 and 15 hit points.

Encounter: Facets. One round after a character becomes trapped in a net, ten **facets** (see the Appendix) arrive. The facets have no interest in "flesh creatures" and will allow the characters to continue their mission without any issue. They might even be convinced to join the party, especially if the party mentions that they plan to travel to the Elemental Plane of Water to fight water's personification. They will even offer the characters a portal to the plane, which they keep hidden in this cavern.

6 - CRYSTAL

The characters encounter servants of the diamond elemental in this cavern. An entire legion of **rockcreeps** (see the Appendix) gather here, specifically waiting for the characters to arrive. Although individually weak (they are only CR 1/4), there are literally hundreds of them here, all ready to risk their lives to defeat the characters.

If the characters hope to continue their journey through this location, they will need to perform a skill challenge. They must get 5 successes before 3 failures to defeat enough rockcreeps to pass through this location. Each character must take turns making checks in any order that the players choose.

Possible Actions for Successful Checks

- Combat a group of rockcreeps: succeed on an attack roll against AC 18 and roll a minimum of 15 damage, or 30 damage if the attack is made by a nonmagical weapon.
- Hide among the crystals of this cavern: DC 15 Dexterity (Stealth).
- Strike fear into the hearts of the rockcreeps: DC 16 Charisma (Intimidation).
- Use an area of effect spell to kill a large cluster of rockcreeps: DC 15 Intelligence (Arcana) and expend one spell slot.
- Convince some of the rockcreeps to abandon the diamond elemental: DC 18 Charisma (Persuasion).

Overall Success: The characters defeat the rockcreeps and may continue through this location.

Overall Failure: The characters are forced to retreat from the location and return to the last location from whence they came. They cannot return to this area until they complete a long rest.

Total Failure: If the characters have 3 failures before they gain even 1 success, they experience a total failure. Not only will the party be forced to retreat the way they came, but they will suffer a major consequence; roll on the Rockcreep Battle Total Failure table below to determine what happens to the character.

Rockcreep Battle Total Failure

d6	Result
1	One of the characters is killed in combat and their body is irretrievable. Have each character make a Strength, Dexterity, or Constitution saving throw (each player chooses which saving throw they make). The character who rolls the lowest is the one who dies (reroll any ties). If the surviving characters hope to recover the body, they will need to re-enter this area and achieve an overall success against the rockcreeps.
2 - 3	One of the characters is captured by the rockcreeps. Have each character make a Strength, Dexterity, or Charisma saving throw. The character who rolls the lowest is the one who is captured (reroll any ties). The character is taken to The Gallery of The Petrified in The Glistening (area 6 in area 25), where they will be petrified as tribute to the diamond elemenal.
4 - 6	The characters suffer no additional consequences.

7 - PECH MINE

This location is described in detail on page 72.

8 - GIBJIM, CITY OF THE XORN

This location is described in detail on page 73.

9 - GARDEN

This large cavern is filled with water escaping from micro-portals in the Elemental Plane of Water. The water is surprisingly potable. Colorful moss, towering tree-like mushrooms, and soft, amber lichen surround the pools and streams, giving this area the appearance of a fey garden.

Encounter: Greater Agate Elemental. A **greater agate elemental** (see the Appendix), a servant of the diamond elemental, waits patiently in this cavern for the characters to arrive. It fights until destroyed.

Treasure: Agate. If the characters defeat the greater agate

elemental, they may collect bits of agate from its remains. There are 200 pounds of agate, which is worth 10,000 gp all together.

10 - TRAIN

Dwarven miners from the material plane have built an outpost here. Not only does it serve as a place for the characters to rest, gather information, and purchase supplies, but the dwarves have created a rudimentary locomotive which will allow them to travel between areas 9 and 11 with ease. The characters may purchase a ticket for the cost of one gem worth 10 gp or more; the dwarves have no interest in minted currency. Review the "Damaged Railway" entry below, then reference the Area 10 Travel Times table below to determine how long it takes for the characters to travel between this area and areas 9 or 11.

Trap: Damaged Railway. The diamond elemental was counting on the fact that the characters would take the dwarves' train through this fissureway. It hired a band of deep gnome mercenaries to sabotage the tracks between here and area 11.

It's possible that one or more of the characters spots the damaged track before the train crosses it. If one or more characters have a passive Wisdom (Perception) score of 16 or higher, the characters notice the sabotaged tracks before the train crosses it, but too late to allow the train to switch rails and circumvent it. The characters will need to disembark and travel the rest of the way on foot or wait three days for the dwarves to repair the tracks.

If one or more characters have a passive Wisdom (Perception) score of 20 or higher, the characters notice the sabotaged tracks far enough in advance that the dwarves can switch rails and avoid the area completely. There are no setbacks in their travel time.

If none of the characters have a passive Wisdom Perception score of 16 or higher, then the train hits the sabotaged rails and wrecks, killing dozens of dwarves in the process. It also causes the entire fissureway to collapse. As 20th-level characters, the characters' wounds are minor at worst, nothing that a few healing spells or a rest can't handle. However, they will need to spend 2 days clearing enough rubble to continue along the fissureway.

Area 10 Travel Times

Destination/Situation	Travel Time
Area 9 by train	3 days
Area 9 on foot	15 days
Area 11 by train, trap avoided early	3 days
Area 11 by train, trap avoided late	7 days
Area 11 by train, trap unavoided	9 days
Area 11 on foot	15 days

11 - SINKING

Thick sludge congeals like a massive, funky lake at this point in the fissureway. The sludge appears to be pouring from small holes in the cavern ceilings. The first 50 feet or so of the sludge is real, and creates difficult terrain for creatures attempting to travel through the area. However, the vast majority of the sludge lake is an illusion created by a *hallucinatory terrain* spell. If the characters manage to swim past the sludge and touch the illusory sludge, they recognize that it's fake. Similarly, a DC 17 Intelligence (Investigation) check reveals the fake sludge for what it is.

Dwarven Train: Back It Up! If the characters are riding the dwarven train from area 10, they have only a few minutes to determine the false nature of the sludge before the dwarven conductors lose hope and opt to return to area 10. If the characters manage to identify the illusion fast enough, the dwarves can use packets containing *dust of dryness* to remove the remaining sludge and continue on their way.

Area 11 Travel Times

Destination/Situation	Travel Time
Area 10 by train	3 days
Area 10 on foot	15 days
Area 12 by train	3 days
Area 12 by train	15 days

12 - CRISP

These tunnels are extraordinarily hot thanks to micro-fissures connecting this part of the Elemental Plane of Earth to the para-elemental plane of magma.

If the characters are traveling through this area by the dwarven train, they can continue to their next destination without any issue. Otherwise, they are ambushed by eight **magma elementals** (see the Appendix). While the magma elementals shouldn't pose too much of a challenge for the high level party, the fight might attract the attention of a deadlier creature—a magma tyrant.

Each round on initiative count 20, roll a d20. On a result of 15 or higher, a **magma tyrant** appears (see the Appendix).

Dwarven Train: End of the Line. The dwarven train from area 10 connects this location to area 11, but does not continue to area 25. Instead, the dwarven train exits the plane through a portal to the paraelemental plane of magma. If the characters want to travel from here to location 25, they will have to do so on foot.

Area 12 Travel Times

Destination/Situation	Travel Time
Area 11 by train	3 days
Area 11 on foot	15 days
Area 25 on foot	15 days

13 - CINNABAR

Bright red minerals covering the ceilings, floors, and walls of this series of caverns give the entire location a bloody cast. Despite its proximity to the xorn city of Gibjim, the xorn tend to avoid this area as they find the red minerals—cinnabar—not to their liking.

Hazard: Blood Flood. A torrent of water cascading down from an old, abandoned fissureway cascades into the area. When combined with the cinnabar streaks in the fissure, it makes the water look like blood. To continue through this area, the characters will need to complete a Skill Challenge. They must get 3 successes before 3 failures to swim through the area without suffering any casualties. Each character must take turns making checks in any order that the players choose.

Possible Actions for Successful Checks

- Swim under the water for 3 minutes: DC 14 Constitution saving throw.
- Avoid crashing into a rock while swimming through the water: DC 15 Strength (Athletics) check.
- Feel one's way through a heavily obscured area: DC 15 Intelligence (Investigation) check.
- Fight off a group of dangerous, blind creatures in the water: succeed on an attack roll against AC 12 and roll a minimum of 10 damage.

Overall Success: The characters swim through the area without any issue.

Overall Failure: The characters cannot continue this way and must turn back. They lose a full day of travel time.

Total Failure: If the characters have 3 failures before they gain even 1 success, they experience a total failure. Not only will the party be forced to retreat the way they came, but they will suffer a major consequence; roll on the Blood Flood Total Failure table to determine what happens.

Blood Flood Total Failure

d6	Result
1	One of the characters drowns. Have each character make a Strength, Dexterity, or Constitution saving throw (each player chooses which saving throw they make). The character who rolls the lowest is the one who dies (reroll any ties). To retrieve the body, the remaining characters must succeed on a DC 15 group Strength (Athletics) check. If the group check fails, the party can't find the dead character.
2 - 3	One of the characters suffers a mortal injury while swimming through the area; this outcome is similar to the one for a result of 1, except the characters can retrieve the body, doing so in 1d4 minutes after the character's death.
4 - 6	The characters suffer no additional consequences.

14 - Quicksand

This fissureway expands into a colossal cavern stretching for miles in every direction. The cavern's ceilings rise 100 feet above the ground, held aloft by titanic stone columns. Nearly every inch of the cavern's floor is covered in quicksand.

Quicksand

The quicksand bog that blankets this chamber offers a series of hazards with which the characters will need to contend before they continue.

Arrival. If more than half of the characters have a passive Wisdom (Perception) score of 15 or higher, they notice the quicksand before they fall victim to it. Otherwise, one or more of the characters might tumble into the quicksand. When this happens, each member of the party must make a DC 15 Strength or Dexterity saving throw. Any character whose passive Wisdom (Perception) score is 15 or higher makes this check with advantage. On a failed saving throw, the character falls into the quicksand.

After one or more characters fall into the quicksand, the party must attempt to free their allies from the quicksand. The entire party must make a Strength check. Characters trapped in quicksand make this check with disadvantage. The DC for the check is equal to 5 plus 5 for each character trapped in the quicksand. If half the party or more succeeds on the check, everyone is pulled from the quicksand. Otherwise, a consequence occurs to the character who rolled lowest. If that character is already in quicksand, they sink and suffocate. Otherwise, the character falls into the quicksand. The characters must then try again to pull their allies from the quicksand.

Travel. Once all of the characters have overcome the initial quicksand challenge, they will need to find a way through this cavern or go back the way they came. If they continue through the quicksand bog, they must complete a Skill Challenge with the same rules as in area 13.

15 - Crust

The fisureway suddenly turns upwards, as wind begins to whip from behind the characters and up the passageway. After an hour, the characters reach The Elemental Plane of Earth's surface, a desolate mountainous place devoid of air. The characters will need to complete a Skill Challenge to pass through this area. They must get 3 successes before 3 failures to traverse the area without suffering any casualties. Each character must take turns making checks in any order that the players choose.

Possible Actions for Successful Checks

- Hold their breath for 3 minutes: DC 16 Constitution saving throw.
- Climb up a fissure in the terrain: DC 16 Strength (Athletics) check.
- Chart a path through the mountains: DC 16 Wisdom (Survival) check.
- Identify and avoid a dangerous path: DC 16 Intelligence (Nature) check.
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.

Overall Success: The characters pass through the area without any issue.

Overall Failure: The characters cannot continue this way and must turn back. They lose a full day of travel time.

Total Failure: If the characters have 3 failures before they gain even 1 success, they experience a total failure. Not only is the party forced to turn back, but they can not find a way of navigating the vacuum. Not only will the party be forced to return the way they came, but they will suffer a major consequence; roll on the Vacuum Total Failure table below to determine what happens to the characters.

Vacuum Total Failure

d6	Result
1	One of the characters suffocates. Have each character make a Constitution saving throw (each player chooses which saving throw they make). The character who rolls the lowest is the one who dies (reroll any ties). To carry the body, one of the remaining characters must succeed on a DC 15 Constitution saving throw as holding their breath becomes harder while further exerting themself. If they fail, they are unable to hold their breath and suffocate.
2 - 3	All of the characters suffer one level of exhaustion as they barely make it through the vacuum.
4 - 6	The characters suffer no additional consequences.

16 - SPELUNKING

This area is a network of twisting, interconnected caves. Large streaks of silver and gold run through the walls and glisten in the light of glowing moss.

Any character with a passive Wisdom (Perception) of 15 or better notice that slitted orange eyes appear on the wall intermittently.

Encounter: Stone Mercenaries. The diamond elemental has persuaded these seven **xorn** to kill the characters in exchange for a lifetime supply of whatever gems they want. They attack and then immediately use their Earth Glide feature to hide in the walls. Characters can bash the walls down with a successful DC 17 Strength check. Each xorn flees when reduced to a quarter of its hit points.

17 - QUAKE

Xorn can be seen at the edge of this area, excitedly waiting for something. They attempt to stop the characters nonviolently but give up if they're ignored. If the characters can communicate with them, the xorn say that the area will soon collapse, bringing new food to the region. Characters who wait here get to watch the fisureway partially collapse ten minutes later and can pass through the area unimpeded.

If they press onward before the area collapses, have each character make a DC 16 Dexterity saving throw or become buried within the rock and take 99 (18d10) bludgeoning damage, or half as much damage on a success. Trapped characters can be freed by a successful DC 15 Strength group check and a full day of work.

18 - MAGNITUDE

The below is true for the first area 18 the characters reach. This area contains massive versions of plants found on the material plane. Sunflowers, tulips, roses, among others, tower over the characters. If the players climb up these plants, a massive hut can be seen in the distance.

Encounter: Giant. This is the garden of a **stone giant** from the demiplane of nature. If the characters approach their hut, they state that the diamond elemental will kick them off of the plane if they help the characters and ask the party to leave.

The characters can convince the giant to help with a successful DC 15 Charisma (Persuasion) group check. If they succeed, the giant tells them of the dangers ahead and offers to send them to the other area 18 by traveling through the demiplane of nature (although that would mean they will eventually have to assault the rockcreeps head-on). If the characters fail, the giant asks them to leave and stays in their hut.

19 - AZURE

This chamber contains a massive natural walkway that rises 25 feet off the ground and is 15 feet from the ceiling. Below it lie fields of spikey azure deposits, which are 20 feet tall. Blood covers the tips of seven deposits, but the first 15 feet of each one is immaculately clean. Bones can be seen floating near the bloody deposits, and a stalactite rests above each one.

Any character with a passive Wisdom (Perception) of 15 or better notices that a gelatinous cube is waiting at the base of each bloody azure deposit.

Encounter: Relationship This room contains seven ropers and seven gelatinous cubes. The ropers attack the characters once they have all entered their reach. Characters who escape their grapple fall and likely impale themselves on the azure, taking 7 (2d6) piercing damage. They then fall into the gelatinous cube below. The roper will wait until the character makes it out of the cube to attack again and will instead grab another character outside an ooze or in another roper's clutches. The ropers attempt to flee when reduced to a quarter of their hit points. The oozes fight to the death.

20 - RUMBLETOWN

This location is described in detail on page 75.

21 - SKINNED

Two massive stone plates can be seen grinding each other to dust along the top of this fissure way. Sand continually rains down on the passage like snow, and the screeching of stone on stone continues indefinitely.

Hazard: Sand Blaster. After a few hours, a sudden jolt in the plates creates a massive burst of sand and gravel. Have each character make a DC 16 Dexterity saving throw or take 99 (18d10) points of slashing damage, or half as much damage on a success, as their skin is blasted off. Characters that fail by 5 or more lose large chunks of their flesh. They must be attended to with a successful DC 16 Wisdom (Medicine) check or receive magical healing within the next hour or die. Regardless, the wound leaves a grotesque scar that can only be healed with the *regeneration* spell.

22 - SPIRE

This area is an enormous underground lake that stretches for miles, and the ceiling is a mile high. A massive bridge made of stone bricks leads to a spire formed from a gigantic stalactite fused with a similar stalagmite. A vast array of multicolored glowing jewels making a collage of colors illuminating both structures.

Encounter: Spire of Illumination This is the residence of Dhoshe the Illuminous, a dao who is willing to humor the

idea of working against the diamond elemental.

Six successes of any combination of the below checks are required to win the dao over. If the party fails four checks before doing so, the dao throws them out, and they cannot continue this way, and they lose a full day of travel time. No single character may make the same check twice.

Possible Actions for Successful Checks

- Attempt to convince Doshe that the diamond elemental has gone mad: DC 16 Charisma (Persuasion) check.
- Gain an understanding of Dhoshe's current disposition: DC 16 Wisdom (Insight) check.
- Recall stories of Doshe's triumphs to flatter them: DC 16 Intelligence (History) check.
- Impress Doshe with their strength: DC 16 Strength (Performance) check.
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.

If the characters succeed, Dhoshe allows them access to a portal that leads to The Glistening.

23 - Quagmire

This area smells of sulfur and appears to be a shallow swamp. Any character with a passive Wisdom (Perception) score of 15 or better notices numerous bones hidden beneath the water and that the "water" appears to be coming from two hills. Any character with a passive Wisdom (Nature) score of 15 or better notices that this "swamp" is full of saliva, not water.

The two hills are khodumodumo.

Encounter: Living Roof. This room contains four **shambling mounds** which have adapted to living off of the saliva and attack the characters on sight. They should not be a problem for characters of this level; causing a commotion will wake the two **khodumodumo** (see the Appendix).

24 - Landshark

This area is a massive chamber. Tunnels big enough to fit a large creature pocket the walls. Several nests made from lichens lie throughout the room, and eleven fin-shaped rocks can be seen around them. The bones of various animals and xorn cover the floor.

Encounter: Bullet Spawning Grounds. The eleven **bulettes** in this room lie in wait for anyone who would threaten their eggs. They attack if the characters proceed into the room and fight to the death.

Treasure: Bulette Eggs. Several perfectly spherical, gray stones lie in each nest. Bulette eggs are scarce, and plenty of wizards would pay a small fortune for the opportunity to train one from birth. The eggs are worth 12,000 gp in total.

25 - The Glistening

This location is described in detail on page 76.

Feast of Worms

The Feast of Worms is a colossal network of tunnels made from a patchwork of earth and flesh. Thousands of tiny worms can be seen writhing on any given surface, and whatever meat they eat is slowly replaced. The earth constantly rumbles from the passage of unseen worms. Occasionally a massive tremor runs through the feast as vast networks of tunnels suddenly collapse under their weight.

The Feast is the ever-regenerating corpse of the first champion of darkness. The Elemental Lords bound the champion and created the worms to ensure that it never wakes.

Encounter: Feast of Worms Seven successes of any combination of the below checks are required to escape the Feast of Worms. If the party fails five checks before doing so, they are lost and must finish a long rest before trying again. The party may choose a character to make one check each hour. Characters must succeed a DC 10 Constitution saving throw for every hour of travel or gain a level of exhaustion as they fight worms off and climb through the tunnels. No single character may make the same check twice.

- A successful DC 16 Wisdom (Survival) check to navigate the tunnels.
- A successful DC 16 Strength (Athletics) check to leap over a giant chasm and catch other characters who jump.
- A successful DC 16 Dexterity (Acrobatics) check to climb up a jagged cliff face skilfully.
- A successful DC 16 Charisma (Intimidation) check to make worms reconsider attacking the characters.
- A successful DC 16 Intelligence (Nature) check to understand the signs of a worm and how to best avoid attracting its attention.
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.

If they succeed, the party emerges from the Feast of Worms.

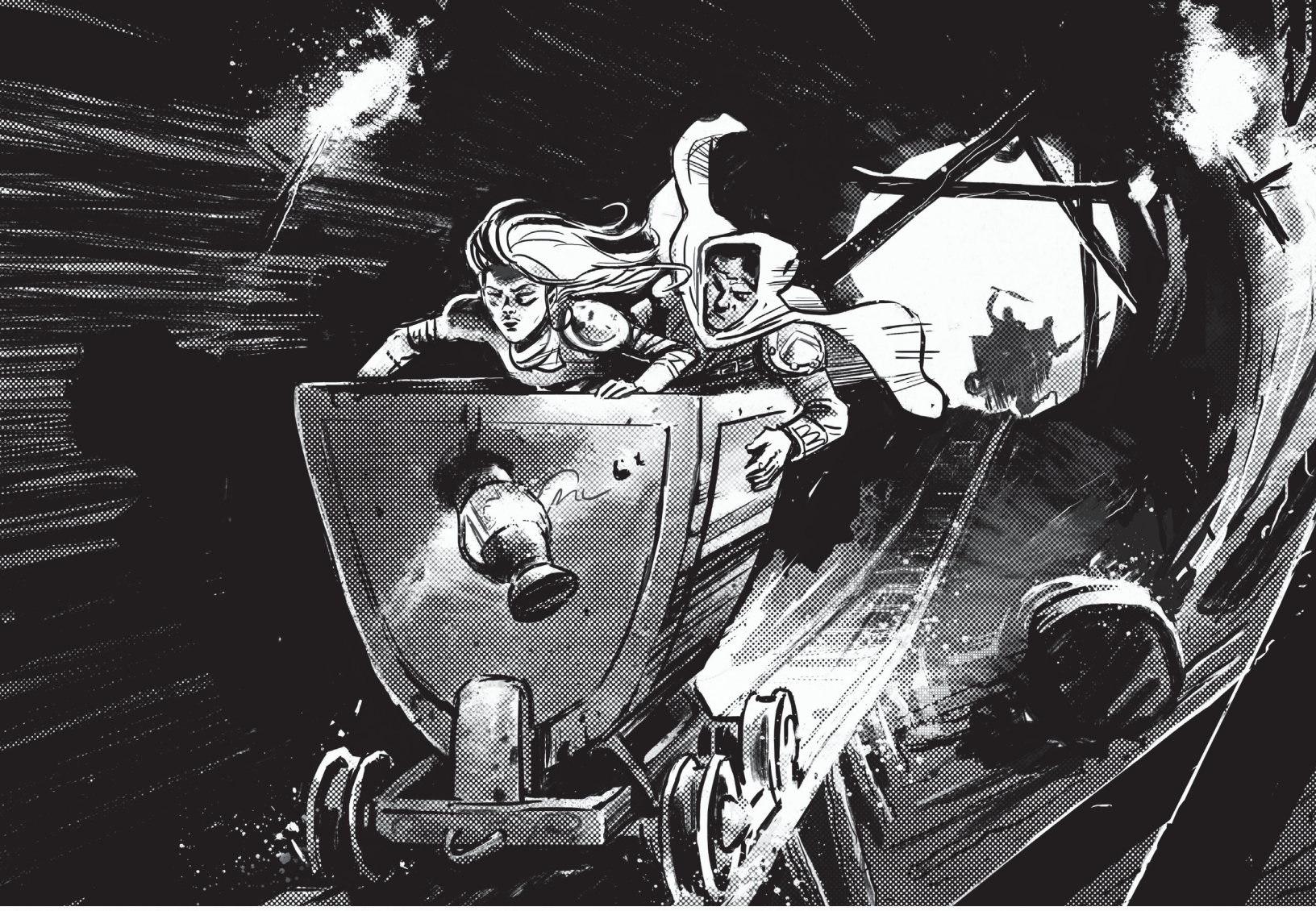
Pech Mine

Upon exiting Kubacki Mine, the characters find themselves in a massive network of hallways carved from the rock. The walls are full of precious stones that vaguely resemble the head, torso, and appendages of a large humanoid. Armed teams of small elementals can be seen investigating and excavating these stones. They seem to lose interest when they find that a body is incomplete.

Pech Mine is the birthplace of all gemstone elementals, and the diamond elemental has charged the rockcreeps with excavating and protecting potential newborns from miners.

Encounter: Pech Mine. Legions of **rockcreeps** (see the Appendix) fill the tunnels and fiercely resist the characters' advance. Although individually weak (they are only CR 1/4 creatures), thousands of them are here, ready to risk their lives to defeat the characters.

Seven successes of any combination of the below checks are required to fight through Pech Mine. If the party fails five checks before doing so, they make no progress and must finish a long rest before trying again. The party may choose a character to make one check each hour. Characters must succeed a DC 10 Constitution saving throw for every hour of travel or gain a level of exhaustion as the rockcreeps harass them at every turn. No single character may make the same check twice.



- Combat a group of rockcreeps: succeed on an attack roll against AC 18 and roll a minimum of 10 damage, or 20 damage if the attack is made by a nonmagical weapon.
- Hide among the crystals of this area: DC 15 Dexterity (Stealth).
- Strike fear into the hearts of the rockcreeps: DC 16 Charisma (Intimidation).
- Use an area of effect spell to kill a large cluster of rockcreeps: DC 15 Intelligence (Arcana) and expend one spell slot).
- Convince some of the rockcreeps to abandon the diamond elemental: DC 18 Charisma (Persuasion).
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.

If the characters succeed, they defeat the rockcreeps and may continue through this location.

GIBJIM, CITY OF THE XORN

While not as structurally impressive as Rumbletown, Gibjim's natural beauty is far greater. A massive cylindrical spiral of gems and earth dominates a mile-wide cavern where simple stone buildings cover almost every surface. At the center of the city, an enormous structure covered in large signs that say "Gibjim" and images depicting a xorn providing goods to a miner who is dropping gems into the xorn's mouth encircles the spiral. The city has a population of 150,000, most of which are xorn, earth elementals, mephits, and other natives. However, many extraplanar merchants and miners have warehouses and workers in Gibjim. All *gate* spells without a sigil sequence transport spellcasters to the center of the city.

Significant locations in Gibjim, and the people to be found within them, include the following.

Gibjim - Gibjim is a brokerage for xorn to trade in gemstones they do not want for their favorites. Several merchants discovered the exchange and have taken to bringing in semi-precious stones, silver, and gold to exchange for more expensive materials. As a result, Gibjim has begun to accept other goods that the xorn believe they can trade for a profit. This has led the exchange to become something of a general store. The complex is owned by the city's namesake Terros "Gibjim," a xorn who now speaks Common fluently. They are fascinated by trees and cover themself in jewelry made from various kinds of wood.

The Stone Wall Inn - Created as a rest stop for the dwarven train, the number of extraplanar travelers in Gibjim has caused it to become a sprawling inn. The entire compound is gorgeous, and the dwarves have enchanted the halls to

dampen the tremors created by the creation helix. However, it is not cheap. The dwarves know this is the only show in town and charge 100 gp a night. The inn is owned by Mokroum Coinbelt, a well-kept dwarf whose family has run the place for generations.

Gypsum Games - A grand recreational center that's packed to the brim. Recently, a **gypsum elemental** (treat it as a **kobold** that always knows what direction The Glistening is in) has been banished here for questioning the diamond elemental. It is a xorn delicacy. Since there are thousands of xorn and one elemental, they have decided to settle who gets it with a series of physical contests and battles of wit. If the characters participate to prevent the elemental from being eaten, have them make three ability checks, Intelligence (History), Strength (Athletics), and Charisma (Performance). One character can make all three checks, or the checks can be distributed among the party members. The DC for each check is 16.

If the characters succeed, the gypsum elemental is eternally grateful and will help the characters however it can. If the characters fail, the elemental screams while being eaten by an overjoyed xorn.

ENCOUNTERS IN GIBJIM

The characters' presence in Gibjim won't go unnoticed. At this point, Desperon knows that Crirr escaped his prison in the Realm of Madness and is likely working with the adventurers to put a stop to his plans of conquest. Shortly after the characters get comfortable, run the following chain of encounters.

BOART ELEMENTAL

To start with, the diamond elemental's crude second in command, a gargantuan elemental composed of unrefined diamonds named Boart (treat it as a **mountain giant** except its type is elemental) from the spiral of creation appears in the middle of Gibjim. It begins to lay waste to the city while goading the characters. It turns its attention to the party if they make themselves known. Once destroyed, its body begins to crackle with power.

DARK DESCENT

A **pact lich** (see the Appendix) and five **wraiths** fly in one round after Boart is killed. They attempt to strike Boart's corpse with a hammer as an action. If successful, the corpse explodes in a tide of darkness (see below), and the undead attack the characters. They fight until they're destroyed.

SHADOW DRILL

Unbeknownst to Boart, Desperon planned for it to die. Once inert, it will be consumed as the final component in an epic ritual to seize control of the spiral of creation. Desperon rapidly accelerates its revolutions, so the debris sandblasts the entire city in a spray of necrotic gravel. All of the xorn inside the spire die, and the pillar becomes red with their blood. To make matters worse, the sandstorm's negative energy infests any creatures that die in the area, creating swarms of undead xorn. Each round on initiative count 20, the shadow drill gains an additional power level, and it starts at power level 3.

Shadow Drill Power Levels

Level	Effects	Save DC	Bludgeoning Damage	Equipment
1	Force of Nature, Dark Sandstorm	—	—	500 gp
2	Force of Nature, Dark Sandstorm, Xorn Barrage	15	3d6	1000 gp
3	Force of Nature, Dark Sandstorm, Xorn Barrage, Tide of Victims	17	5d6	1500 gp
4	Force of Nature, Dark Sandstorm, Xorn Barrage, Tide of Victims	18	6d6	2000 gp
5	Darkness, Force of Nature, Dark Sandstorm, Xorn Barrage, Tide of Victims	19	7d6	2500 gp
6	Darkness, Force of Nature, Dark Sandstorm, Xorn Barrage, Tide of Victims	20	8d6	3000 gp
7	Darkness, Force of Nature, Xorn Barrage, Dark Sandstorm, Tide of Victims	21	9d6	3500 gp
8	Darkness, Force of Nature, Xorn Barrage, Dark Sandstorm, Tide of Victims	22	10d6	4000 gp
9	Darkness, Force of Nature, Xorn Barrage, Dark Sandstorm, Tide of Victims	23	12d6	4500 gp
10	Darkness, Force of Nature, Xorn Barrage, Dark Sandstorm, Tide of Victims	25	15d6	5000 gp

Darkness. The area affected by the Shadow Drill is covered in magical *darkness* as per the spell cast at a spell level equal to the tide's current power level (maximum 9th-level).

Stopping the Drill. The only way to stop the Shadow Drill is to cut it in twain. The gaping hole created during its creation makes this feasible. However, it is 30 feet in the air on a rapidly spinning drill filled with hordes of undead xorn.

Reaching the Shadow Drill requires a successful DC 16 Wisdom (Survival) group check as the characters navigate

the city. If they succeed, the characters find themselves at the base of the drill. If they fail, they are lost and must repeat the check the following round.

Once the characters find the drill, seven successes of any combination of the below checks are required to stop it. If the party fails five checks before doing so, the Shadow Drill has run for long enough that Gibjim is now a flat expanse of bloody gravel, and ninety percent of the city's population lies dead. The party may choose a character to make one check each round. No single character may make the same check twice.

- A successful DC 16 Wisdom (Perception) check to spot areas where the drill is vulnerable.
- A successful DC 16 Charisma (Persuasion) check to rally the remaining xorn to help stop the drill.
- A successful DC 16 Intelligence (Arcana) check to perform a counter charm to weaken the magic circle below.
- A successful attack roll against AC 16 and roll a minimum of 20 damage, or 40 damage if the attack is made by a non-magical weapon. A character may make a DC 16 Strength (Athletics) check to climb the drill and attack it from the gash the diamond elemental created. If they do so, the drill is vulnerable to all damage they deal. They must repeat this check at the end of each of their turns. If they fail, they are sent flying and must make a DC 16 Wisdom (Survival) check to get back to the drill's base.
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.
- A successful *dispel magic* spell of 5th level or higher being cast award one success. A failed *dispel magic* spell subtracts one success.

Once destroyed, the spire snaps in two and flies wildly towards one of the cavern walls sending tremors throughout the city but otherwise, things return to normal.

Force of Nature. The force of the winds and sand coming from the Shadow Drill makes flying nearly impossible. A flying creature in the disaster's area must land at the end of its turn or fall.

Creatures within the drill's area can not see more than 30 feet due to the sand storm. This, combined with the fact that the drill is causing the ground to warp, makes accurate teleportation difficult, and instead, casters find themselves moving in the general direction of their destination.

Xorn Barrage. When a creature starts its turn within the area of the Shadow Drill, roll d20 and add the Drill's current power level. On a result of 20 or higher, the creature is targeted by Xorn Barrage. The creature must make a Dexterity saving throw. The DC for this saving throw is shown in the Save DC column on the Shadow Drill Power table above. On a failed saving throw, a target takes an amount of necrotic damage equal to the value shown on the Necrotic Damage column on the Shadow Drill Power table. A creature takes half as much damage on a successful saving throw.

Dark Sandstorm. The dark sandstorm attempts to consume everything it touches. Each round, every character must succeed a DC 16 Constitution saving throw or choose between the maximum hit points being reduced by 13 (2d12) or a collection of items of equal or greater than the value shown on the Equipment column on the Shadow Drill Power table being destroyed. Hit points lost this way can only be restored by the *wish* spell due to the strength of the necrotic energy plaguing the victim.

The darkness also consumes any magic cast within the drill's area. Spells of 5th level or lower fizzle within the city, and casters must succeed a DC 20 check using their spellcasting modifier or have that spell fizzle. If the darkness absorbs a spell of 5th level or higher, increase its power level by one.

Tide of Victims. As the Shadow Drill accelerates, it flings thousands of undead xorn across the city. When a creature ends its turn within the area of the Shadow Drill, the undead attack. Make one attack for all the undead, with a to hit modifier equal to the Shadow Drill's current power level. On a hit, the undead deal bludgeoning damage equal to the amount of damage shown on the Bludgeoning Damage column on the Shadow Drill power table.

Shadow Drill Power Increase

Result	Outcome
1 - 15	The Shadow Drill stays at the same level of power.
16 - 23	The Shadow Drill's power level increases by 1.
24+	The Shadow Drill's power level increases by 2.

RUMBLETOWN

As the party approaches this area, tremors can constantly be felt running through the earth that intensify as they get closer. Characters entering the area suddenly find themselves in a grand stone city with broad streets and tall buildings with numerous balconies. The roads are empty. Characters with a passive Wisdom (Perception) score of 21 or better see that several **mountain nymphs** (see the Appendix) are watching them, bows in hand. As the last character enters the area, a massive tremor runs through the city, and the tunnel they came through collapses behind them. The hunt begins.

Rumbletown is the home of the mountain nymphs who are firm loyalists to the diamond elemental. The rumbling is caused by bound **elemental locusts** (see the Appendix), which can be manipulated to alter the hunting grounds but primarily to scare worms away.

Encounter: Rumble Dome. Seven successes of any combination of the below checks are required to escape Rumbletown. If the party fails five checks before doing so, they make no progress and must finish a long rest before trying again. The party may choose a character to make one check each hour. Characters must succeed a DC 10 Constitution saving throw for every hour of travel or gain a level of exhaustion as they take cover and navigate the city. No single character may make the same check twice.

- A successful DC 16 Wisdom (Perception) check to spot ambushes.
- A successful DC 16 Strength (Athletics) check to dash between two sources of cover.
- A successful DC 16 Dexterity (Stealth) check to hide from nymphs.
- A successful DC 16 Charisma (Persuasion) check to encourage other party members not to give up.
- A successful DC 16 Intelligence (Investigation) check to

determine how to best use the cover in a given area.
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.

If they succeed, the characters emerge from Rumbletown.

TRAVEL TO THE GLISTENING

Once the characters arrive in the Elemental Plane of Earth, they must travel to The Glistening. Unfortunately, all of the portals are far from the center of the plane. The characters are free to use any method they can to reach The Glistening. The Glistening is protected against teleportation (see page 76 for details), so it's likely the characters will have to walk through the fissureways. The amount of time it takes the characters to reach The Glistening depends on the route they take to get there. See the key below for travel times.

Travel Between Keyed Locations

Travel Speed	Travel Time
30 ft.	48 hours
45 ft.	34 hours
60 ft.	24 hours
Travel Speed	**Travel Time**
90 ft.	14 hours
120 ft.	12 hours

THE GLISTENING

The Glistening is The Diamond Elemental's abode and the heart of the Elemental Plane of Earth. Inside is a network of reflective tunnels and caverns dug and supported by The Diamond Elemental's will. Each entrance is blocked by an unlocked diamond gate engraved with warnings of the dangers that lie within and the fury of the diamond elemental.

GENERAL FEATURES

Ceilings. Ceilings throughout the tunnels are 15 feet high and chambers are roughly 50 feet tall. They are formed from sheets of diamonds polished to a mirror finish. There are no obvious supports. Characters who succeed on a DC 16 Intelligence (Arcana) check understand that the walls are extensions of the diamond elemental and are only held aloft by its will.

Floors and Walls. The Glistening's walls and ceilings are formed from sheets of diamonds polished to a mirror finish. There are no obvious supports.

Illumination. The Glistening is largely unlit except for the occasional chunk of solidified light. While in The Glistening, treat each area as having no light unless specified otherwise.

Reflective Surfaces. Any spell attack that misses within the caves ricochets wildly from surface to surface. Any creature within the caster's range must make a DC 10 Dexterity saving throw or take half of the spell's damage. Critical misses cause the ricochets to deal normal damage.

Concept of Rigidity. The fact that the Glistening is located at the heart of the Elemental Plane of Earth has tied it to the concept of rigidity. This influences everything within the caverns. Even light will begin to solidify if it stays here for too long; a creature that stays within the Glistening must succeed on a DC 15 Constitution saving throw at the end of each hour. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone, has disadvantage on attack rolls, and moves at half their normal speed. The creature must repeat the saving throw at the end of the next hour, becoming petrified on a failure or ending the effect on a success. The creature can only be freed by the *wish* spell as reality now considers this to be their natural state.

1 - GATE OF CREATION

This area contains a massive diamond bridge that glistens in the light of a churning tube of magma that encircles it.

Trap: Burning Rush. Once the entire party has gone onto the walkway, a series of runes trigger that cause the magma to collapse inwards, and any creature on the bridge must make a successful DC 16 Constitution saving throw or take 55 (10d10) fire damage and 55 (10d10) bludgeoning damage, or half as much damage on a success as they are exposed to the extreme heat and gravity of The Glistening. A character with a passive Intelligence (Investigation) score of 21 or higher notices the runes before stepping onto the bridge. They can be dispelled with a *dispel magic* spell cast against a 9th-level spell.

2 - RUBY

The back entrance to The Glistening is a small tunnel where every surface is completely covered in rubies that faintly glisten in the light of a nearby magma flow. The clothes of another group of adventurers lie on the ground.

Characters with a passive Wisdom (Perception) score of 16 or higher notice that there are small stone trinkets inside of some of the "rubies."

Encounter: Shiny Death. If the characters move into the room, they are attacked by nine **ruby oozes** (see the Appendix). They fight to the death.

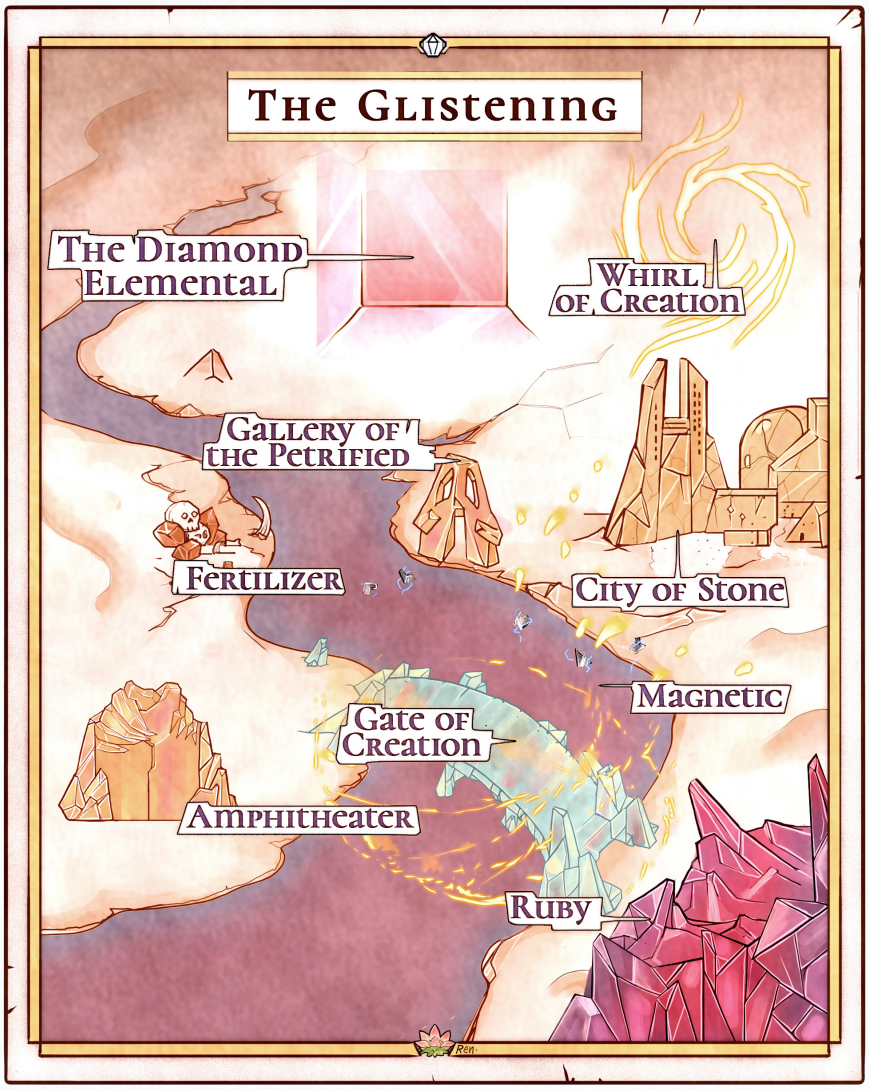
3 - AMPHITHEATER

The characters find themselves on the stage of a large amphitheater. Thousands of intricate carvings decorate every surface that is not critical to the acoustics. There is no audience seating except for one massive throne with a set of double doors behind it. An ensemble of gemstone elementals each made from a singular mineral are on stage.

The elementals are waiting for the diamond elemental to emerge from its chambers so they can give it the scheduled showering of praise.

Encounter: Grateful Prisoners. The elementals are not immediately hostile; rather, they plead with the characters to leave the plane, as the diamond elemental's rage has led The Glistening to destabilize. While they have no love for their leader's cruelty, this is the only home they have. If the elementals were to flee The Glistening they would be consumed by xorn, or broken and sold by adventurers. The elementals have no knowledge of The Convergence.

The characters can win the elementals over with a DC 15



Charisma (Persuasion) group check.

If the characters succeed, the elementals understand the threat Desperon poses, allow the characters to pass, and discuss what to do next amongst themselves.

If they fail, the elementals see the opportunity to remake the world as a boon. It would mean no more xorn and no more adventurers. They believe that the diamond elemental will save them (which it does plan to) and eleven **gemstone elementals** (treat them as **earth elementals**) move to block the character's passage to the diamond elemental's chambers. If the characters attempt to press onward, these elementals attack, while the rest of them scatter, understanding that they are too weak to fight the characters. Each elemental flees when reduced to a quarter of its hitpoints.

4 - FERTILIZER

A vast field of bones and corpses lies in front of the characters. The air reeks of death.

Occasionally, an unwitting xorn or some other fleshy creature wanders into The Glistening and is promptly killed. This is where they go. The diamond elemental feels a sense of superiority when it sees an organic creature rot, which is why it wills the corpses not to petrify.

Hazard: Negative Energy Flood. The negative energy that has built up here saps the strength of the living. Each character must make a DC 16 Constitution saving throw or gain one level of exhaustion and be poisoned until they finish a long rest.

5 - MAGNETIC

A river of lava runs through this room and a number of metallic elementals can be seen floating through the air. Each has an aura of crackling energy and clumps of various metals swirling around it.

Encounter: Push and Pull. The nine **magnetic elementals** (see the Appendix) are loyal to the diamond elemental and attack the characters on sight. They use their Magnetic Pulse feature to push characters into the lava when it is available and fight to the death.

6 - GALLERY OF THE PETRIFIED

This area is a massive series of chambers containing thousands of petrified creatures. Some of their faces are locked in a state of terror, others were caught weeping as they realized their fate.

The diamond elemental keeps victims of The Glistening's properties here to remind denizens of the City of Stone of what it protects them from.

Hazard: Halls of Despair. Any organic creature that passes through this area must succeed a DC 20 Wisdom saving throw or have disadvantage on attack rolls for one hour as they comprehend what will likely happen to them.

7 - CITY OF STONE

This area is a sprawling but seemingly empty city made up of thousands of expertly crafted, alien stone buildings that each have a different design. Their interiors appear to be purely artistic and serve little function.

The gemstone elementals that live under the Diamond Elemental's protection are incredibly bored. Besides praising the diamond elemental, they have little to do but practice various crafts and stone working techniques. This is the result.

Hazard: Aimless City. Have the characters make a DC 16 Intelligence (Survival) group check to navigate the maze. If they succeed, the characters navigate the maze in a timely fashion. If they fail, the characters spend an extra day in this area as they get lost. The party must repeat the check the following day to successfully navigate the maze.

8 - WHIRL OF CREATION

This chamber contains a sea of lava from which everything in the Elemental Plane of Earth was made. Countless spirals of molten earth and tectonic plates can be seen coming forth from the magma, making traversing this area a nightmare. Characters who wish to cross the room must make a DC 15 Dexterity (Acrobatics) group check as they dart in and out between crashing plates and earthen drills.

If the characters succeed, they are able to move through the area unimpeded.

If the characters fail, half the body of the character that rolled the lowest is crushed. Tell them that a number of their magic items have been crushed and are unrecoverable. Communicate that they are to divide their magic items into two groups (they do not have to be even) and that you will then decide which group is destroyed. Characters who wish to recover their companion's corpse must make the DC 15 Dexterity (Acrobatics) check again at disadvantage due to the burden of carrying their party member's body while navigating the chamber.

9 - THE DIAMOND ELEMENTAL

The characters can hear the Elemental Lord long before they reach its chambers. It is currently practicing its rant about the character's innocence (it has been doing this since the characters arrived on the plane). Upon arrival, the characters find that the diamond elemental's chambers contain surprisingly few crystal surfaces. It wants to be the center of attention and has decorated the room accordingly. The Elemental Lord stands in the center of the room and is still ranting at one of its reflections.

Encounter: The Diamond Elemental. The **diamond elemental** is a legendary earth elemental (see the Appendix). In combat, he wields the *Tectonic Gauntlets* (see Appendix for details). The diamond elemental is thoroughly distracted by its preparations and only notices the characters if they interrupt it. If they do, it attacks immediately while ranting.

The diamond elemental submerges using its Earth Glide feature to conceal its majesty from the unworthy, occasionally emerging to unleash its fury. Any character who succeeds on a DC 16 Charisma (Performance) check can enrage the elemental lord with a well crafted insult, causing it to emerge for a round. After three rounds, the diamond elemental completely loses control and fails to keep its chambers stable. The room partially collapses as high-pressure rock and earth spray into the room. Every creature in the chamber must succeed on a DC 20 Dexterity saving throw or take 99 (18d10) bludgeoning damage, or half as much damage on a success.

Stopping the Convergence. The diamond elemental will fight for three rounds before it attempts to listen to reason. If it fails to destroy the characters by the start of its third turn (and vice versa), it is still furious but is currently dazed by the thought that it just did something incompetent. Let the players make their case for stopping The Convergence. After they have spoken to the diamond elemental, have the characters make three ability checks, one each in: Intelligence (History), Wisdom (Insight), and Charisma (Persuasion). One character can make all three checks, or the checks can be distributed among the party members. The DC for each check is 10 + 2d10. Generate a separate DC for each check. Once the checks are made, refer to the Convincing the Diamond Elemental to Stop table below to determine what happens.

Convincing the Diamond Elemental to Stop

Successes	Result
0	The diamond elemental refuses to listen to the characters and continues to fight until destroyed. It pretends that it intentionally caused the room to collapse and weaponizes it every three rounds.
1	The diamond elemental fights for another round of combat before it once again grapples with the notion it could be incompetent, allowing the characters a parley. The characters can repeat the checks mentioned above to convince it to stop The Convergence.
2	The diamond elemental agrees to stop his own participation in the Convergence so long as the characters can convince at least one more of the elemental lords to stop their participation. Until then, it will go forward with The Convergence as planned.
3	The diamond elemental agrees to stop The Convergence. Without the diamond elemental's involvement, The Convergence ends. Angered, Desperton hunts down the characters with the intent of destroying them. See Chapter 11 for details.

AFTERMATH

What happens next depends on how well the characters handle the final fight with the diamond elemental. If the characters convince the Elemental Lord to stop The Convergence, the cosmos is saved from annihilation. In a fit of rage, Desperon teleports to The Glistening and attacks the characters, hoping to eradicate them. See Chapter 11 for details on this attack.

If the characters had the diamond elemental agree to stop so long as another Elemental Lord also stopped, the characters need to travel to another one of the elemental planes. Intrigued and amused by the characters' immense power, it refuses to help them. The characters must find their own way to the other elemental planes. Regardless of the games it plays on the front end, the diamond elemental is true to its word. So long as the characters convince at least one other elemental to stop, the diamond elemental will also stop. This triggers an attack from Desperon.

It's possible that the characters destroy the diamond elemental before it can agree to stop. When this happens, the character who delivers the killing blow absorbs the elemental's power. The character gains the following features:

- The character's type changes to elemental. Spells and features that affect elementals now affect them, and spells and features that only affect humanoids no longer work on them (for example, *hold person* does not work against them, but *forbiddance* does).
- The character gains a flying and burrow speed equal to their walking speed.



- The character gains immunity to the petrified condition.
- Unless the character's darkvision is the same or better, the character gains darkvision out to 120 feet.
- The character learns how to speak, read, and write Terran.
- The character can innately cast a number of spells. Charisma is their spellcasting ability for these spells. They can cast *detect evil and good*, *detect magic*, and *stone shape* at will. Also, they can cast *passwall*, *move earth*, and *tongues* three times, regaining all expended uses of the spells when they complete a long rest. And they can cast *conjure elemental* (earth elementals only), *gaseous form*, *invisibility*, *phantasmal killer*, *plane shift*, and *wall of stone*; the character can cast each of these spells once. The character regains the ability to cast these spells after they complete a long rest.

In addition to the features the character develops, the character becomes the honored personification of earth, final arbiter of the Elemental Plane of Earth. Furthermore, they may wield the *Tectonic Gauntlets* without experiencing any negative side effects. While within the Elemental Plane of Earth, the character can traverse the fissureways at will.

As the new ruler of the Elemental Plane of Earth, the character can attempt to stop The Convergence. To do so, they must make two ability checks: DC 20 Intelligence (Arcana) and then a DC 15 Charisma check. If one or both checks fail, the character fails to stop The Convergence and the character cannot make another attempt until they complete a long rest.

The first time the character tries to stop The Convergence, Desperon takes notice and teleports to the characters' location. Desperon then attempts to destroy the character using his minions. Desperon does not wish to have the power of the Elemental Plane of Earth himself, thus, he will not deliver the killing blow.

CHAPTER 9. FIRE

In this chapter, the characters travel to the Elemental Plane of Fire, an infinite expanse of fire, magma, and scorched earth. There they must locate fire's personification, the efreeti Sankar, and convince it to halt The Convergence. If the characters cannot successfully convince Sankar to stop its hand in The Convergence, one of the characters must claim the role of fire's master and end The Convergence themselves.

WHERE TO GO

Crirr informs the characters that the element of fire's latest personification is that of a legendary efreeti named Sankar. Sankar resides in a museum dedicated to itself (it thinks of itself as an art piece) at the center of the Elemental Plane of Fire near Mount Creation. Crirr theorizes that Sankar keeps the *Galea of the Soulfire Phoenix* somewhere within its museum.

ENTERING THE ELEMENTAL PLANE OF FIRE

The characters can enter the Elemental Plane of Fire any way they like, using whatever spells are available to them. No matter what, all gates created via the *gate* spell lead to the City of Creation. If the characters choose this method to enter The Elemental Plane of Fire, proceed to page 87 to read more about the City of Creation.

If the characters lack or do not wish to use magic sufficient to reach the Elemental Plane of Fire, they have a few more options available to them. The characters can learn these methods by speaking with any knowledgeable NPCs they know, including Zok. Of course, you and the players are free to devise your own means for entering the Elemental Plane of Fire.

PORTAL IN HEARTH

The characters can enter the Elemental Plane of Fire via the portal in Hearth. While approaching the disk is relatively simple, a vast firestorm lies on the other side. Characters within the firestorm must succeed a Constitution saving throw for each minute they spend in the firestorm or gain a level of exhaustion and take 23 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Refer to the Fire Gate Power table on page 42 to determine the flame's DC when the characters try to pass through it.

The firestorm has a 1-mile radius. Once outside, characters only need to travel for a few hours to reach the City of Creation. See "City of Creation" on page 87 for details.

ENTER THE DRAGON

The characters can also enter the Elemental Plane of Fire by entering the gullet of an ancient red dragon named Qythem the Ravager. If the characters successfully enter Qythem, they can find a portal to the source of all dragon fire, The Blazing Sun.

If the characters choose this method to enter The Elemental Plane of Fire, proceed to the "Enter the Dragon" section below.

MOUNT DEVASTATION

Another option of entering The Elemental Plane of Fire is via an erupting volcano. Mount Devastation has been perpetually erupting since the world's creation, due to a connection between the magma chamber and the Elemental Plane of Fire the characters can gain access this way. While extremely dangerous, this route will bring the characters within a day of the City.

If the characters choose this method to enter The Elemental Plane of Fire, proceed to the "Mount Devastation" section below.

BURNED ALIVE

Finally, Zok knows of mages who have entered the Elemental Plane of Fire through a simple ritual. The problem is it requires self-immolation and has a tendency of driving the traveler insane.

If the characters choose this method to enter The Elemental Plane of Fire, proceed to the "Burned Alive!" section below.

ELEMENTAL PLANE OF FIRE FEATURES

The Elemental Plane of Fire is a stark and arid place of intense heat and blinding light. A red-hot sun blazes through the sky throughout the day and, although this celestial body waxes and wanes, it is never dark in the Plane of Fire and so creatures of darkness abhor this cruel and repressive place.

Unless stated otherwise, the locations within the Elemental Plane of Fire have the following features.

Size and Shape. The borders of this realm are endless, but ragged mountains and belching volcanoes hem in the southern and western edge, and an endless conflagration, fueled by the ambient magic that permeates the plane, holds the eastern border at bay. All of this gives this fiery region the semblance of a circular shape.

Extreme Heat. A dry and constant heat covers the entire realm of fire, and its denizens bask in it. Little is done, even in the cities, to ameliorate its effects. Outsiders will find the heat a challenge, unless they are themselves accustomed to such extreme temperatures.

Review the extreme heat rules in the core rulebook for game masters for details.

Oppressive Heat. In certain areas of the Plane of Fire the heat is so intense that it becomes truly deadly. In these areas a creature without protection must make a Constitution saving throw against the heat every minute, instead of every hour.

In addition, all creatures gain resistance to cold damage in these areas, as even magical cold is almost instantly evaporated.

Air Quality. The plane's air quality varies depending on where the characters are located, ranging from parching to ash pollution. In the mountainous regions, the sharp tang of sulphur burns the nostrils and choking ash makes it difficult to breathe.

Food and Water. Due to the scarcity of edible creatures, Wisdom (Survival) checks to forage are made with disadvantage.

Water is extremely rare and what few sources that exist are a selfishly-guarded resource. Any settlement will have

a source of water but will charge large sums of gold for access to it. In the wilderness, finding water requires a nearly impossible DC 30 Wisdom (Survival) check without the use of magic. Even when it is found, the water tastes like rotten eggs, although it is safe to drink.

RANDOM ENCOUNTERS IN THE ELEMENTAL PLANE OF FIRE

As the characters travel through the Elemental Plane of Fire, there is a chance that they encounter hostile creatures or even minions of Desperon. Each day of travel, roll a d20. On a result of 18-20, they experience an encounter. Roll 1d8 to determine the nature of the encounter, as shown on the Elemental Plane Encounters table below.

Elemental Plane of Fire Encounters

d8	Encounter
1	Efreeti Nobles
2	Victims of Desperon
3	Hazard - Glass Storm
4	Azer Airbarge|
5	Desperon's Minions
6	Elemental Locus
7	Fire Giant Patrol
8	Fire Elementals

Efreeti Nobles. Kalu and his lady Zutya, two **efreeti** nobles, ride within a covered palanquin that is carried upon the backs of two **elephants**. Each efreeti is being fanned by an **ettin** servant.

Kalu generously invites the characters to "join his household as honored servants." If the characters refuse, Kalu signals the attack.

Victims of Desperon. Desperon is aware of the character's activities and has sent his minions abroad to stop them. These minions have set upon any group of travellers that resemble the party.

The characters come upon the dried and exsanguinated remains of one such party.

Hazard: Glass Storm. In the regions closer to the Elemental Plane of Air, the combination of super-heated sand and strong wind creates an effect unique to this plane.

A glass storm travels incredibly fast and can appear quickly, providing little warning. A storm is roughly dome-shaped and has a radius of 2 miles. When the characters notice it, they have two rounds to act before it hits.

The storm's winds impose disadvantage Wisdom (Perception) checks. Any creature caught within a storm must succeed on a DC 18 Constitution saving throw at the start of each of its turns, taking 40 (16d4) piercing damage and 14 (4d6) fire damage on a failure, or half as much damage on a successful check. This check is made with advantage if the character has at least three-quarters cover.

The storm passes after 1 minute.

Azer Airbarge. The Onondaga, a merchant airbarge captained by Nazrin Arzu (LN female **azer**) and her crew of eleven **azer** sailors happen upon the characters.

Nazrin won't fight but will carry the party to their next destination for 100 gp per head. An airbarge has a speed of 90 feet.

Desperon's Minions. The **vampire** Sliska and his two



female **vampire spawns** have been tracking the party. They attempt to ambush the characters at night.

Elemental Locust. As the party moves onto a large rocky plateau, the earth beneath them shifts. Sankar has encouraged Scaldor, an **elemental locus** (see the Appendix) to attack them.

Fire Giant Patrol. Four **fire giants** journey together, each one hopeful to become a smith to the fire giants in Sankar's museum.They attack the characters for sport.

Fire Elementals. Five **fire elementals** fight amongst themselves. As they are unable to hurt one another, and cannot be exhausted, this has gone on for some time. They attack the characters to interrupt the monotony.

ENTER THE DRAGON

Zok suggests that one method of entering the plane of fire is through a portal to the Blazing Sun, the source of all dragon fire. The issue being that the only portals to or from the Blazing Sun are found in the gullets of dragons. Furthermore, the only portals large or stable enough for the characters to travel through safely can be found in the gullet of ancient red dragons. Zok knows the location of one such creature, Qythem the Ravager. Aptly named, the dragon's history is one of destruction and terror. He commands the monsters of the Dread Badlands from his lair in Castor Mountain with tyrannical brutality. If the characters agree to face Qythem, Zok is able to teleport them to the foot of Castor Mountain.

TRIBUTE

Qythem, more arrogant than most red dragons can be persuaded to aid the characters but will not even deign to give them an audience unless they are able to prove their worth by making their way past his defenses.

To even have a chance at convincing Qythem to help them, they will need to bring the dragon a gift worthy of his station and will need to be able to offer him a king's ransom to finally bribe him into action.

Zok will stress these points to the characters and encourage them to take enough treasure to persuade the dragon. A successful DC 15 Intelligence (Nature or History) check will tell the characters that they will need to provide a gift with a value of at least 5,000 gp just to be granted an audience with the dragon and could need up to ten times as much to actually convince Qythem to act.

Alternatively, the party can attempt to defeat the dragon and then quickly carve their way into the dragon's gullet to find the portal before it closes.

CASTOR MOUNTAIN

Caston Mountain stands alone in the centre of the Dread Badlands and is clearly visible for miles and miles around. Centuries ago, a forgotten wizard used kobold prisoners to tunnel into the mountain to create a mighty wizard's lair, but the Ravager slew the pitiful creature and used its dragon fire to enlarge the warrens and melt exits through the solid rock.

From a distance, the mountain resembles a massive anthill, so riddled with tunnels as it is.

GENERAL FEATURES

Unless stated otherwise, Castor Mountain has the following features.

Architecture. Although Qythem has destroyed much of the architecture of its previous owner, the lower levels of the complex are still made of carved stone. When Qythem took control, he allowed the kobolds to continue their works and now, centuries later, the lower levels of the mountain are a work of art. The mountain's denizens have also worked magic into the stone, which is immune to all types of mundane damage from nonmagical sources. However, this does not extend to the tower's furniture, objects, doors, or inhabitants. The tower's vaulted ceilings rise 12 feet above the floor.

Doors. All of the complex doors are made from solid stone. A door has AC 17, 27 hp (damage threshold 10), immunity to poison and psychic damage. A locked door requires a DC 22 Dexterity check using proficiency in thieves' tools to unlock, or a DC 30 Strength (Athletics) check to break open. All doors are also trapped by the kobolds. Roll on the kobold trap table to determine the trap present.

Kobold Warrens. Every tunnel and warren of the lower levels are trapped. Whenever the characters travel from one keyed location to another they come across 1d4 traps. Consult the core rulebooks for examples.

Illumination. With no need for light sources the inside of the mountains are dark. Any read-aloud text assumes the characters have darkvision or a source of light.

Qythem's Tunnels. The tunnels carved by Qythem's dragon fire are smooth and circular and the tunnels have a height and width of 30 feet. Most of the tunnels leading into Qythem's inner lair have collapsed, and only three tunnels still lead to the dragon. Each time the characters enter one of these tunnels, roll a d20. The DC for the first roll is 20 but drops by 1 each time they check a tunnel. If they roll a 1 for any of these rolls they discover a tunnel leading to Qythem but the dragon is exiting the tunnel and, annoyed to find the characters, attacks immediately.

LOCATIONS

The following locations exist within Castor Mountain. The warren-like nature of the mountain complex means that a DC 18 Wisdom (Survival) check is required to travel from one location to another. On a failure, the characters end up back where they started.

CLIMBING THE MOUNTAIN.

Climbing the mountain's exterior is possible, but difficult. Five successful DC 16 Strength (Athletics) checks are needed to climb to the lowest tunnel and three more are needed to travel onto the next tunnel. Each time a creature fails by 5 or more, it suffers one level of exhaustion.

Encounter: Manticore Pride. Qythem has bullied a pride of manticores into his service. These monsters constantly patrol the skies above the mountain. Each time the characters travel on the mountain's exterior, roll a d20; on the roll of a 14 or above, they are attacked by 1d8 **manticores** while climbing. The manticores attack from range, attempting to knock the characters off of the cliff face.

Falling. While a character is climbing, the manticores have advantage on their attacks. If a character is damaged

while climbing, they must make a Strength save to hold onto the rope. The DC of these checks is equal to the damage they take. When a character falls, roll a d10 and multiply the result by 10 to define the height of the fall.

GROUND FLOOR - GRAND ENTRANCE

Castor Mountain's main entrance is a pair of fifty-foot-tall adamantine doors set into the base of the mountain. They are magically sealed from within.

These doors can only be opened from the outside by a creature in possession of a crystal key (see treasure) and a successful DC 25 Strength (Athletics) check to push a door inwards. Each door is 10 feet thick and each 5-foot section of door has AC 20, 35 hp (damage threshold 10) and immunity to poison and psychic damage.

Encounter: Iron Golems. Standing inside an alcove within each door is a **massive golem**. They attack anyone who attempts to enter the mountain, except kobolds of the Red Claw tribe. They fight until destroyed.

MASSIVE GOLEMS

Each golem use the iron golem stat block with the following changes:

They are considered Huge creatures, have 230 hp, and they gain an additional damage dice for both their Slam and Sword attacks.

Treasure. Enclosed within a metal cage upon each golem's temple is a crystal key. Accessing the crystals requires a successful DC 12 Strength (Athletics) check.

RED CLAW VILLAGE

Within the mountain lives the tribe of Red Claw kobolds. In total, the tribe numbers in the hundreds, but its members are never all in one place. By far the largest collection of Red Claws is in their underground village.

The village fills a massive cavern and will block further passage of the characters in this direction. If the characters hope to continue their journey through this location, they will need to perform a skill challenge. They must get 5 successes before 3 failures to defeat enough kobolds to pass through this location. Each character must take turns making checks in any order that the players choose.

Possible Actions for Successful Checks

- Fight a group of kobolds: succeed on an attack roll against AC 18 and roll a minimum of 15 damage, or 25 damage if the attack is made by a nonmagical weapon.
- Hide among the buildings of the village: DC 15 Dexterity (Stealth).
- Strike fear into the hearts of the kobolds: DC 16 Charisma (Intimidation).
- Use an area of effect spell to kill a large cluster of kobolds: DC 15 Intelligence (Arcana) and expend one spell slot.
- Convince some of the kobolds to abandon the dragon: DC 18 Charisma (Persuasion).

Overall Success: The characters defeat the kobolds and may continue through this location.

Overall Failure: The characters are forced to retreat from the location and return to the last location from whence they came. They cannot return to this area until they complete a long rest.

SHRINE OF QYTHEM

This vaulted chapel is normally used by the Red Claw priesthood to worship Qythem. A massive painting of the mighty red dragon covers the northern wall. This wall is in fact a rood screen, behind which Qythem occasionally rests and listens to his worshipers. This room is also the antechamber to Qythem's lair.

Currently, however, the large space is occupied by one of Desperon's Heralds who is here to stop and offer the dragon an alternative. Qythem is no fool, however, and recognises that any gains he makes now will be lost if Desperon is successful. Thus he has left the Herald to wait, hoping to see a fight when the characters arrive.

Encounter: Desperon's Herald. Desperon has sent one of his Heralds (use the **herald of blood** stat block in the Appendix). Corrupted and forced to serve the Herald are two **fire giants** and two **hill giants**. When they see the characters, they attack.

QYTHEM'S LAIR

Despite believing otherwise, Qythem the Ravager has simple and brutish tastes in interior design. His lair is a massive cavern, two hundred feet square at its limits.

The floor is littered with treasure, although much of it is collected in three mounds of hundreds of thousands of coins, gems, and other loot. Scattered amongst this wealth are the remains of the last few creatures that Qythem has eaten.

Mixed with the stale odour of death is the sulphuric smell of the dragon itself.

Encounter: Qythem the Ravager. Qythem is an **ancient red dragon**. Despite the trials the characters have had to overcome to get here, the dragon does not attack immediately and has been waiting for them.

Using his minions to grow his hoard is a slow process for which the Ravager has little patience, and the chance for more treasure is too delicious to pass up. Qythem will require significant compensation, however.

If the characters have brought him a suitable tribute, he will listen to their request. Enjoying the interplay of haggling, Qythem will insist that the characters pay him 100,000 gp or an item of Very Rare quality.

If they agree to pay, Qythem magnanimously agrees to help, although he will be disappointed that they did not negotiate. If the characters do negotiate it requires only a DC 18 Charisma (Persuasion) check for him to reduce the price by 25%.

If they refuse to pay, Qythem will allow them to leave with their lives. If they attempt to cheat, intimidate, or attack him, he will fight to kill. To protect this, his main hoard, he will fight to the death.

Treasure. If the characters defeat Qythem they will have a small window of time to grab some loot. In total, the cavern holds mixed coinage, jewelry, art, and minor gems worth 322,000 gp. There are also four gems worth 5,000 gp each. Finally, there is a *vorpal sword* and a *ring of three wishes*.



INTO THE ELEMENTAL PLANE OF FIRE

If the characters have persuaded Qythem to help, the dragon dislocates his own jaw to accommodate them. Once they are all inside the massive dragon, he will manifest the portal as a warm but harmless breath of dragon fire. The characters then teleport to the heart of the City of Creation.

If the characters have instead defeated the dragon, they have only one minute to carve into the beast's gullet and find the source of its dragon fire before it cools. Within the dragon's gullet is a portal large enough for a medium creature to step through. Although this will transport them to the Elemental Plane of Fire, it is less accurate without the dragon's influence and the party arrives a two days' walk from the City of Creation.

MOUNT DEVASTATION

Another method for entering the Elemental Plane of Fire available to the characters is through the planar nexus in the heart of Mount Devastation known as Ashlock.

Mount Devastation is an active and perpetually erupting volcano. To enter through the Ashlock, the characters must enter the mountain and search for the central magma chamber.

If the characters choose this route, Zok teleports them to the foot of the mountain. Mount Devastation is a squat, easy slope. While ascending, the characters must search for a magma vent large enough for them to fit safely within and use this to traverse into the heart of the volcano.

Alternatively, they can climb to the summit of the volcano and attempt to climb down the inside and so into the magma chamber.

Following a Magma Tunnel. If the characters travel along a magma vent into the volcano, their most deadly obstacle is, of course, the magma. Each tunnel large enough to accommodate the characters is 20 feet wide, 15 feet tall, and roughly 600 feet long. A thin pathway leads along the side of the magma flow and will allow the characters to traverse safely. Roughly every hour, however, the volcano vomits out a minor eruption.

Roll a d20 when the party enters the tunnel. On a roll of 16 to 19, an eruption occurs and the floor of the tunnel is quickly flooded with 2feet of magma when the characters are halfway along the tunnel. The magma travels 60 feet per round. On the roll of a 20, the magma flood travels 120 ft per round. The flood recedes after one hour.

A character caught in this flood takes 21 (6d6) fire damage at the start of each of their turns.

Climbing Down The Caldera. Alternatively, the characters can climb down the inside of the volcano. Unless they have a climbing speed or climbing equipment, this is an extraordinarily difficult task.

The inside of the volcano is three hundred feet deep and extremely hot. Review the rules for extreme heat in the core rulebook for game masters for details. A ledge, large enough for the party, allows for the climb down to be divided into three equal-sized parts.

Successfully climbing into one part requires a successful DC 15 Strength (Athletics) check and takes one hour. If a character fails a check by more than five they fall to the ledge below. Should a character fall, roll a d10 and multiply the result by 10 to define the height of the fall.

The hourly volcanic eruptions send blasts of super-heated rock upwards and into the walls of the caldera. For every hour they spend inside the caldera, each character must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) bludgeoning damage, or half as much on a successful save. If they are climbing when this happens, they also need to succeed on a Strength save to hold onto the rope. The DC of these checks is equal to the damage they take.

INTO THE ASHLOCK

Once they reach the heart of the volcano, the characters may enter the Ashlock portal and travel to the Plane of Fire, a single day's journey from the City of Creation.

Once they reach the heart of the volcano, the characters can see the Ashlock portal. Before the portal, however, are a cadre of Desperon's minions.

Desperon's Minions. Three **heralds of darkness** (see the Appendix) and two **mages** (with *dispel magic* and *wall of force* prepared in place of *fireball* and *cone of cold*) guard the portal. Both mages stand within two overlapping domes of force that they have conjured to cover the portal.

The mages are attempting to close the portal using *dispel magic*. They are only able to do so temporarily but slowing down the characters is their primary goal. To succeed, both mages need to cast *dispel magic* and succeed on the DC 19 Intelligence check in the same round. Doing so disrupts the portal for 2 weeks.

The heralds will engage the characters directly, their objective being to give the mages the time they need.

Once Desperon's minions are dealt with, and if the portal is still functioning, the characters can enter it and travel to the Plane of Fire, a single day's journey from the City of Creation.

BURNED ALIVE!

Another way to enter the Elemental Plane of Fire is through the Auburn Harassment, a seemingly endless sea of roiling fire. The Harassment gains its name from the fiery waves that stampede into the eastern shores. In the east, it borders the Elemental Plane of Air, and the City of Creation rests on the opposing shores. Although efreeti and azers are known to sail above the Harassment in their airbarges, the only creatures normally able to reside within the fiery sea are pure elementals.

Zok knows of a mage, Aprix the Jigsaw, who has travelled to the Elemental Plane of Fire through the use of a powerful ritual and can guide the characters to this mage.

When a spellcaster summons an elemental with a spell such as *conjure elementals*, it is from this broiling conflagration that a creature is pulled. So it is that the characters could find their final means of entering the plane of fire.

By binding with an elemental, the characters could travel back to the Auburn Harassment. Travelling this way is not without danger. Should the binding fail, the characters would be set loose within the fiery seas of the Harassment. Even should the binding hold, binding one's consciousness to another creature risks damaging one's mind. Binding to several other creatures, one of them a formless entity, is sheer madness.

APRIX THE JIGSAW

Such madness is where Aprix the Jigsaw (CG male human **archmage**) comes in. The wizard has travelled to the Elemental Plane of Fire by the means described below so many times that his mind is now a fragmented puzzle, made up of both his own personality and slivers of the elementals he has bound with. As such, he is quite mad.

Before Aprix will agree to help the characters, he wants their help.The dominant will in Aprix's mind is certain that it has found the solution to this madness, but needs the help of the characters to enact its plan.

Aprix will demand that a character performs a surgical *feeblemind* spell onto him, which he believes will shatter the fragments of the elementals from his own and so allow his mind to heal.

Aprix is quite determined that the characters must help him before he helps them, and only a successful DC 22 Charisma (Persuasion) check will convince the crazy mage that the party will return later to help him.

If none of the characters knows the spell, Aprix has a *spell scroll* of *feeblemind* and will give it to the party. Not only does a character need to perform the spell, but the same character also needs to succeed on three DC 18 skill checks made using their spellcasting ability.

There are four consciousnesses within Aprix's mind; his own and those of three fire elementals. For Aprix to keep his end of the deal, the character only needs to succeed once. But by succeeding on more of the checks, the characters will gain a bonus in the next section of the adventure.

Total Successes: If the character succeeds on all three

checks, they wipe Aprix's mind of all three of the alien consciousnesses. When they perform their skill challenges in the next section, they automatically succeed on the first check.

Overall Success. The character succeeds on one or two checks. Aprix's mind is still fragmented but he is much more stable. He performs the ritual without any issues.

Overall Failure If the character fails all three checks or fails any of the checks by 10 or more, they accidentally wipe Aprix's own consciousness from his mind and an elemental takes control instead. When they perform their skill challenges in the next section, they automatically fail the first check.

Whether they have succeeded or not, once the spell is performed, Aprix will be useless to the party until 30 days have passed or someone casts *greater restoration*, *heal*, or *wish* upon him, helping him to restore the fractured pieces of his mind.

INTO THE AUBURN HARASSMENT

Through the use of a *conjure elementals* spell, the mage will summon a **fire elemental** and then use a special ritual to bind the characters to the creature and then release it back to its home plane.

This, as they say, is the easy part. When an elemental is summoned by a spellcaster, it is bound into whatever shape the caster wills, but on its home plane, an elemental is a bodiless life force. The spell will merge the characters with this life force. The characters and anything they are wearing or holding become part of this entity.

Once the characters arrive in the Auburn Harassment, they have only the time remaining of the original *conjure elementals* spell to force the elemental to travel to the Harrassment's shore. Any magic the characters possess will not function normally, but they may still be able to use their spells in more subtle ways.

If the characters hope to continue their journey through this location, they will need to perform a skill challenge. They must get 5 successes before 3 failures to dominate the elemental's will and reach the shore without suffering. Each character must take turns making checks in any order that the players choose.

Possible Actions for Successful Checks

- Trick the elemental to behave as they wish: DC 15 Charisma (Deception).
- Force the elemental to believe they will punish it: DC 16 Charisma (Intimidation).
- Use a spell to force the elemental to adhere to their will: DC 15 Intelligence (Arcana) and expend one spell slot.
- Bribe the elemental with something it might desire: DC 16 Charisma (Persuasion), made with disadvantage if they do not have what they promise.

Total Success: If the characters have all 5 successes before they gain even one failure, they experience a total success. The characters overcome the elemental's will and the shore of the Harassment roughly ten miles to the south of the City of Creation.

Overall Success. The characters are able to guide the elemental to the shore but find themselves five days' journey from the City of Creation. Even successful, travelling in this manner puts the characters at risk of suffering madness. Each character that is not already suffering from a Madness must roll a DC 16 Wisdom saving throw. On a success, nothing happens, but on a failure, they suffer a form of short-term madness.

Overall Failure. The characters' limited control of the elemental forces them to the surface of the Harassment and onto a small island of obsidian somewhere within the sea of



fire. The mental struggle they have undergone has temporarily fractured their mind. Each character must succeed on a DC 16 Wisdom saving throw or suffer a form of long-term madness.

Once they are able, the characters will need to find a means of navigating the Harassment. If they have no means of their own, an azer airbarge will happen upon them after 1d10+3 days. The elementals will gladly provide the characters passage to the City of Creation; for 100 gp each of course. This journey will take four days.

Total Failure: If the characters have 3 failures before they gain even 1 success, they experience a total failure. Not only will the party be forced to retreat back through the portal into the Material Plane they will suffer a major consequence; roll on the Burned Alive Total Failure table below to determine what happens.

Burned Alive Total Failure

d8	Result
1	One of the characters is consumed by the elemental and their body is irretrievable. Have each character make a Strength, Dexterity, or Constitution saving throw (each player chooses which saving throw they make). The character who rolls the lowest is the one who dies (reroll any ties). If the surviving characters hope to recover their comrade, they will need to find a way to perform a *true resurrection* spell.
2- 3	Two of the characters temporarily lose a part of their mind to the elemental. Have each character make a Strength, Dexterity, or Charisma saving throw. The two characters who roll the lowest are the one whose minds are fractured (reroll any ties) and suffer a form of indefinite madness.
4 - 6	Each character must make a DC 16 Wisdom saving throw. On a success, nothing happens, but on a failure, they suffer a form of short-term madness.|

TRAVEL TO THE SANKAR'S MUSEUM

Once the characters arrive in the City of Creation, they must travel to Sankar's Museum. Unfortunately, the city is far from Sankar's island. The characters are free to use any method they can to reach the museum. The museum is protected against teleportation (see page 89 for details), so it's likely the characters will have to fly or find someone that is willing to transport them to Mount Creation. The amount of time it takes the characters to reach the museum depends on how fast they are traveling as shown on the Travel from the City of Creation table below.

Travel from the City of Creation

Travel Speed	Travel Time
30 ft.	10 days
45 ft.	7 days
60 ft.	5 days
90 ft.	3 days
120 ft.	2 1/2 days

THE CITY OF CREATION

The City of Creation puts every other settlement on the plane to shame. Mount Innovation's fire is creativity itself and can be used to enhance the quality and speed at which new techniques are developed. As a result the volcano's entire surface has become covered in colleges, research institutions, and powerful mage's villas, all made from brass. The city has a population of 150,000, most of which are salamanders, efreeti, fire elementals, and other natives. However, foreign researchers can frequently be seen in the city's many institutions. All *gate* spells sans a sigil sequence transport spellcasters to the center of the city.

Significant locations in the City of Creation, and the people to be found within them, include the following.

- **Creation University.** The first of the City's many universities still reigns supreme and covers nearly a third of the volcano's surface. Here, some of the greatest minds in the multiverse strive to create new wonders, without any thought to what might happen if they were to succeed. Characters who travel here are allowed to speak with the Dean (an **efreeti** known as Kakuzzin the Inspired) who offers them supplies... in exchange for testing the effectiveness of it's new **three-headed clockwork dragon** (see the Appendix). If the characters survive, they are allowed to take whatever mundane supplies they wish, and are allowed to purchase up to three items that are very rare or lower.
- **Hot Stones Retreat.** One of the finest hot springs in the multiverse. The resort receives a fair number of extraplanar travelers, so large segments of the resort are temperature controlled. However, the fees are steep. A single night at the inn costs 200 gp. Characters who spend 24 hours at the resort gain advantage on ability checks for the next 24 hours. The resort is owned by a spiffy salamander named Kurn.
- **Clockwork Mount Dealership.** This building is a single large room where mechanical beasts of all sorts labeled "Azermade" are on display. Mechanical versions of any beast up to CR 5 can be bought here (their stats are the same except their AC is 18 and they don't require air, food, drink, or sleep). The dealership is owned by an *azer* named Cendis who wears a bronze suit and gold tie who constantly tries to upsell the characters.

ENCOUNTERS IN THE CITY OF CREATION

The characters' presence in the City of Creation won't go unnoticed. At this point, Desperon knows that Crirr escaped his prison in the Realm of Madness and is likely working with the adventurers to put a stop to his plans of conquest. Shortly after the characters get comfortable, run the following chain of encounters.

BURNING DARKNESS

Soon after the characters arrive, the top of Mount Innovation blows off and the sky becomes flooded with pure black ash that begins to rain down. Six ash phoenixes (see the Appendix) descend upon the characters. Warped by Desperon's depravity, the phoenixes fight to the death. As the phoenixes die, their shadows slink down the slopes and towards the blackening sea of lava.

FIRE OF THE DARK

Five minutes later, a Gargantuan elemental composed of magma and darkness emerges from the lava and begins to lay waste to the city. The Fire of the Dark (treat it as an **Ancient Void Dragon** that is immune to fire damage, see the Appendix for details) slaughters everything in its path and does not stop until the city is destroyed. It turns its attention to the characters if they make themselves known. Once dead, the creature's shadow slinks back into the lava, which turns pitch black.

CONSUMING DARKNESS

Desperon does not care if the Fire of the Dark dies; in fact, he expects it. The battle serves as a way to get the characters to exert massive amounts of magical energy. Desperon will use this to fuel his Engine of Despair, a machine built to create an unstoppable tide of darkness.

Once activated, the machine corrupts Mount Innovation and the lava surrounding it. This creates a Tide of Despair that will drag the entire city into the void. Further complicating things, massive gravity wells have begun to appear throughout the sky. These fill the air with a storm of dark magma, and begin to rip the city out of the ground.

Tide of Despair Power Levels

Level	Effects	Magic Item Rarity	Save DC	Necrotic Damage
1	Gravity of the Situation	—	—	—
2	Gravity of the Situation, Shadow Flame	—	15	3d6
3	Gravity of the Situation, Shadow Flame	—	17	5d6
4	Gravity of the Situation, Shadow Flame	—	18	6d6
5	Darkness, Gravity of the Situation, Shadow Flame, The Void Comes	Uncommon	19	7d6
6	Darkness, Gravity of the Situation, Shadow Flame, The Void Comes	Rare	20	8d6
7	Darkness, Gravity of the Situation, Shadow Flame, The Void Comes	Rare	21	9d6
8	Darkness, Gravity of the Situation, Shadow Flame, The Void Comes	Very Rare	22	10d6
9	Darkness, Gravity of the Situation, Shadow Flame, The Void Comes	Very Rare	23	12d6
10	Darkness, Gravity of the Situation, Shadow Flame, The Void Comes	Legendary	25	15d6

Darkness. The area affected by the tide is covered in magical *darkness* as per the spell cast at a spell level equal to the tide's current power level (maximum 9th level).

Dash for the Top. The only way to stop the tide is to destroy the Engine of Despair which rests at the top of the city.

Seven successes of any combination of the below checks are required to reach the summit. If the party fails five checks before doing so, the Tide of Despair has absorbed enough power to sustain itself until there's nothing left of the city or mountain, and only a handful of locals survive. The party may choose a character to make one check each round. No single character may make the same check twice.

- A successful DC 16 Wisdom (Survival) check to provide direction through the collapsing city.
- A successful DC 16 Intelligence (Arcana) check to see through the distortions in reality created by the black holes and calculate the correct route.
- A successful DC 16 Strength (Athletics) check to dash through the city and clear rubble.
- A successful DC 16 Dexterity (Acrobatics) check to artfully dash through freshly formed jagged cliff faces.
- A successful DC 16 Charisma (Intimidation) check to get the crowds of terrified citizens to move out of their way.
- If a character proposes another idea, allow them to make the appropriate DC 16 check, but give them disadvantage if it's particularly outlandish.
- Successful teleportation spells of 5th level or higher being cast award one success. Failed teleportation spells subtract one success.

If they succeed, they reach the engine of despair. It has 20 AC, 150 hp, and immunity to poison and psychic damage. Once destroyed, the gravity wells dissipate, and the lava returns to normal.

The Void Comes. As the Tide of Despair pours onto the city, it creates tens of thousands of oozes which exist to devour everything they touch. When a creature ends its turn within the area of the Tide of Despair, the oozes attack. Make one attack for all the oozes, with a to hit modifier equal to the Tide of Despair's current power level. On a hit, the shadows deal necrotic damage equal to the amount of damage shown on the Necrotic Damage column on the tide of despair power table. Additionally, the afflicted creature must choose between the darkness consuming a magic item or appendage; see the tide of despair power table for details on what is taken. If the creature chooses to lose a limb, the darkness eats the very concept that the creature could have that appendage. If the limb is ever regrown or replaced (such as with a

regeneration spell), it is inert, immediately begins to mortify, and falls off after an hour.

If a character has no magic items of the appropriate rarity, a higher-rarity item is consumed. If the character has no items to give, the ooze takes limbs instead.

Any characters that die from this are pulled into the void and cease to exist. They can only be revived via the *wish* spell.

Shadow Flame. When a creature starts its turn within the area of the Tide of Despair, roll a d20 and add the tide's current power level. On a result of 20 or higher, the creature is targeted by shadow flame. The creature must make a Dexterity saving throw. The DC for this saving throw is shown in the Save DC column on the Tide of Despair Power table above. On a failed saving throw, a target takes an amount of necrotic damage equal to the value shown on the Necrotic Damage column on the Tide of Despair Power table. A creature takes half as much damage on a successful saving throw.

Gravity of the Situation. The sporadic gravity and warped space created by the gravity wells imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on sight. The erratic gravity makes flying nearly impossible. A flying creature in the disaster's area must land at the end of its turn or fall.

The distorted space also affects teleportation magic. Accurate teleportation is impossible, and instead, casters find themselves moving in the general direction of their destination.

The darkness also attempts to consume any spells cast. Spells of 5th level or lower fizzle within the city, and casters must succeed a DC 20 check using their spellcasting ability or have a higher-level spell fizzle. If the darkness absorbs a spell of 5th level or higher, increase its power level by one.

Power Increase. Each round, there's a chance that the tide gains more power. On initiative count 20, roll a d20 and add the number of rounds that the Tide of Despair has persisted to the result. Then, reference the table below to determine whether or not the Tide of Despair gains power. The Tide of Despair cannot gain more than 10 levels of power.

Tide of Despair Power Increase

Result	Outcome
1 - 15	The tide of despair stays at the same level of power.
16 -23	The tide of despair's power level increases by 1.
24+	The tide of despair's power level increases by 2.

SANKAR'S MUSEUM

Sankar resides within Mount Creation, a ten-mile-high volcano at the center of the plane. The only entrance is through its vent which acts as the museum's entry hall. A massive bronze statue greets all who enter. The volcano is not currently erupting as Sankar has been forcing the volcano to remain dormant for the last few years. Sankar believes that its plane's destruction should be the most beautiful due to its superiority. This has turned the volcano into a planar bomb, powerful enough to destroy the entire plane in a burst of incandescent creativity.

GENERAL FEATURES

Unless stated otherwise, the locations within the Sankar's Museum have the following features.

Ceilings. The ceilings throughout the museum are 30 feet tall. They are supported by arches forged from bronze and engraved with depictions of Sankar's conquest of all forms of art.

Floors and Walls. The museum has polished stone floors. Brass columns support stone walls etched with elaborate patterns that glow faintly.

Doors. The museum has solid brass doors. A depiction of Sankar's face decorates each one. The doors have AC 19, 27 hp, and immunity to poison and psychic damage. The doors are magically sealed and can only be unlocked by Sankar's servants or with a successful DC 15 Charisma (Persuasion) check as the creature gives Sankar a complement that it has not received in the last 24 hours. Afterwards, the door remains open for one minute before closing. A character must succeed on a DC 25 Strength (Athletics) check to break the door down. There are no mechanical locks.

Illumination. The museum is brightly lit by magma waterfalls which pour from the mouth of fountains that resemble Sankar's face. These empty into perfectly sized holes in the floor which lead into the volcano.

Heat of Creation. The planar bomb and Mount Creation's flames cause this entire location to be under the effects of Oppressive Heat as detailed in The Elemental Plane of Fire's "General Features" section.

Any creature that touches a surface with their bare flesh must make a DC 20 Constitution saving throw or take 55 (10d10) fire damage taking half as much damage on a success.

The heat also causes cold spells to fail and have no effect unless the caster succeeds a DC 20 check using their spellcasting ability. On a success the spell succeeds and functions normally.

Planar Bomb. The bomb's construction has caused an enormous amount of pressure to accumulate within Mount Creation. Massive cracks can be seen running throughout the museum. Lava and superheated mud is seeping into every area of the museum. Temporary brass walkways with simple etchings have been erected to traverse particularly dangerous areas.

Private Sanctum. The entirety of the museum is protected by a permanent *private sanctum* spell.

Artists of Flame. Sankar's servants are immune to fire damage and the Heart of Creation feature (see above), regardless of their planar origins.

The following locations are keyed to the map of Sankar's Museum on page 90.

1 - ENTRY HALL

Mount Creation's vent serves as Sankar's entrance hall. The walls are covered in massive brass murals depicting it taming the volcano. Several massive doors by the edge of the lava lead to various sections of the museum.

Encounter: Museum Guards. Six **magma octopuses** (see the Appendix) guard the entrances and attack once the characters are within reach. They fight to the death.

2 - STATUE GALLER-ME

This room is filled with all manner of statues and busts of Sankar. They each depict a different example of his self-proclaimed perfection. Five of these are animated and strike various poses while spouting inspirational one-liners.

Encounter: Bronze Brawlers The five bronze golems (see the Appendix) as well as an iron golem animate and attack once the characters walk 10 feet into the room. They fight until they are destroyed.

3 - PAINTING GALLER-ME

This section of the museum is filled with gorgeous paintings of Sankar. These range from minimalistic portraits to a fifty-foot-long mural of Sankar receiving praise from every corner of his domain.

Hazard: So Pretty. Sankar's paintings are among some of the finest in the multiverse. Characters must succeed on a DC 20 Wisdom saving throw or become stunned for 10 minutes as they are struck by the beauty of a painting.

4 - CULINARY GALLER-ME

Each wall of the room has been hollowed out to house a multilevel complex of kitchens where over a hundred of Sankar's chefs are working. Occasionally, a chef carries treats out, to fill what appear to be museum display cases with confectionary goods crafted in Sankar's likeness. These range from photorealistic cookies to rock candy sculptures. There is a large brass bell at the north end of the room.

While Sankar does not need mundane food, it finds the fact that chefs spend hours for the sake of a moment of pleasure beautiful. Sankar hosts a cooking competition daily where it scores and consumes each dish.

The bell notifies Sankar that the dishes are ready. Sankar appears five minutes after it is rung.

Encounter: Don't Eat That! If the characters begin to interact with any of the works in this room, the relevant **chef** (treat them as a **commoner** with a +4 bonus to checks made with cook's utensils) takes notice.The chef shouts angrily and threatens to call the guards. If the characters do not stop, the chef notifies the golems in area 2 after two rounds of struggling (they are subtly harried by their peers who are perfectly happy to watch another competitor's dish be ruined).

Treasure: Delicious Treats. Any character who eats a dish as an action gains the benefits of the *heroes' feast* spell.

5 - DEATH OF THE SALAMANDER

This area contains a massive brass press. A salamander lies trapped inside. It screams for mercy as blood gushes from all its orifices, its hide tears open, and its bones audibly crack. Several **artists** (treat them as **commoners** with a +4 bonus to checks made with painter's supplies) are sketching the salamander's reactions. There is a large lever next to the contraption that is currently switched "on."

The artists are using this gruesome display to create reference material.

Encounter: In the Name of Art. The **salamander** dies if the characters do not disable the press by initiative count 20.



They can do so by pulling the lever, requiring no check to do so.

If the characters succeed, the salamander cannot move unless given magical healing. Some of the artists begin to complain, while others begin to sketch the character's triumph. If the characters leave without doing anything else, the artists turn the press back on. If the characters heal the salamander, it flees the museum.

If the characters fail, the press suddenly lets a burst of power that obliterates the salamander. Blood and guts blast out of the press and some of the twenty artists become covered in gore. These artist's work is ruined and they complain that they'll need to find another salamander.

6 - CREATIVE BURST

This area appears to have contained a number of meeting

rooms. Preparation of the planar bomb has caused a storm of creative energy to form. Several crackling, multi-colored humanoid shapes made from the energy fly around, carving swirling patterns onto every surface they touch.

Hazard: Genesis Storm. This room swirls with creative energy. Any creature that starts its turn in the room must succeed a DC 20 Wisdom saving throw or become stunned until the start of their next turn as they have an epiphany.

Encounter: Painful Art. Three **manastorm golems** (see the Appendix) in this room see the characters as interesting new canvases and begin to carve designs into them. The golems flee when reduced to a quarter of their hit points.

7 - GIANT CRAFTSMEN

This area is a foundry made for giants. Some are working metal in massive magma fueled forges, while others are carving details into new statues of Sankar posing in aggressive stances.

Encounter: Useful Annoyance. The eight **fire giants** do not like to be disturbed and shoo the characters away at first. They are, however, currently making statues depicting Sankar crushing diminutive enemies and could use some reference images.

The fire giants discuss crushing the characters over the course of one round and decide that four of them will forcibly throw the characters out. The others sketch the fight and direct the combatants' facial expressions and body language. Each giant surrenders when reduced to half its hit points. If the characters leave before the end of the conversation, the giants pursue for one round before giving up and going back to work.

8 - ARTIST LIVING QUARTERS

This wing is made up of small work rooms with crafting supplies and reference images, a grand mess hall featuring several large statues of Sankar, an upscale bedroom for each artist, and any other amenities the artists could need.

9 - SANKAR'S THRONE

Sankar has focused most of the planar bomb's pressure under this chamber it he can monitor it constantly. Consequently, its lavish throne room has come to resemble a ruin (although striking in its own right). Sankar is currently sitting on its throne playing with the detonator. There is a massive apparatus on the south end of the room. It contains a bead of fire that continually expands and contracts.

The machine is the planar bomb's catalyst.

Encounter: Sankar. Sankar is a **legendary efreeti** (see the Appendix). In combat, it wields the *Galea of the Soulfire Phoenix* (see the Appendix). Sankar has just finished setting up the planar bomb and sees the character's arrival as a chance to do a small test. It arms a miniature version of the planar bomb and confronts the characters.

Sankar begins combat by splitting the party with a *wall of fire*, isolating one character if possible. It flies over the lava pit surrounding the platform, while staying low enough that it can use the wall as cover. In addition, Sankar has just finished setting up the planar bomb and sees the character's arrival as a chance to do a small test. It sets the bomb to go off in three rounds. If it has not been destroyed by the party when the bomb goes off, every creature in the chamber must succeed a DC 20 Dexterity saving throw or take 99 (18d10) fire damage or half as much damage on a success.

Stopping the Convergence. Sankar will fight for three rounds before it attempts to listen to reason. If it fails to destroy the characters by the start of its third turn (and vice versa), it parleys with the characters, amazed that they survived the miniature planar bomb's blast. Let the players make their case for stopping the Convergence. After they have spoken to Sankar, have the characters make three ability checks, one each in Intelligence (History), Wisdom (Insight), and Charisma (Persuasion). One character can make all three checks, or the checks can be distributed among the party members. The DC for each check is 10 + 2d10. Generate a separate DC for each check. Once the checks are made, refer to the Convincing Sankar to Stop table below to determine what happens.

Convincing Sankar to Stop

Successes	Result
0	Sankar refuses to listen to the characters, arms the planar bomb if it is not already diffused, and continues to fight until destroyed. The bomb will go off in nine rounds, obliterating The Elemental Plane of Fire. It can be disarmed with a successful DC 20 *dispel magic* spell.
1	Sankar fights for another round of combat before it once again offers the characters a parley. The characters can repeat the checks mentioned above to convince him to stop The Convergence.
2	Sankar agrees to stop its own participation in the Convergence so long as the characters can convince at least one more of the elemental lords to stop their participation. Until then, it will go forward with the Convergence as planned.
3	Sankar agrees to stop the Convergence. Without Sankar's involvement, the Convergence ends. Angered, Desperon hunts down the characters with the intent of destroying them. See Chapter 11 for details.

Treasure: Galea of the Soulfire Phoenix. The character who delivers a killing blow to Sankar gains the ability to wield the *Galea of the Soulfire Phoenix* (see below for details).

AFTERMATH

What happens next depends on how well the characters handle the final fight with Sankar. If the characters convince the efreeti lord to stop the Convergence, the cosmos is saved from annihilation. In a fit of rage, Desperon teleports to Sankar's Museum and attacks the characters, hoping to eradicate them. See Chapter 11 for details on this attack.

If the characters had Sankar agree to stop so long as another elemental lord also stopped, the characters need to travel to another one of the elemental planes. Intrigued and

amused by the characters' immense power, Sankar refuses to help them. The characters must find their own way to the other elemental planes. Regardless of the games it plays, Sankar is an elemental true to its word. So long as the characters convince at least one other elemental to stop, Sankar will also stop. This triggers an attack from Desperon. If Sankar is still alive, it watches in amusement.

It's possible that the characters destroy Sankar before it can agree to stop. When this happens, the character who delivers the killing blow absorbs the efreeti's power. The character gains the following features:

- The character's type changes to elemental. Spells and features that affect elementals now affect them, and spells and features that only affect humanoids no longer work on them (for example, *hold person* does not work against them, but *forbiddance* does).
- The character gains a flying speed equal to their walking speed.
- The character gains immunity to fire damage.
- Unless the character's darkvision is the same or better, the character gains darkvision out to 120 feet.
- The character learns how to speak, read, and write Ignan.
- The character can innately cast a number of spells. Charisma is their spellcasting ability for these spells. They can cast *detect magic* at will. Also, they can cast *enlarge/reduce*, and *tongues* three times, regaining all expended uses of the spells when they complete a long rest. And they can cast *conjure elemental* (fire elementals only), *gaseous form*, *invisibility*, *major image*, *plane shift*, and *wall of fire*; the character can cast each of these spells once. The character regains the ability to cast these spells after they complete a long rest.

In addition to the features the character develops, the character becomes the honored personification of fire, final arbiter of the Elemental Plane of Fire. Furthermore, they may wield the *Galea of the Soulfire Phoenix* without experiencing any negative side effects. While within the Elemental Plane of Fire, the character can traverse the plane at will and control the eruptions of Mount Creation.

As the new ruler of the Elemental Plane of Fire, the character can attempt to stop The Convergence. To do so, they must make two ability checks: DC 20 Intelligence (Arcana) and then a DC 15 Charisma check. If one or both checks fail, the character fails to stop The Convergence and the character cannot make another attempt until they complete a long rest.

The first time the character tries to stop The Convergence, Desperon takes notice and teleports to the characters' location. Desperon then attempts to destroy the character using his minions. Desperon does not wish to have the power of the Elemental Plane of Fire himself, thus, he will not deliver the killing blow.



CHAPTER 10. WATER

In this chapter, the characters travel to the Elemental Plane of Water, the infinite sea. There, they must locate water's personification, the abyssal elemental Hydrosis, and convince him to stop The Convergence. If the characters cannot successfully convince Hydrosis to withdraw from The Convergence, one of the characters must don the mantle of water's master and put an end to The Convergence themselves.

WHERE TO GO

Criir informs the characters that the personification of water has coalesced into a being called Hydrosis, an abyssal elemental of enormous size and strength. Hydrosis can be found at the center of the elemental plane in The Great Eye, a titanic whirlpool responsible for regulating the infinite ocean's many currents by which life flows. *Precipit the Formless* can be found there as well.

ENTERING THE ELEMENTAL PLANE OF WATER

The characters can enter the Elemental Plane of Water any way they like, using whatever spells are available to them. No matter what, all gates created via the *gate* spell lead to the aquan city of Coral Stand. If the characters choose this method to enter the Elemental Plane of Water, proceed to page 98 to read more about Coral Stand.

If the characters lack or do not wish to use magic sufficient to reach the Elemental Plane of Water, they have a few more options available to them. The characters can learn these methods by speaking with any knowledgeable NPCs they know, including Zok. Of course, you and the players are free to devise your own means for entering the Elemental Plane of Water.

PORTAL IN HEARTH

If the characters cannot or will not enter the Elemental Plane of Water via their own spells, they may attempt to pass through the gate in Hearth. The gate itself is translucent, allowing creatures to peer into the infinite ocean from the other side (like an aquarium, except much more dangerous). Characters may jump into the gate at any time, which pulls them into a major current that whips them directly to Coral Stand, approximately 400 miles away from the gate itself, at a rate of 100 miles per hour. Of course, the characters must figure out a way to breathe underwater in order to survive the adventure. See "Coral Stand" on page 98 for more information.

ANCIENT SHAMANIC RITUAL

An alternative (and forbidden) method for entering the Elemental Plane of Water can be learned from a local shaman or NPC of your choosing. They explain that shamans of old would make a pilgrimage to Mount Zerus, approximately three hundred miles away from Hearth, in an attempt to reach The Sacred Springs within its summit. There, they would each consume an *emerald elemental gem*, submerge themselves in the arcane waters, and cross over into the Ethereal Plane, whereupon the gems would shatter and propel the shamans into the Elemental Plane of Water. According to legend, ingesting the *elemental gem* would grant the shaman with the ability to breathe water and see in total darkness. After communing with the elemental spirits of water, the shamans would return to the material world, filled with new wisdom to lead their respective tribes.

See page 97 for more information.

THE CALABRIAN TRENCH

An alternative method for reaching the Elemental Plane of Water is passing through the planar nexus known as The Calabrian Trench. The Calabrian Trench is a mile-wide canyon located in the middle of the ocean, 2,000 miles from Hearth, and passes through the Material Plane seven miles below sea level (it may very well be the deepest point on the planet). Upon reaching the bottom, The Calabrian Trench transitions over to the infinite ocean--the Elemental Plane of Water--whereupon a major current will carry the characters directly to Coral Stand. While the journey to The Calabrian Trench is relatively simple (you just go straight down, after all), the pressure exerted on the characters during their dive might prove deadly.

See page 97 for more information.

ELEMENTAL PLANE OF WATER FEATURES

The Elemental Plane of Water is a place of boundless freedom--provided you can breathe underwater, of course. Compared to its sister planes, the infinite sea is friendly to navigate, even for those unaccustomed to swimming: because there is no gravitational center, there is no way to sink, and neither is there the threat of crushing undersea pressure. Various creatures have made their homes along the currents leading to and from The Great Eye, the nexus at the center of the plane. These currents bring warmth to all who inhabit this place, the very lifeblood of the elements.

Unless stated otherwise, the Elemental Plane of Water has the following properties.

Size and Shape. The Elemental Plane of Water is an infinitely expanding sphere, with no true beginning or end. There is, however, a central feature: The Great Eye, a titanic whirlpool that keeps the infinite sea churning with warmth and life.

Gravity. There is no gravitational center within the Elemental Plane of Water, but The Great Eye, like any whirlpool, will pull creatures into its orbit and draw them towards its center. See The Great Eye's "Inexorable Force" for details.

Solid Areas. Like any ocean, the Elemental Plane of Water houses a plethora of geological formations. Coral Stand, for instance, is built along a shallow trench. For the purposes of resting, assume the characters can find a rocky purchase anywhere in the plane.

Light and Temperature. Miles-long sheets of algae float along the currents and shed dim light in a five-foot radius, but areas outside currents and settlements are treated as having no light. As for temperature, water within every current and all water within 500 feet of a current is treated



as life-sustaining (body temperature); water outside this boundary is life-threatening, dropping to as low as -110 degrees Fahrenheit.

The Currents. Navigating the Elemental Plane of Water is made simpler by using the life-sustaining currents generated by The Great Eye. While every current may lead to a different place, they all invariably lead to The Great Eye at the center of the plane. Each current transports a Medium-sized creature at 100 miles per hour, but offers significantly slower branches upon approaching major locations (think of these branches as planar exit ramps).

TRAVELING TO THE GREAT EYE

Reaching Hydrosis at the center of The Great Eye is no easy feat. Those who wish to speak with water's honored personification must navigate through the plane's infinite currents; while The Great Eye is the nexus of all currents, they intersect and branch off one another to form a complex web of life throughout the Elemental Plane of Water. The amount of time it takes the characters to reach The Great Eye depends upon their ability to navigate this network.

Each day of travel, have the characters designate a guide. The guide must then make a DC 18 Wisdom (Survival) check to determine if they're on course. For every failure suffered by the guide thus far, subtract 1 from the DC of this check. A failed check adds +5 to the GM's random encounter check (see below). On a successful check, make a note. After the characters accrue five successful checks total, they reach The Great Eye at the end of the current travel day.

RANDOM ENCOUNTERS IN THE ELEMENTAL PLANE OF WATER

As the characters traverse the infinite currents, they may take a wrong turn and wind up facing hostile creatures, including minions of Desperon.

Each day of travel, roll a d20 and add +5 to the result if the characters' guide failed their navigation check for that day. On a result of 18-20, they experience an encounter. Roll 1d10 to determine the nature of the encounter, as shown on the Elemental Plane Encounters table below (reroll repeat results). Then, go to the appropriate section for the full encounter information.

Elemental Plane Encounters Table

d8	Location
1	The Windrial Ribbon
2	Castaway Ridge
3	Heavensward Crater
4	The Foaming Shallows
5	The Agate Shoal
6	Abandoned Atoll
7	The Harp Reef
8	The Lesser Eye

THE WINDRIAL RIBBON

The Windrial Ribbon is an underwater landmass in the shape of a spiral, approximately 200 miles wide. The ribbon has been carved out and smoothed over the course of centuries by its resident elemental wurms.

Encounter: Elemental Wurms. If the characters spend a few minutes exploring the Windrial Ribbon, they'll be accosted by two elemental wurms (treat them as **purple worms**, except they resemble water elementals and have Underwater Breathing).

Treasure: Gargantuan Emeralds. As each elemental wurm is slain, they burst into a massive cloud of colorful bubbles and leave behind a gargantuan emerald. Creatures who were engaged in melee combat with the wurm before it died must succeed on a DC 18 Dexterity saving throw or take 26 (4d12) bludgeoning damage as they're crushed by the giant gemstone. Each emerald weighs four hundred pounds, is 100 feet tall, and is worth 8,000 gp. The emeralds can be offered to Hydrosis during the characters' negotiations to add a success (see the Convincing Hydrosis to Stop section for details).

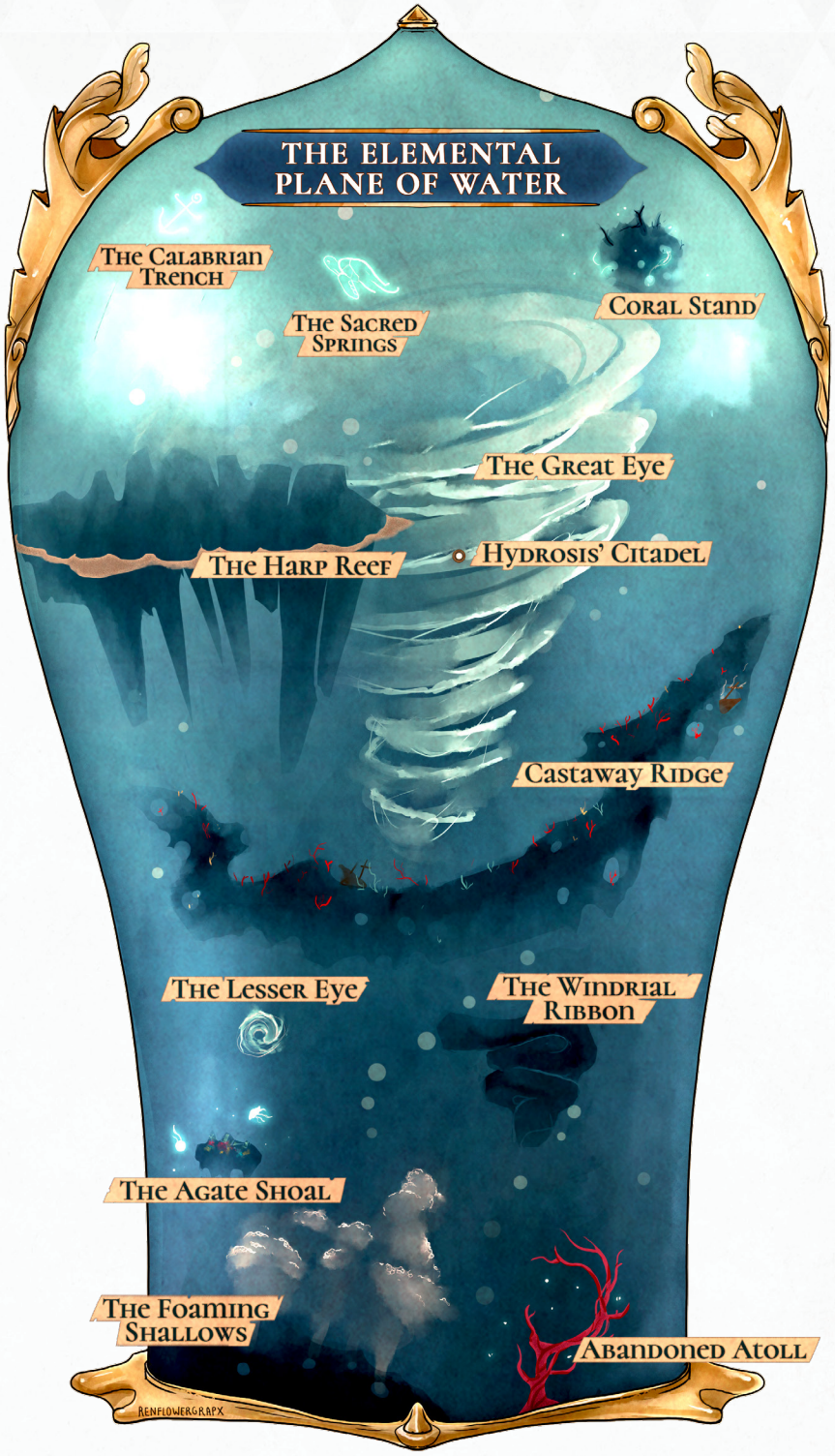
CASTAWAY RIDGE

Castaway Ridge is a thousand-mile-long cliff face pocketed by beautiful coral structures and small cave networks. Stranded along the ridge are hundreds of ships that were lost to the ocean's wrath in the material plane.

Encounter: The Eternal Ship. If the characters spend a few minutes exploring Castaway Ridge, they'll encounter **The Eternal Ship** (see the Appendix) as it makes its lonely sojourn along the cliff face. Its captain will demand the characters leave and never return. If they don't, combat ensues.

Treasure: The Eternal Trove. If the characters successfully defeat The Eternal Ship and gain access to its stores, they'll find the treasure of a hundred ships at their feet:

- 400 gp worth of small art objects
- 300 gp worth of precious gemstones
- 200 gp worth of mixed coinage (GM's discretion)
- A pair of *dimensional shackles*
- A full set of *horseshoes of a zephyr*



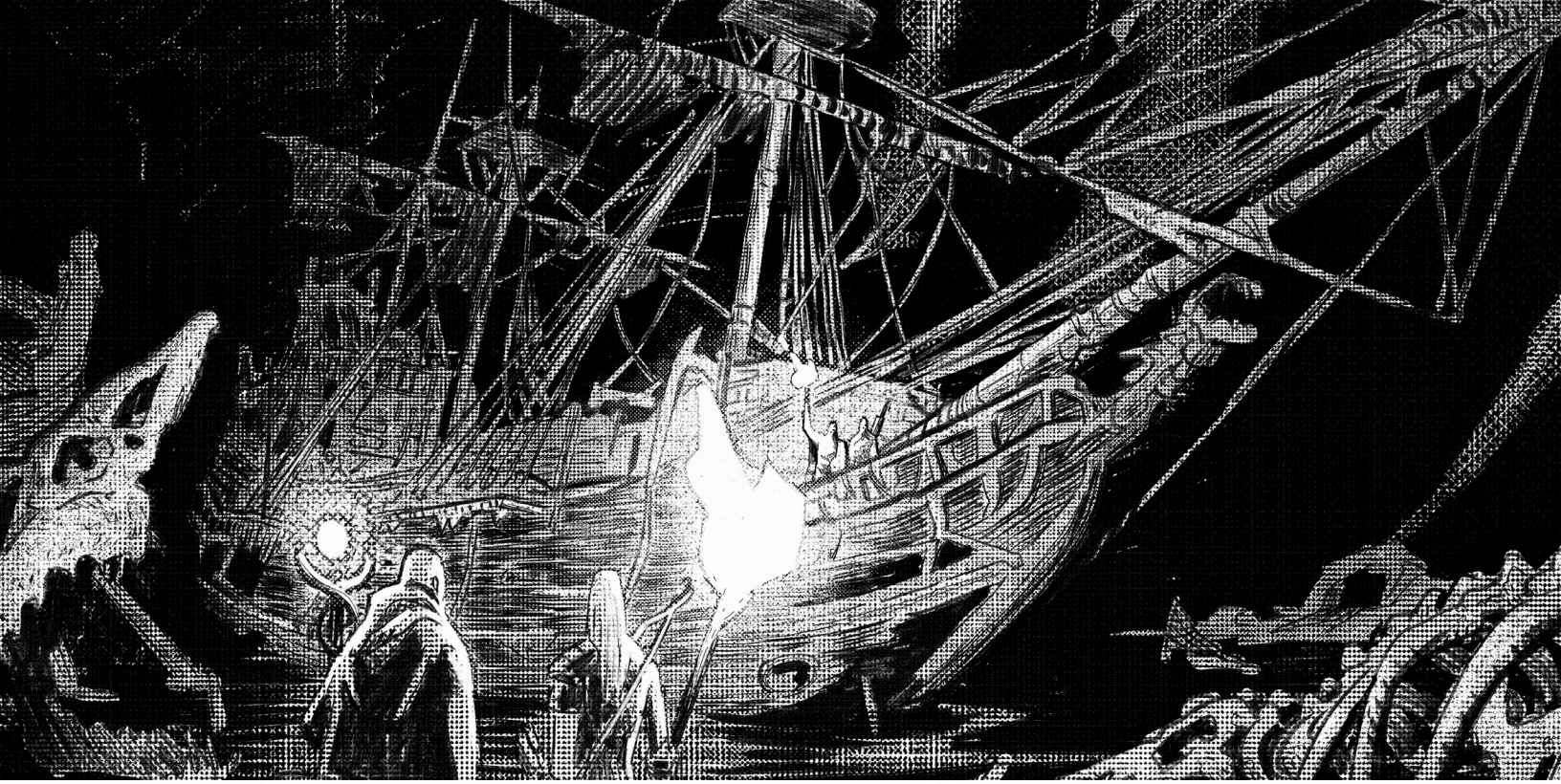
HEAVENSWARD CRATER

Heavensward Crater is a three-hundred-mile-long and one-hundred-mile-deep crater created by a meteor spell that went awry and crossed dimensions. The crater itself is barren and serves as the final resting place for an ancient lich named Nhaz'ghill and his undead servants.

Encounter: The Lich, Nhaz'ghill. If the characters spend a few minutes exploring Heavensward Crater, they'll awaken Nhaz'ghill (**lich**) wielding a *staff of the magi* and accompanied by his five **wraiths**. In addition to its normal spells, Nhaz'ghill also knows the spell *meteor swarm*, and will prioritize casting *meteor swarm* over its other spells.

At the bottom of the crater is the original meteor stone, still smoldering and warm to the touch despite having been underwater for countless years. The stone acts as Nhaz'ghill's phylactery.

Treasure: Staff of the Magi. Defeating Nhaz'ghill allows the characters to collect the lich's *staff of the magi*.



THE FOAMING SHALLOWS

The Foaming Shallows is an underwater lakebed heated by earthen vents with a close connection to the Material Plane. The gases emitted by these vents cause the water to foam and roil, hence the name, though the water is pleasantly warm.

Encounter: Hydra Baths. If the characters spend a few minutes exploring The Foaming Shallows, they'll awaken four sleeping **hydras** (treat them as normal, except they have Underwater Breathing).

Treasure: Wishing Coins. Wishing coins cast into bodies of water in the Material Plane may end up in The Foaming Shallows. Characters who spend time searching the lakebed find 10 gp worth of mixed coinage per hour spent searching, up to a maximum of 1,000 gp. Each increment of 10 gp found this way weighs a pound. Whenever a character searches the lakebed, roll a d20. On a 20, one of the coins is imbued with a single use of the *wish* spell (only one *wish* coin can be found). On a 1 or 2, one of the coins is cursed with necrotic energy: each day at sunrise, a character takes 4 (1d8) necrotic damage for each cursed coin in their possession. If a character attempts to get rid of the cursed coins (by dropping them, locking them up, destroying them, etc.), they'll find them back in their possession the next morning. The cursed coins can only be broken by a *remove curse* spell cast at 7th level or higher.

THE AGATE SHOAL

The Agate Shoal is a small, underwater land mass approximately twenty miles in diameter. It is made entirely of a banded gemstone that twinkles in a kaleidoscope of colors when exposed to light. Large colonies of bioluminescent jellyfish (non-venomous) float around the island, feeding on the shoal's ambient minerals.

Feature: Shrine to an Angel. At the center of the island is a mysterious shrine. The shrine is twenty feet tall and features a statue of an angelic figure holding a stone sword; the statue is encrusted in coral and whatever inscription may have been on the dais has long been worn off. Characters with 18 or more levels in the paladin class within 15 feet of the shrine cause it to hum with a clear, bell-like sound.

Encounter: Dark Knight. A character with 18 or more levels in the paladin class who stays within 15 feet of the mysterious shrine for at least a minute will cause a fallen version of themselves to manifest within the shrine. The fallen version of the character is identical in every way, except they have an evil appearance and are undead. The dark knight manifestation steps out of the shrine and engages the characters in combat. The dark knight is defeated only when a healing spell (such as *healing word*) is cast at 4th level or higher upon it. The paladin can surmise this with a DC 18 Wisdom (Insight) check.

Treasure: Holy Avenger. Once the dark knight is slain, the statue will begin to vibrate rapidly, destroying the coral covering its body, and glow a bright white light with a 15-foot radius. The stone sword will shine brilliantly for a moment, then descend into the hands of the character who manifested the dark knight. The sword then becomes a *holy avenger*, except it contains the personality of a long-dead paladin called Tolly the Fair and has the appearance of being made of banded agate stone.

ABANDONED ATOLL

The Abandoned Atoll is a crescent-shaped coral structure roughly thirty miles wide and twenty miles deep. Small bioluminescent creatures live within the coral shelves, feeding off the ambient minerals shed into the water.

Treasure: Shiny Jelly. The bioluminescent creatures native to this area secrete a transparent jelly substance that sheds dim rainbow light in a 5-foot radius. Approximately 10 pounds of the jelly can be harvested per character per hour.

The jelly is worth 10 gp per 10 pounds to creatures living in the Elemental Plane of Water, especially to those living in Coral Stand.

THE HARP REEF

The Harp Reef is a five-hundred-mile-tall ridge of rock, hardened sand, coral, and banded agate. Its namesake is derived from the musical quality of its native creatures, small-sized fish with beaks that peck at the stone for their microscopic meals. The variable density of the reef creates the many musical tones present in the area.

Encounter: Sleeping Tarrasque. The reef itself is actually the body of a sleeping **tarrasque** (treat it as normal, except it can breathe underwater). If the characters stick anything jagged or sharp into the rock face (such as climbing tools, swords, etc.), they'll awaken the titan.

Treasure: Emerald Deposits. The entire reef structure is inset with emerald gems, roughly worth 1,000 pp in total, but the gems can't be removed without destroying the natural habitat and would require an industrial-scale effort.

THE LESSER EYE

The Lesser Eye is a smaller version of The Great Eye: it is a whirlpool with a diameter of fifty miles.

Feature: Abandoned Citadel Ruins. Swirling at the center of The Lesser Eye are the ruins of an abandoned citadel. The structure has been smashed to pieces as if struck by something calamitous.

ANCIENT SHAMANIC RITUAL

In order for the characters to succeed in the ritual, they must possess the following:

- *Emerald elemental gems* (enough for the entire party); gems can be purchased for 400 gp each
- The ability to enter the Ethereal Plane, such as the *etherealness* magic spell; *spell scrolls* can be purchased for 1,000 gp each

Once acquired, they must reach The Sacred Springs within the summit of Mount Zerus, 25,000 feet in the air. The Sacred Springs themselves are magical in nature and can be detected normally by any effect that can sense or trace magic. Though climbing any mountain is full of peril, it shouldn't be too much of a challenge for high-level adventurers: the average climb time for Mount Zerus is 1.5 months, or 45 days, which encompasses time spent establishing forward supply camps and climbing back down. Characters with access to the ability to fly will, of course, make the trip much simpler.

The Sacred Springs. The Sacred Springs is actually a single subterranean lake that lies within a cave complex at the summit of Mount Zerus. Creatures who spend at least two consecutive minutes in the water automatically have 4d10 hit points restored and age backwards by 1d6 years. Creatures that are 50 years old or older instead age backwards by 2d6 years. This effect cannot occur more than once per year per creature. Additionally, a creature that has been dead for no longer than 200 years may be placed in the water and revived as if by the *true resurrection* spell; however, this will render The Sacred Springs permanently inert, thereby causing Mount Zerus to slowly decay over the next hundred years (at a rate of 250 feet of mass per year).

Encounter: Zombified Dragon Turtle Guardian. Lurking at the bottom of The Sacred Springs is an undead **dragon turtle** (treat it as normal, except it's undead in addition to being a dragon, and creatures bitten by it are infected with Sight Rot), kept alive only by the water's magic. As an undead, it attacks mindlessly. Before the encounter begins, roll 4d10, then add the result as temporary hit points to the dragon turtle, representing the healing effects of the spring water. Once slain, the dragon turtle will *not* trigger The Sacred Springs' *true resurrection* effect.

Ritual Effects. Characters who follow the exact steps as described above gain the ability to breathe underwater and have darkvision up to 30 feet until they leave the Elemental Plane of Water.

THE CALABRIAN TRENCH

The first problem the characters must overcome in accessing The Calabrian Trench is finding a deep sea vessel. The second problem is actually locating the trench once out to sea.

A ship can be charted in a major port city for 2,000 gp; while this seems exorbitant, the captain reminds the characters that deep sea travel can be exceptionally dangerous... especially considering they don't know where they're going.

The process of locating The Calabrian Trench can be abbreviated as a series of rolls, or it can become an adventure in its own right with a bit of work. The characters can divide the rolls however they like; one character can make more than one check, or they can be spread evenly across the party.

The checks that the characters must make are as follows: Intelligence (History), Intelligence (Nature), and Wisdom (Survival). A character makes a check with advantage if they have a background or class feature that makes them familiar with the ocean, and/or the characters have the means to *detect magic* at 5th level or higher (as the trench itself is magical in nature). The DC for each check is 10 + 2d10; generate a separate DC for each check. Once all the checks are made, refer to the table below to determine how long it takes for the characters to locate the trench.

Finding The Calabrian Trench

Successes	Result
0	The characters spend 30 days searching for the trench and still fail to find it. They can pay the ship's captain another 2,000 gp to keep searching, repeating their checks. Otherwise, they return to port.
1	The characters find the trench after they spend 25 days at sea.
2	The characters find the trench after they spend 20 days at sea.
3	The characters find the trench after they spend 15 days at sea.

Once The Calabrian Trench has been located, it's time for the characters to dive seven miles below sea level. Note: the characters still need a way to breathe underwater for this endeavor to succeed.

The Abyss. For every mile the characters descend, have each character make a Strength (Athletics) or Constitution check (the player's choice). The DC for each check is 2d10 + the number of miles traveled so far. On a failed check, the character buckles under the pressure (a bone breaks, a ligament tears, etc.), and they take 26 (4d12) bludgeoning damage plus a level of exhaustion. Before crossing over to the Elemental Plane of Water, have each character perform one final check (there should be seven total). Spells and magical effects that protect a creature from outside damage, such as the *resilient sphere* spell, will negate the need for this ability check for as long as that effect lasts.

Encounter: The Calabrian Kraken. You may have the characters encounter the Calabrian **kraken** as they approach the bottom of the trench. The kraken will strike each round at whatever's closest, but seems particularly interested in wrapping up the largest character present and attempting to eat them (yummy!). Upon losing half its hit points, the kraken will attempt to use its Ink Cloud Legendary Action and flee.

CORAL STAND

One of the more prominent settlements within the Elemental Plane of Water is the city of Coral Stand. It isn't recognizable as a "city" in the traditional sense; rather, it resembles a complex, discreet ecosystem wherein innumerable species of creatures live in balance with one another. The coral structures carved out of the bare rock are located in a shallow, miles-long canyon; a major current runs over the length of the city, bringing warmth and visitors to its inhabitants. If one were to count non-sentient species (algae, fish, etc.), Coral Stand would boast over a million citizens. The dominant sentient species, however, are the purified sahuagin, who number approximately 100,000 within Coral Stand. Though they resemble sahuagin of the material world, they are not malicious creatures. Quite the opposite, in fact, they are welcoming of strangers, provided they don't cause trouble during their stay. All *gate* spells without a sigil sequence transport spellcasters to the center of the city.

Significant locations in Coral Stand, and the people to be found within them, include the following.

The Tribunal. Shamans who undertook The Sacred Springs ritual (see page x) would travel to a small, unassuming hovel at the northeast edge of Coral Stand. Within this hovel lies The Tribunal: three idols of flawless, magical emerald that are occasionally inhabited by ancient water elementals. Though they are not permanently bound to these idols, these elementals may choose to use them as conduits once called upon, provided the Shaman has made the appropriate offering (any number of raw material items worth at least 200 gp). Each emerald idol is roughly the height of a Medium-sized creature, weighs 500 pounds, and is worth 100 pp (provided you make it out of the plane alive to sell them; removing any of the idols from their pedestal triggers a planar-wide manhunt). A purified sahuagin **priest** called Seshyx watches over the hovel and can answer any questions related to its history, function, etc.

Seshyx tells the characters that The Tribunal hasn't appeared to anyone in quite some time. Unbeknownst to the temple's caretaker, The Tribunal is currently trapped within Hydrosis' Citadel and must be freed before they can return to their normal functions. See page 101 for more information.

The Gulp. Planar travelers unaccustomed to underwater living may want to check out The Gulp, which specializes in providing dry, warm overnight experiences to non-amphibious guests (breakfast not included). Thanks to ritual-sustained *control water* spells, each room is totally dry and contains breathable air. There's only been a single drowning-related death since The Gulp opened—perfectly safe! The cost to stay is 50 gp per night or a chunk of gemstone worth at least 50 gp (emerald preferred). A sentient **octopus** (treat it as normal, except it can understand, but not speak, Aquan and Common) called Octic owns the inn: various signs are posted at the front desk, indicating different concepts (payment, etc.) that Octic can point to in order to communicate.

Wacky William's Wild Mystery Shop. Travelers in need of magic items can visit Wacky William's Wild Mystery Shop, an oddity of Coral Stand. The shop contains common magic items, most uncommon magic items, and a good selection of rare and very rare magic items. If the characters agree to pay Wacky William 1,000 gp, he will let them see his private stock, which includes a random legendary item (they will still need to purchase the item). Wacky William (NG male human **gladiator**) owns the shop, his head permanently encased in a magical breathing apparatus that resembles a fish bowl.

ENCOUNTERS IN CORAL STAND

Though Coral Stand itself is a welcoming place, the characters' presence in such a vital planar location will attract Desperon's attention. At this point in the campaign, Desperon knows that Criir has escaped from his prison and is likely working with the characters to stop The Convergence. Shortly after the characters arrive, consider running one or more of the following encounters.

THE CORRUPTED STORM GIANTS

Desperon manifests three **storm giants** at the eastern edge of Coral Stand and commands them to attack the city. Their lightning storms and sheer size destroy precious homes and kill hundreds in the initial assault.

A successful *mind blank* spell or similar effect will cleanse a storm giant of its corrupting influence. A defeated or cleansed storm giant will dematerialize over the course of an hour, leaving no trace.

DIMENSIONAL SHAMBLER ASSAULT

As the characters explore the intricate trench city, they are ambushed by six **dimensional shamblers** (see the Appendix). These creatures are utterly devoted to Desperon's plan and will fight until destroyed.

THERMAL COOLING

Desperon corrupts the major current running over the length of Coral Stand, causing it to turn black and gradually cool. The cooling current is a colossal hazard which will kill all life within the city unless the characters find a way to reverse Desperon's corruption.

Cooling Current Power Level. The Cooling Current has 10 levels of power; the higher its power level, the deadlier

it is, as shown on the Cooling Current Power Levels table below. The Cooling Current starts with a power level of 3.

The effects caused by the Cooling Current are detailed after the table.

Cooling Current Levels

Level	Effects	Save DC	Necrotic Damage
1	Mild Cold	—	—
2	Desecration (Minor), Mild Cold	15	3d6
3	Desecration (Minor), Mild Cold, Shadow Meteor	17	5d6
4	Desecration (Minor), Deep Cold, Shadow Meteor	18	6d6
5	Mass Extinction: Simple Organisms, Darkness, Desecration (Minor), Deep Cold, Shadow Meteor	19	7d6
6	Mass Extinction: Crustaceans, Darkness, Desecration (Minor), Deep Cold, Shadow Meteor	20	8d6
7	Mass Extinction: Mollusks, Darkness, Desecration (Minor), Freezing Cold, Shadow Meteor	21	9d6
8	Mass Extinction: Sahuagin, Darkness, Desecration (Major), Freezing Cold, Shadow Meteor	22	10d6
9	Mass Extinction: Humanoids, Darkness, Desecration (Major), Freezing Cold, Shadow Meteor	23	12d6
10	Mass Extinction: Elementals, Darkness, Desecration (Major), Perma-Cold, Shadow Meteor	25	15d6

Darkness. At power level 5, all simple organisms (including the light-bearing algae) are killed or rendered inert, causing areas affected by the Cooling Current to be covered in magical darkness as per the spell cast at a spell level equal to the current's power level (maximum 9th-level).

Desecration. Coral Stand and the current itself count as desecrated ground. All undead within these areas have advantage on all saving throws. Additionally, a non-undead creature that ends its turn in either area must make a Constitution saving throw. The DC for this saving throw is shown in the Save DC column on the Cooling Current Power Levels table above. On a failed saving throw, a target takes an amount of necrotic damage equal to the value shown on the Necrotic Damage column on the Cooling Current Power Levels table. A creature takes half as much damage on a successful saving throw.

At power level 8 and beyond, undead in these areas are immune to the effects of Turn Undead. Also, creatures who suffer necrotic damage from the cooling current have their hit point total reduced by an amount equal to the damage taken. If this reduces a creature's hit point maximum to ø, the creature is encased in black ice, dies, and raises as a **wraith** in 1d4 hours. Otherwise, this reduction lasts until the creature finishes a short or long rest.

Cold Levels. As the Cooling Current becomes further corrupted, it will begin to get much colder for creatures within the affected areas. This will result in a reduction to movement speed and cold damage. Creatures taking cold damage because of the Cooling Current must make a Constitution saving throw using the Constitution Save DC column. Failing the save causes the character to take damage corresponding to the Cold Damage column. A creature takes half as much damage on a successful saving throw.

A creature that begins its turn in an area affected by the Cooling Current has the following modifications applied to them:

Cold Level Effects

Level	Effects	Constitution Save DC	Cold Damage
Mild Cold	Slightly uncomfortable, but otherwise no effect.	—	—
Deep Cold	Bare skin and muscles begin to go numb: -10 feet from all movement speed(s).	—	—
Freezing Cold	The cold becomes life-threatening: -10 feet from all movement speed(s), cold damage.	17	5d6
Perma-Cold	Death is assured: -10 feet from all movement speed(s), cold damage.	25	15d6

Please note that movement reduction effects are cumulative.

Shadow Meteor. The current over Coral Stand begins to eject frozen hailstones of large size onto the city. When a creature starts its turn within an area affected by the Cooling Current, roll a d20 and add the current's power level. On a result of 20 or higher, the creature is targeted by a shadow meteor. The creature must make a Dexterity saving throw. The DC for this saving throw is shown in the Save DC column on the Cooling Current Power Levels table above. On a failed saving throw, the target takes an amount of necrotic damage equal to the value shown on the Necrotic Damage column on the Cooling Current Power Levels table. A creature takes half as much damage on a successful saving throw.

On a result of 19 or less, a shadow meteor strikes the city instead, killing 2d20 inhabitants.

Mass Extinction. The deepening cold brought on by

Desperon's corrupting influence begins a cascade of Mass Extinction events within the affected areas. At power level 5, simple organisms (such as bacteria) perish or are rendered inert, including the great sheets of algae that light the city (see Darkness above). At power levels 6 and 7, crustaceans and mollusks die off. At power level 8, all sentient sahuagin inhabitants of Coral Stand begin to perish. At power level 9, all humanoid creatures begin to succumb to the cold (refer to the Cold Level Effects table if you'd like to apply damage to all humanoid creatures separately). Finally, at power level 10, even the elemental creatures native to the plane are frozen solid. Indeed, the city itself is enshrined within a thick layer of black ice, never to return to life.

Power Increase. Each round, there's a chance that the cooling current gains more power. On initiative count 20, roll a d20 and add the number of rounds that the Cooling Current has persisted to the result. Then, reference the table below to determine whether or not the Cooling Current gains power. The Cooling Current cannot gain more than 10 levels of power.

Cooling Current Power Increase

Result	Outcome
1 -15	The Cooling Current stays at the same level of power.
16 - 23	The Cooling Current power level increases by 1.
24+	The Cooling Current power level increases by 2.

Cleansing the Current. The Cooling Current can only be stopped with powerful spells that affect weather, temperature, the undead, or spells and attacks that deal radiant damage. The GM has full control over determining what spells and abilities affect the Cooling Current's power level.

At a minimum, spells cast against the Cooling Current should be of a level at least equal to the current's power level. For example, the spell *control weather* would damage a power-level-8 or weaker Cooling Current, but have no effect on a Cooling Current of power level 9 or higher—not unless the spellcaster upcasts, of course. Spells successfully cast against the current reduce its power level by 1.

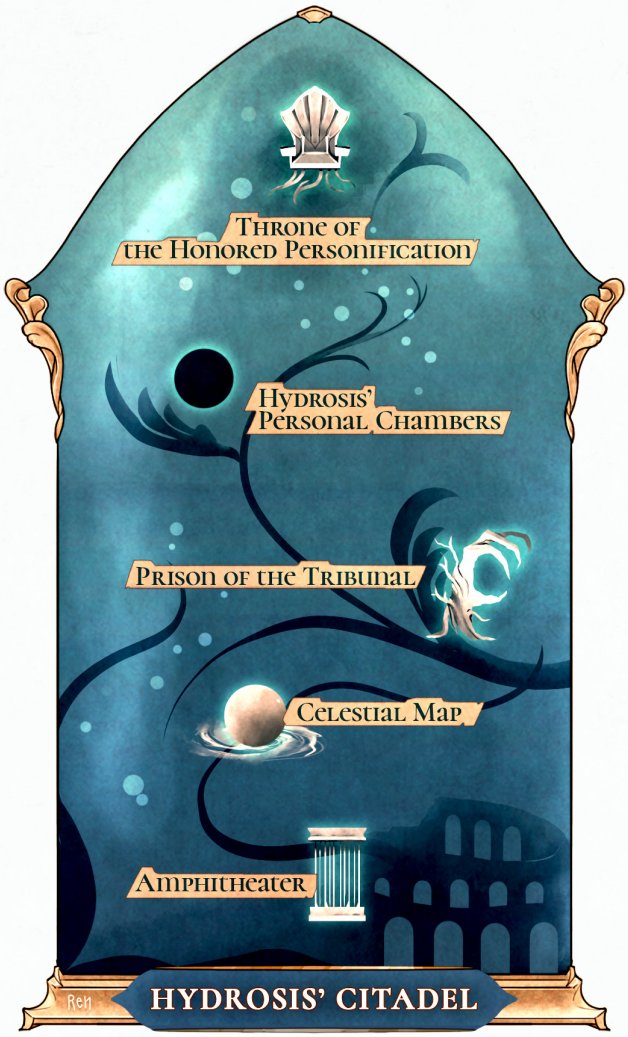
Class features used against the current only work when used by a character whose levels in that class equal or exceed its power level. For example, a character with cleric levels using its Channel Divinity to turn a power-level-10 Cooling Current can only do so if they have 10 or more levels in the cleric class. Class features successfully used against the current reduce its power level by 1.

Whenever the current takes a hit from a weapon or spell that deals radiant damage, roll a d20 and add its power level. If the result meets or exceeds the damage dealt, the Cooling Current is unaffected. Otherwise, the current's power level is reduced by 1.

When the Cooling Current's power level reaches 0, it is cleansed. Otherwise, conditions will continue to worsen for the inhabitants of Coral Stand over the next hour, culminating in all life being frozen in the affected areas--including the current itself.

If Coral Stand and its life-bearing current become frozen, Hydrosis will take notice at the center of The Great Eye (as all currents inevitably feed into the titanic whirlpool): add +5 to each character's first attempt to convince Hydrosis to stop helping Desperon (see page 102) when the time comes.

HYDROSIS' CITADEL



GENERAL FEATURES

Unless stated otherwise, Hydrosis' Citadel has the following features:

Elemental Plane of Water. Literally exposed to the elements, the entire citadel is affected by the same conditions as the Elemental Plane of Water as detailed on page 93.

Private Sanctum. The entirety of the citadel is protected by a permanent *private sanctum* spell, creating the following effects:

- Sensors created by divination spells can't appear inside the citadel or pass through the citadel's walls at its perimeter.
- Creatures in the citadel can't be targeted by divination spells.
- Nothing can teleport into or out of the citadel.
- Planar travel is blocked within the citadel.

These effects foil *wish* spells and effects.

Hazard: Maelstrom Rhythm. The Great Eye is an eternal whirlpool that requires creatures to overcome it before reaching the citadel. When a creature first exposes itself to the area and each time it starts its turn outside the citadel, it must make a DC 18 Strength saving throw. Water-based elementals (including Hydrosis) and creatures with a natural swim speed automatically succeed on their saving throw against this effect. On a failed saving throw, the target is pushed 2d4 x 10 feet away in a random direction, suffers 27 (6d8) bludgeoning damage, and can't take reactions until the end of its next turn. After succeeding twice, the character pushes past the walls of the maelstrom and reaches the safety of the citadel.

Verticality. The citadel was built with verticality in mind, as opposed to the more traditional horizontal structures found in the material plane. The "doors" to each area are often found on what mortals would consider the ceiling or floor.

Force Windows. The citadel has impressive windows of colorful glass in each area. Each window is protected by force magic and cannot be penetrated except by disintegration.

Illumination: Glittering Agate. All of the chambers inside the citadel are large hexagonal rooms made of hardened sand, coral, and banded agate. The agate glitters in a kaleidoscopic array of color and provides dim light in each area.

KEYED LOCATIONS

The following areas are keyed to the map of Hydrosis' Citadel on the previous page.

GROUND FLOOR - AMPHITHEATER

Twenty-foot-tall cathedral doors lead into the lowest level of Hydrosis' Citadel. It is a colossal spherical room ringed by stands and pulpits of rock and coral, and serves as Hydrosis' audience chamber.

At the center of the room is a dead, rotting storm giant. A broken crown lies next to the giant's head.

Encounter: Air Elemental Emissaries. Eight crazed **air elementals** were sent by Enesh from the Elemental Plane of Air to hasten Desperon's corruption within the Elemental Plane of Water. They have been feeding on the storm giant's fluids for the past few days. They will fight until destroyed, whereupon they'll be banished to their home plane.

LEVEL 2 - CELESTIAL MAP

This chamber contains a living map of the Elemental Plane of Water's infinite currents, suspended by magic to fill the entire room. Massive, strange instruments lie at the center of the area: tools that the honored personification uses to manipulate the currents to his desires.

Study the Map. Characters who spend an hour documenting the living map gain knowledge of each area as described in the Random Encounters in the Elemental Plane of Water section (except encounter and secret information, of course). Additionally, they no longer have to check daily when traveling through the infinite currents.

LEVEL 3 - PRISON OF THE TRIBUNAL

This chamber contains a wall of coral and banded agate that appears to have humanoid figures trapped beneath its surface. A DC 18 Intelligence (Arcana) check informs the characters that these figures were most likely the humanoid shaman described in the Ancient Shamanic Ritual section. The function or symbolism of this physical merging, however, remains a mystery.

Encounter: The Tribunal. Hydrosis, under Desperon's influence, has trapped the **Tribunal** (see the Appendix) within the wall of the lost shaman. These ancient water elementals strike out from their prison with immense force. Once defeated, the Tribunal are banished for a week, then reform within the plane freed of Desperon's corruption.

LEVEL 4 - HYDROSIS' PERSONAL CHAMBERS

The penultimate chamber of the citadel is where Hydrosis keeps his most prized possessions (with the exception of *Precipit the Formless*) and favorite knick-knacks. Because the honored personification doesn't require rest, the room has no furniture.

Hydrosis has a peculiar taste in objects, in that they are worthless. He is a sentimental creature that finds something special in baubles and trash that manages to float from the material plane down into his domain.

Treasure: Honored Goldfish. An immortal goldfish has been captured within a "bowl" of force magic. It pushes against the force bubble to move itself around the room, much like a hamster in a bubble. This goldfish is Hydrosis' pet: seeing it in the characters' possession will hurt their attempts at stopping his role in The Convergence.

LEVEL 5 - THRONE OF THE HONORED PERSONIFICATION

The uppermost chamber of Hydrosis' Citadel is a conal area with a fifty-foot diameter. It serves as a throne room for official business that makes it out of the Amphitheater.

Hydrosis hovers over a throne of pure emerald fused to the crown of the citadel, whispering madly to *Precipit the Formless* about Desperon and The Convergence. The characters must defeat Hydrosis upon his throne if they have any hope of enlisting his aid in stopping Desperon.

Encounter: Hydrosis, Personification of Water. Hydrosis is a **legendary water elemental** (see the Appendix). He wields *Precipit the Formless* in combat.

Hydrosis is a proud fighter who wishes to prove his prowess in combat by targeting the physically strongest members of the party first. Only once these characters have been knocked aside, subdued, or killed will he go after the weaker members of the party. Hydrosis also has a telepathic link to the air elementals in the Amphitheater. If they haven't been destroyed by the characters, they will join the battle after three rounds have passed.

Legendary Action: Maelstrom Pulse. In addition to his normal Legendary Actions, Hydrosis can redirect the energies of The Great Eye to directly strike the citadel. Doing so causes a jet stream of water to puncture the area, targeting a random character that doesn't have a natural swim speed. The character must succeed on a DC 18 Dexterity saving

throw. Water-based elementals (including Hydrosis) and creatures with a natural swim speed automatically succeed on their saving throw against this effect. On a failed saving throw, the target is pushed 2d4 x 10 feet away in a random direction, suffers 36 (8d8) bludgeoning damage, and can't take reactions until the end of its next turn.

After the second use of Maelstrom Pulse, the uppermost chamber of the citadel is severed from the rest of the structure: pieces of the citadel floating around the characters cause the area to be lightly obscured and count as difficult terrain.

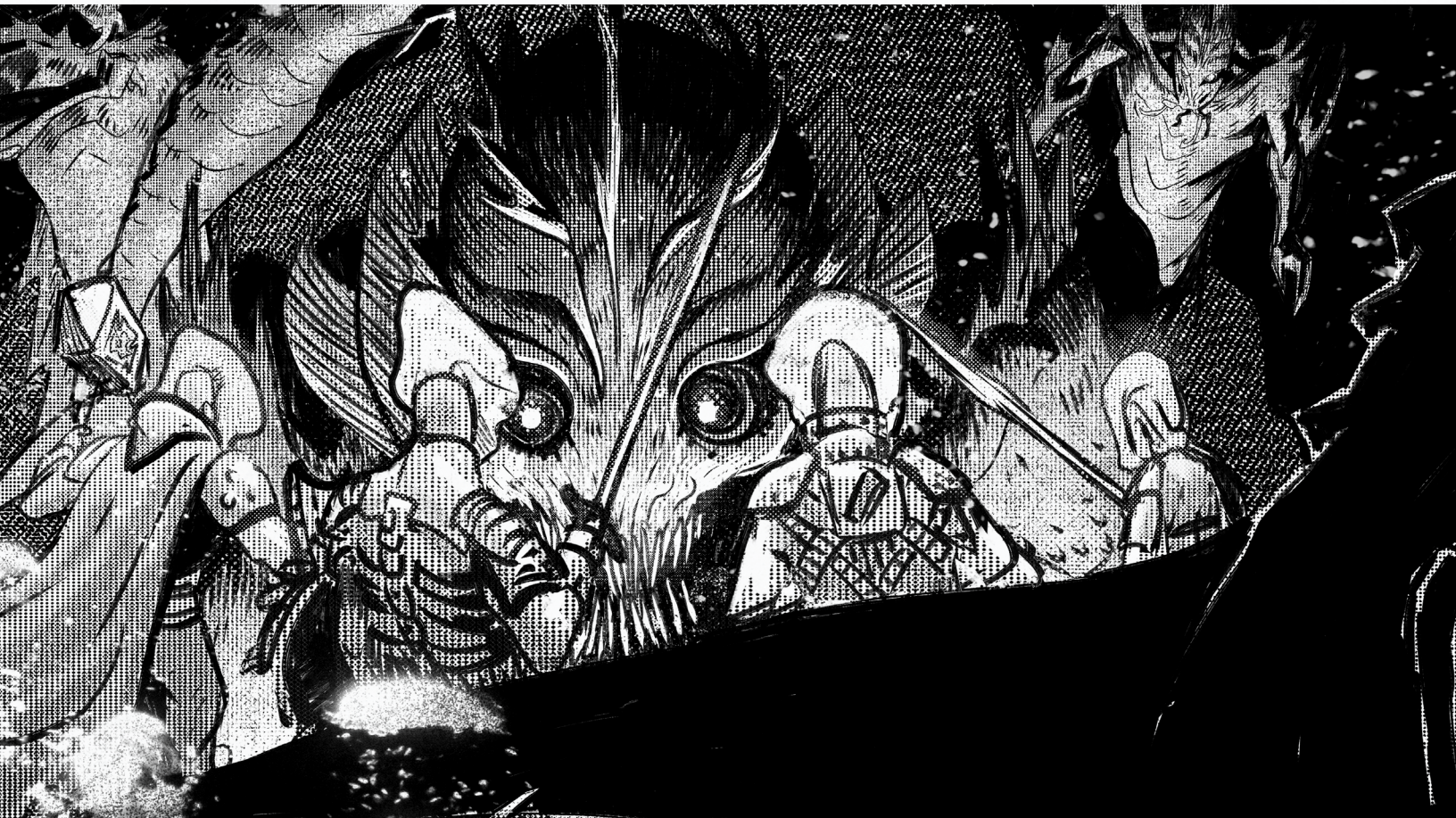
Stopping The Convergence. Hydrosis will fight for three rounds before he attempts to listen to reason. If he fails to destroy the characters by the start of his third turn (and vice versa), he parleys with the characters, praising their strength in the face of his wrath. Let the players make their case for stopping The Convergence. After they've spoken to Hydrosis, have the characters make three ability checks: Intelligence (History), Wisdom (Insight), and Charisma (Persuasion). One character can make all three checks, or the checks can be distributed among the party members. The DC for each check is 10 + 2d10. Generate a DC for each check. Once the checks are made, refer to the Convincing Hydrosis to Stop table below to determine what happens.

If the characters offer Hydrosis one or both of the gargantuan emeralds from The Windrial Ribbon encounter, he becomes more amiable: add a success to their negotiations.

If Hydrosis sees the immortal goldfish from his chambers in the characters' possession, he gets very, very upset: subtract a success from their negotiations.

Convincing Hydrosis to Stop

Successes	Result
0	Hydrosis refuses to listen to the characters and continues to fight until destroyed. Giving in to despair, Hydrosis supercharges The Great Eye, causing it to rapidly swell and grow in power. For each round that passes while this effect is active, the Maelstrom Pulse action (see above) causes an additional 5 (1d8) bludgeoning damage. After ten rounds have passed, The Great Eye overwhelms Coral Stand, destroying the city. After fifteen rounds have passed, The Great Eye obliterates all life and all areas within the Elemental Plane of Water. Only the personification of water can stop The Great Eye and return it to its normal state.
1	Hydrosis fights for another round of combat before he once again offers the characters a chance to speak. The characters can repeat the checks mentioned above to convince him to stop The Convergence.
2	Hydrosis agrees to stop his own participation in The Convergence so long as the characters can convince at least one more of the elemental lords to stop their participation. Until then, he will go forward with The Convergence as planned.
3	Hydrosis agrees to stop The Convergence. Without Hydrosis's involvement, The Convergence ends. Angered, Desperton hunts down the characters with intent to destroy them. See Chapter 11 for details.



Treasure: Precipit the Formless. The character who delivers a killing blow to Hydrosis gains the ability to wield *Precipit the Formless* (see the Appendix).

AFTERMATH

What happens next depends on how well the characters handle the final fight with Hydrosis. If the characters convince the honored personification to stop The Convergence, the cosmos is saved from annihilation. In a fit of rage, Desperon teleports to Hydrosis's Citadel and attacks the characters, hoping to eradicate them. See Chapter 11 for details on this attack.

If the characters had Hydrosis agree to stop so long as another elemental lord also stopped, the characters need to travel to another one of the elemental planes. Intrigued and amused by the characters' immense power, he refuses to help them. The characters must find their own way to the other elemental planes. Regardless of the games he plays on the front end, Hydrosis is an elemental true to his word. So long as the characters convince at least one other elemental to stop, Hydrosis will also stop. This triggers an attack from Desperon.

It's possible that the characters destroy Hydrosis before he can agree to stop. When this happens, the character who delivers the killing blow absorbs the elemental's power. The character gains the following features:

- The character's type changes to elemental. Spells and features that affect elementals now affect them, and spells and features that only affect humanoids no longer work on them (for example, *hold person* does not work against them, but *forbiddance* does).
- The character gains a swim speed equal to their walking speed.
- The character gains immunity to slashing and bludgeoning damage.
- Unless the character's darkvision is the same or better, the character gains darkvision out to 120 feet.
- The character learns how to speak, read, and write Aquan.
- The character can innately cast a number of spells. Charisma is their spellcasting ability for these spells. They can cast *detect evil and good*, *detect magic*, and *water breathing* at will. Also, they can cast *control water*, *tongues*, and *water walk* three times, regaining all expended uses of the spells when they complete a long rest. And they can cast *conjure elemental* (water elementals only), *find the path*, *mirage arcane*, *maze*, and *plane shift*; the character can cast each of these spells once. The character regains the ability to cast these spells after they complete a long rest.
- While the character is outside of the Elemental Plane of Water, they cannot regain hit points except by magical means. If the character is destroyed away from the Elemental Plane of Water, they gain a new body in 24 hours so long as the Elemental Plane of Water is still intact, regaining all their hit points and becoming active again. Their new body appears in a random location in the Elemental Plane of Water (your choice).
- If the character is destroyed while in the Elemental Plane of Water, they are permanently destroyed, and can only be brought back to life with a *wish* spell or through divine intervention. Even if the character is brought back to life, they lose all of these features, and whatever creature destroyed them gains the features.

In addition to the features the character develops, the character becomes the honored personification of water, final arbiter of the Elemental Plane of Water. Furthermore, they may wield *Precipit the Formless* without experiencing any negative side effects. While within the Elemental Plane of Water, the character can traverse the infinite currents at will and control the intensity of The Great Eye.

As the new ruler of the Elemental Plane of Water, the character can attempt to stop The Convergence. To do so, they must make two ability checks: DC 20 Intelligence (Arcana) and then a DC 15 Charisma check. If one or both checks fail, the character fails to stop The Convergence and the character cannot make another attempt until they complete a long rest.

The first time the character tries to stop The Convergence, Desperon takes notice and teleports to the characters' location. Desperon then attempts to destroy the character using his minions. Desperon does not wish to have the power of the Elemental Plane of Water himself, thus, he will not deliver the killing blow.



CHAPTER 11. THE CONVERGENCE

In this chapter, the characters have little time to rest before Desperon takes the fight to them.

DESPERON APPEARS

Moments after the characters bring an end to The Convergence, either by absorbing the power of a legendary elemental, or by convincing one to stop, Desperon makes his presence known. Read or paraphrase the following:

> Suddenly, inky black tendrils begin to worm their way across the area, and a sense of dread passes over everyone present. A deep, sinister voice forces its way into your mind and says, "You have ruined that which I have set forth and stepped well beyond your ken. Behold Desperon and despair! The Convergence will not be stopped!

Outside of the current stronghold in the elemental plane, **Desperon** (see the Appendix) has arrived with countless **shadows**. The shadows begin to swarm over the area and begin attacking every creature they come across.

Allow the characters a moment to prepare for the impending battle.

Desperon releases a blast of necrotic energy that opens a path in the current stronghold to the heroes, and orders five **shadows** to destroy the players as he engages them himself.

Before combat begins, the characters hear the words of Criir in their heads.

> You have done it, but your task is not yet complete! The fate of all rests on your shoulders, and so let yourselves be uplifted by the people who believe in you!
>
> A warm glow begins to spread out from the center of each of your chests as a restorative wave passes over you. You hear the whispers, hopes, and prayers of the people of Hearth as their belief crosses the planes.

Grant each character the benefit of a short rest, if they haven't taken one yet, and allow the player who can wield the weaponry from the elemental lord the ability to instantly attune to the weapon.

DEALING WITH DESPERON

Desperon attacks the current lord of the elemental plane, whether that be the elemental lord or the new player character. Desperon will try to whittle the other characters down with his Strength Drain Ray. The elemental lord will only fight to protect itself.

Desperon does not want the power of the elemental plane himself, and will not deliver the killing blow on the character. Instead, he will direct his summoned shadows to focus attention on the current elemental lord.

Determined to complete The Convergence, Desperon does not retreat. If the party manages to escape the combat, Desperon takes a short rest to recover his mythic trait if it was used, before following the characters to any other plane they travel to.

If the characters decide to flee to Hearth, allow them to gather what allies they may within the recovery time needed for Desperon. Once engaged in a fight for The Convergence, Desperon does not retreat.

ENDING THE ADVENTURE

If the characters defeat Desperon, they halt The Convergence and life in Hearth will begin to return to normal in 1d10 days as the planar gates begin to close. The characters are hailed as heroes of the entire world once their deeds become known. The characters are welcome to remain in Hearth as a base for any future adventures they decide to take, perhaps at the behest of Criir.

If one or more characters became a lord of the elemental plane, the other elementals native to that plane will begin to look to that character for guidance or leadership. Other powerful elementals may in time become rivals for their power.

If the characters fail in their mission, The Convergence inevitably takes place. The portals crash in the middle of Hearth twenty days after they first appeared. The havoc they wreaked during their passage to the center is nothing compared to this. The city of Hearth is obliterated instantly, and a wave of darkness rapidly expands from here, covering the island of Elsath, the continent it is located in, and finally the entire world. Desperon and his minions spread out, killing what hasn't been killed and raising more and more shadows as they go. If the characters are still alive, they may be able to track him down and put an end to his life, but this will not stop The Convergence. They may attempt once again to convince the Elemental Lords of reason, but this time, they will need all four to relent or be replaced. As the original portals leading to Hearth are closed and the rulers of the elemental planes regain their original purpose, the darkness retreats. The people killed and places lost though cannot be regained.

Let us hope that the Heroes of Hearth have managed to stop The Convergence before it could get this far, and are not now standing on the ashes of a formerly beautiful city.

APPENDIX: STAT BLOCKS

Ancient Void Dragon

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 448 (23d20 + 207)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Arcana +18, History +18, Perception +16, Persuasion +13, Stealth +7
Damage Immunities cold
Condition Immunities charmed, frightened
Senses blindsight 60 ft. darkvision 120 ft. passive Perception 26
Languages Celestial, Common, Draconic, Infernal, Primordial, Void Speech
Challenge 24 (62,000 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Collapsing Star. When the void dragon is killed it explodes in a swath of celestial destruction. Each creature and object within 1 mile of the dragon take 55 (10d10) bludgeoning damage, 55 (10d10) cold damage, and 55 (10d10) psychic damage. Each damage type can be reduced by half with a successful DC 21 saving throw: Dexterity vs. bludgeoning, Constitution vs. cold, and Wisdom vs. psychic. Additionally, a creature that fails two or three of the saving throws is affected by a *plane shift* spell and sent to a random plane. If it is sent to the plane it currently occupies, it appears 5d100 miles away in a random direction.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Void Dweller. Void dragons dwell in the empty expanse between the stars, and do not require air, food, drink, or sleep. When flying between stars the void dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

ACTIONS

Multiattack. The dragon can use its Aura of Madness. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) cold damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 7 (2d6) cold damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Aura of Madness. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more it is driven insane. An insane creature is frightened permanently, and behaves as if affected by *confusion* while it is frightened in this way. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Aura of Madness for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Gravitic Breath. The dragon exhales a 90-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per 10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, it must make a DC 24 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (13d6) fire damage and 45 (13d6) radiant damage on a failed save, or half as much damage on a successful one.

Teleport. The dragon magically teleports to any open space within 100 feet.

REACTIONS

Void Twist. When the dragon is hit by a ranged attack, it can create a small rift in space to increase its AC by 7 against that attack. If the attack misses because of this increase, the dragon can choose a creature within 30 feet to become the new target for that attack. Use the original attack roll to determine if the attack hits the new target.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then teleport to an unoccupied space within 40 feet.

Void Cache (Costs 3 Actions). The dragon can magically reach into its treasure hoard and retrieve one item. If the dragon is holding an item, it can use this ability to deposit the item into its hoard.

Ash Phoenix

Large undead, neutral evil

Armor Class 15
Hit Points 105 (14d10 + 28)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Wis +5
Skills Perception +5, Stealth +8
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP)

False Appearance. While the ash phoenix hovers and remains motionless, except for drifting on air currents, it is indistinguishable from a normal cloud of ash and smoke.

Rejuvenation. If the ash phoenix's birth site hasn't been purified by holy rites, a destroyed ash phoenix gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of its birth site.

Shadow Stealth. While in dim light or darkness, the ash phoenix can take the Hide action as a bonus action.

Wind Weakness. While in an area of strong wind (at least 20 miles per hour), the ash phoenix has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The ash phoenix makes two ash talon attacks. If both attacks hit the same target, the phoenix plunges its beak into the target, and the target must succeed on a DC 16 Strength saving throw or take 7 (2d6) necrotic damage. The ash phoenix regains hp equal to half the necrotic damage dealt.

Ash Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) fire damage.

Ash Storm (Recharge 5-6). The ash phoenix furiously beats its wings, throwing clinging ash into a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 28 (8d6) necrotic damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Birdfolk

Medium humanoid (birdfolk) , neutral good

Armor Class 12
Hit Points 13 (3d8)
Speed 20 ft., fly 50 ft.

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

Skills Perception +5
Senses Passive Perception 15
Languages Aarakocra, Auran
Challenge 1/4 (50 XP)

Flyby. The birdfolk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage, or 5 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Bronze Golem

Large construct, unaligned

Armor Class 13 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +4
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)

Boiling Body. The golem's body is hot to the touch, thanks to the boiler inside its chest. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

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:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and, if the target is a Medium or smaller creature, it is grappled (escape DC 13). The golem can only grapple one creature at a time.

Brazen Bull. The golem makes a slam attack against a target it is grappling as it opens a plate in its chest and exposes its arcane boiler. If the attack hits, the target is forced into the golem's boiler, and the grapple ends. While inside the boiler, the target is blinded and restrained, it has total cover against attacks and other effects outside the boiler, and it takes 14 (4d6) fire damage at the start of each of its turns. To escape, it or another creature must succeed on a DC 13 Strength (Athletics) check to open the boiler, freeing the target, which falls prone in a space within 5 feet of the golem. A bronze golem can only have one creature in its boiler at a time.

Chaos Elemental

Large elemental, unaligned

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft. STR 14(+2)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	9 (–1)	13 (+1)	6 (–2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, Infernal
Challenge 8 (3,900 XP)

Temporal Body. When a chaos elemental is subjected to a slow spell, haste spell, or similar effect, it automatically succeeds on the saving throw and regains 13 (3d8) hit points.

Actions

Multiattack. The chaos elemental makes 1d4 + 1 slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Steal Time (1/Day). The chaos elemental targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the chaos elemental draws some of the creature's time into itself and gains +10 to its position in initiative order. In addition, the target's speed is reduced by half, it can't take reactions, and it can take either an action or a bonus action on its turn, but not both. While it is stealing time, the chaos elemental's speed increases by 30 feet, and when it takes the multiattack action, it can make an additional slam attack. The targeted creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Displace (Recharge 5-6). The chaos elemental targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically shunted outside of time. The creature disappears for 1 minute. As an action, the displaced creature can repeat the saving throw. On a success, the target returns to its previously occupied space, or the nearest unoccupied space.

Reactions

Step Between Seconds (Recharge 4-6). When a creature the chaos elemental can see moves within 5 feet of it, the chaos elemental can shift itself to a place it occupied in the past, teleporting up to 60 feet to an unoccupied space, along with any equipment it is wearing or carrying.

Chaos Elemental

Large elemental, unaligned

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft. STR 14(+2)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	9 (–1)	13 (+1)	6 (–2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, Infernal
Challenge 8 (3,900 XP)

Temporal Body. When a chaos elemental is subjected to a slow spell, haste spell, or similar effect, it automatically succeeds on the saving throw and regains 13 (3d8) hit points.

ACTIONS

Multiattack. The chaos elemental makes 1d4 + 1 slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Steal Time (1/Day). The chaos elemental targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the chaos elemental draws some of the creature's time into itself and gains +10 to its position in initiative order. In addition, the target's speed is reduced by half, it can't take reactions, and it can take either an action or a bonus action on its turn, but not both. While it is stealing time, the chaos elemental's speed increases by 30 feet, and when it takes the multiattack action, it can make an additional slam attack. The targeted creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Displace (Recharge 5-6). The chaos elemental targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically shunted outside of time. The creature disappears for 1 minute. As an action, the displaced creature can repeat the saving throw. On a success, the target returns to its previously occupied space, or the nearest unoccupied space.

REACTIONS

Step Between Seconds (Recharge 4-6). When a creature the chaos elemental can see moves within 5 feet of it, the chaos elemental can shift itself to a place it occupied in the past, teleporting up to 60 feet to an unoccupied space, along with any equipment it is wearing or carrying.

Corpse Worm

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Smell. The corpse worm has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the corpse worm can't bite another target or use its Regurgitate reaction. The target must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hp maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

Swallow. The corpse worm makes a bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and effects outside the corpse worm, and it takes 10 (3d6) acid damage at the start of each of the corpse worm's turns. The corpse worm can have only one creature swallowed at a time. If the corpse worm takes 20 damage or more on a single turn from the swallowed creature, the worm must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the worm. If the corpse worm dies, the target is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

REACTIONS

Regurgitate (Recharge 5-6). When a creature the corpse worm can see hits it with an attack while within 10 feet of it, the corpse worm regurgitates a portion of its stomach contents on the attacker. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the corpse worm has a swallowed creature when it uses this reaction, the worm must succeed on a DC 14 Constitution saving throw or also regurgitate the swallowed creature, which falls prone in a space within 5 feet of the target. If it regurgitates the swallowed creature, the target and the swallowed creature take 7 (2d6) acid damage.

Desperon

Gargantuan elemental, chaotic evil

Armor Class 19 (natural armor)
Hit Points 487 (25d20 + 225)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	29 (+9)	24 (+7)	26 (+8)	30 (+10)

Saving Throws Int +15, Wis +16, Cha +18
Skills Deception +15, History +15, Stealth +17 (+24 in dim light or darkness)
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 27 (105,000 XP)

Amorphous. Desperon can move through a space as narrow as 1 inch wide without squeezing.

Aura of Perpetual Darkness. A 15-foot radius of magical darkness extends out from Desperon, moves with him, and spreads around corners. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the Darkness overlaps with an area of light created by a spell of 5th level or lower, the spell creating the light is dispelled.

Endless Night (Mythic Trait; Recharge after a Short or Long Rest). When Desperon is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 487 hit points, regains all uses of his Legendary Resistance, and his aura of perpetual darkness improves. Any creature that starts its turn within Desperon's aura has disadvantage on Strength ability checks and saving throws as well as Strength-based attacks.

Legendary Resistance (3/Day). If Desperon fails a saving throw, he can choose to succeed instead.

Shadow Stealth. While in dim light or darkness, Desperon can take the Hide action as a bonus action.

Actions

Multiattack. Desperon makes two slam attacks. He can replace one of his slam attacks with a Strength Drain Ray attack.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 42 (8d8 + 7) necrotic damage.

Strength Drain Ray. *Ranged Spell Attack:* +15 to hit, range 120 ft., one creature. *Hit:* 16 (2d8 + 7) necrotic damage and the target must succeed on a DC 24 Constitution saving throw or have its Strength score reduced by an amount equal to half the necrotic damage taken. A target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target is cured by a greater restoration spell or similar magic. A non-evil humanoid that dies by this attack rises as a shadow under Desperon's control at the start of his next turn unless it is raised by a wish spell or Divine Intervention.

Legendary Actions

Desperon 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 Desperon regains spent legendary actions at the start of his turn.

Attack. Desperon makes one slam attack.

Move. Desperon moves up to his full movement speed.

Summon Shadows (Costs 2 Actions). Up to five undead **shadows** appear in unoccupied spaces within 30 feet of Desperon and remain until destroyed. Shadows summoned in this way roll initiative and act in the next available turn. Desperon can have up to fifteen shadows summoned by this ability at a time. Shadows created by his Strength Drain Ray do not count towards his limit.

Mythic Actions

If Desperon's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Endless Night.

Strength Drain. Desperon makes a slam attack. If the attack hits, it deals the damage normal for his slam attack and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target's is cured by a greater restoration spell or similar magic.

Consume Shadows (Costs 2 Actions). Desperon consumes up to three undead shadows within the area created by his Aura of Perpetual Darkness. Desperon regains a number of hit points equal to the number of remaining hit points each shadow has left. The shadows are then destroyed.

Dimensional Shambler

Large aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	7 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Deep Speech
Challenge 3 (700 XP)

Innate Spellcasting (2/Day). The dimensional shambler can innately cast *plane shift*, requiring no components when it does. It can only target itself and up to one creature it is grappling). Its innate spellcasting ability is Wisdom (spell save DC 10).

Actions

Multiattack. The dimensional shambler makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 22 (2d8 + 4) bludgeoning damage. Instead of dealing damage, the shambler can grapple the target (escape DC 14).

Elemental Locus

Gargantuan elemental, neutral

Armor Class 16 (natural armor)
Hit Points 290 (20d20 + 80)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	1 (-5)	18 (+4)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Int +6, Wis +6, Cha +6
Skills Nature +6, Perception +6
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 16
Languages Primordial
Challenge 17 (18,000 XP)

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

Immortal. The elemental locus does not age and does not die when it drops to 0 hit points. If the elemental locus drops to 0 hit points, it falls into a quiescent state for 25 weeks before returning to activity with full hit points. Its spawned elementals continue fighting whatever enemies attacked the elemental locus; if no enemies are present, they defend the locus's area.

Massive. The elemental locus is larger than most Gargantuan creatures, occupying a space of 60 by 60 feet. Its movement is not affected by difficult terrain or by Huge or smaller creatures. Other creatures can enter and move through the elemental locus's space, but they must make a successful DC 20 Strength (Athletics) check after each 10 feet of movement. Failure indicates they fall prone and can move no farther that turn.

Spawn Elementals. As a bonus action, the elemental locus loses 82 hit points and spawns an air, earth, fire, or water elemental to serve it. Spawned elementals answer to their creator's will and are not fully independent. The types of elementals the locus can spawn depend on the terrain it embodies; for example, an elemental locus of the desert can spawn earth, fire, and air elementals, but not water.

Siege Monster. The elemental locus deals double damage to objects and structures.

Actions

Multiattack. The elemental locus makes two slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 36 (6d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Entropes

Large ooze, unaligned

Armor Class 15
Hit Points 112 (15d10 + 30)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Amorphous. The spawn can move through a space as narrow as 1-inch wide without squeezing.

Spider Climb. The spawn can climb difficult surfaces including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The spawn makes four attacks with its pseudopods and one attack with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). While grappled, the creature is restrained.

Swallow. The Entropes makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and grapple ends. While swallowed, the creature is blinded, restrained, and suffocating, it has total cover against attacks and other effects outside the Entropes, and it takes 22 (5d8) bludgeoning damage at the start of each of the Entropes's turns. A Entropes can have one Large creature, or two Medium or smaller creatures swallowed at a time.

If the Entropes takes 20 damage or more on a single turn from a creature inside it, the Entropes must make a DC 12 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the Entropes. If the Entropes dies, a swallowed creature is no longer restrained by it, and can escape form the corpse by using 15 feet of movement, exiting prone.

Greater Agate Elemental

Huge elemental, neutral

Armor Class 20 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	25 (+7)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 12 (8,400 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Greater Death Butterfly Swarm

Huge swarm of tiny beasts, chaotic evil

Armor Class 15 (natural armor)
Hit Points 84 (13d12)
Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	1 (-5)	15 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing
Damage Vulnerabilities cold, fire
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, petrified
Senses darkvision 60 ft., passive Perception 12
Challenge 6 (2,300 XP)

Potent Poison. The death butterfly swarm's poison affects corporeal undead who are otherwise immune to poison.

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 insect. The swarm can't regain hit points or gain temporary hit point.

Weight of Wings. A creature in a space occupied by the death butterfly swarm has its speed reduced by half, and must succeed on a DC 16 Dexterity saving throw or become blinded. Both effects end when the creature doesn't share a space with the swarm at the end of the creature's turn. If a creature succeeds on the saving throw, it is immune to the swarm's blindness (but not the speed reduction) for 24 hours.

Actions

Multiattack. The swarm makes a Bite attack against every target in its spaces.

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., every target in the swarm's space. *Hit:* 24 (6d6 +3) piercing damage, or 13 (3d6 + 3) piercing damage if the swarm has half of its hit points or fewer. The target also takes 17 (5d6) poison damage and becomes poisoned for 1d4 rounds; a successful DC 15 Constitution saving throw reduces poison damage by half and prevents the poisoned condition.

Grimmlet Swarm

Large swarm of Tiny monstrosities, unaligned

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	3 (–4)	10 (+0)	18 (+4)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities psychic
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 120 ft., passive Perception 10
Languages understands Void Speech but can't speak
Challenge 14 (11,500 XP)

Enervating Maelstrom. When the grimmlet swarm dies, it explodes in a plume of ennui. Each creature within 20 feet of the grimmlet swarm must make a DC 17 Dexterity saving throw. On a failure, a creature takes 21 (6d6) psychic damage and suffers one level of exhaustion. On a success, a creature takes half the damage and doesn't suffer exhaustion. Grimmlets damaged by this trait don't Reproduce.

Maze of Edges. A creature that attempts to move out of or through the grimmlet swarm must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) slashing damage.

Reproduce. When a grimmlet swarm takes damage from a spell and isn't reduced to 0 hp, a number of new grimmlets equal to the spell's level appear in unoccupied spaces within 10 feet of the grimmlet swarm. If the spell is a cantrip, only one grimmlet is created. New grimmlets aren't subsumed into the swarm. Sixteen or more new grimmlets within 30 feet of each other can use their reactions to come together and form a new grimmlet swarm in a space within 5 feet of one grimmlet.

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

Innate Spellcasting (Psionics). The grimmlet swarm's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:
At will: *maddening whispers, crushing curse, minor illusion*
3/day each: *hypnotic pattern, void strike, major image*
1/day each: *hallucinatory terrain*

Actions

Multiattack. The grimmlet swarm makes two attacks with its crystal edges.

Crystal Edges. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit*: 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half of its hp or fewer. The target must make a DC 17 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Herald of Blood

Huge fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Str +10, Con +9, Wis +7
Skills Arcana +6, Perception +7
Damage Resistances piercing, lightning
Damage Immunities fire, poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 240 ft., passive Perception 17
Languages Common, Draconic, Infernal, Void Speech
Challenge 12 (8,400 XP)

Blood Armor. The herald of blood takes no damage from the first attack against it each round and ignores any nondamaging effects of the attack.

Gift of Blood. As an action, the herald of blood can transform any fey, human, or goblin into a red hag, if the target willingly accepts this transformation.

Grant Blood Rage. As a bonus action, the herald of blood can grant a single living creature blood rage, giving it advantage on attacks for 3 rounds. At the end of this time, the target gains 1 level of exhaustion and suffers 13 (2d12) necrotic damage from blood loss.

Humanoid Form. A herald of blood can assume a humanoid form at will as a bonus action, and dismiss this form at will.

Melting Touch. When a herald of blood scores a critical hit or starts its turn with a foe grappled, it can dissolve one metal or wood item of its choosing in that foe's possession. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 17 Dexterity saving throw.

Actions

Engulfing Protoplasm. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage and the target must make a successful DC 17 Dexterity saving throw or be grappled by the herald of blood (escape DC 16). While grappled this way, the creature takes 39 (6d12) acid damage at the start of each of the herald's turns. The herald can have any number of creatures grappled this way.

Legendary Actions

A herald of blood 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. A herald of blood regains spent legendary actions at the start of its turn.

Move (1 Action). The herald of blood moves up to half its speed.

Call of Blood (2 Actions). *Melee Weapon Attack:* +10 to hit, reach 5 ft., all creatures in reach. *Hit:* 39 (6d12) necrotic damage and each target must make a successful DC 17 Constitution saving throw or gain 1 level of exhaustion.

Majesty of Ragnarok (3 Actions). The herald of blood emits a terrifying burst of eldritch power. All creatures within 100 feet and in direct line of sight of the herald take 32 (5d12) necrotic damage, gain 2 levels of exhaustion, and are permanently blinded. Targets that make a successful DC 15 Charisma saving throw are not blinded and gain only 1 level of exhaustion.

Herald of Darkness

Large fiend, neutral evil

Armor Class 15 (chain shirt)
Hit Points 105 (10d10 + 50)
Speed 30 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	15 (+2)	20 (+5)

Saving Throws Str +8, Con +8, Cha +8
Skills Athletics +8, Deception +8, Perception +5
Damage Resistances bludgeoning, thunder
Damage Immunities cold, lightning, necrotic, poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 200 ft., passive Perception 15
Languages Common, Elvish, Goblin, Infernal, Sylvan
Challenge 7 (2,900 XP)

Corrupting Touch. A herald of darkness can destroy any wooden, leather, copper, iron, or paper object by touching it as a bonus action. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 16 Dexterity saving throw.

Gift of Darkness. A herald of darkness can transform any fey, human, or goblin into one of the shadow fey, if the target willingly accepts this transformation.

Shadow Form. A herald of darkness can become incorporeal as a shadow as a bonus action. In this form, it has a fly speed of 10 feet; it can enter and occupy spaces occupied by other creatures; it gains resistance to all nonmagical damage; it has advantage on physical saving throws; it can pass through any gap or opening; it can't attack, interact with physical objects, or speak. It can return to its corporeal form also as a bonus action.

Actions

Multiattack. The herald of darkness uses Majesty of the Abyss, if it is available, and makes one melee attack.

Embrace Darkness. *Melee Weapon Attack:* +8 to hit, reach 5 ft., all creatures in reach. *Hit:* 6 (1d12) necrotic damage and targets are paralyzed until the start of the herald's next turn. Making a DC 17 Constitution saving throw negates the paralysis.

Majesty of the Abyss (Recharge 4-6). The herald of darkness emits a sinister burst of infernal power. All creatures within 30 feet and in direct line of sight of the herald take 19 (3d12) necrotic damage and must make a DC 17 Constitution saving throw. Those who fail the saving throw are blinded for 2 rounds; those who succeed are frightened for 2 rounds.

Shadow Sword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Hierophant Lich

Medium undead, any evil alignment

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Con +6, Int +5, Wis +9
Skills Religion +5, Insight +9, Perception +9
Damage Resistance cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 60 ft., passive Perception 19
Languages Common, Abyssal, Infernal, Void Speech
Challenge 9 (5,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Levitate. As a bonus action, a hierophant lich can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the levitate spell, except there is no duration, and the lich doesn't need to concentrate to continue levitating each round.

Rejuvenation. If it has a sacred vessel, a destroyed hierophant lich gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of the vessel.

Turn Resistance. The hierophant lich has advantage on saving throws against any effect that turns undead.

Spellcasting. The lich is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The lich has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*
1st level (4 slots): *command, detect magic, protection from evil and good, sanctuary*
2nd level (3 slots): *blindness/deafness, hold person, silence*
3rd level (3 slots): *animate dead, dispel magic, spirit guardians*
4th level (3 slots): *banishment, freedom of movement, guardian of faith*
5th level (1 slot): *flame strike*

Actions

Unholy Smite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. The charmed target must defend the hierophant. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An undead target that fails is charmed for 24 hours and can only repeat the saving throw once every 24 hours.

Legendary Actions

The hierophant lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip. The hierophant lich casts a cantrip.

Unholy Smite (Costs 2 Actions). The heirophant lich uses its Unholy Smite.

Damnation (Costs 2 Actions). The hierophant lich threatens one creature within 10 feet of it with eternal suffering. The target must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hierophant lich's Damnation for the next 24 hours.

Water Elemental, Legendary

Huge elemental, neutral

Armor Class 18 (natural armor)
Hit Points 370 (20d12 + 120)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +9, Int +8, Wis +8, Cha +12
Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses truesight 120 ft., passive Perception 12
Languages Aquan, Primordial, telepathy 120 ft.
Challenge 24 (62,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes 15 or more cold damage from a single attack, it partially freezes; its speed is reduced by 30 feet until the end of its next turn.

Legendary Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The elemental can use its Whelm. It then makes two slam attacks

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Whelm. Each creature in the elemental's space must make a DC 21 Strength saving throw. On a failure, a target takes 19 (3d8 + 6) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Huge creature or two Large creatures or up to four Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 19 (3d8 + 6) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 16 Strength check and succeeding.

LEGENDARY ACTIONS

The elemental can take 3 legendary actions, choosing form 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 elemental regains spent legendary actions at the start of its turn.

Attack. The elemental makes one slam attack.

Move. The elemental moves up to its full movement speed.

Summon Water Elemental. A **water elemental** appears in an unoccupied space within 30 feet of the legendary water elemental and remains until destroyed. Elementals summoned in this way roll initiative and act in the next available turn. The legendary water elemental can have up to three elementals summoned by this ability at a time.

Khodumodumo

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	4 (-3)	15 (+2)	7 (-2)

Saving Throws Str +11, Con +10
Skills Perception +7, Stealth +10
Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages —
Challenge 14 (11,500 XP)

False Appearance. While the khodumodumo remains motionless, it is indistinguishable from an ordinary earthen hill.

Impaling Tongues. The khodumodumo can have up to six impaling tongues at a time. Each tongue can be attacked (AC 20; 15 hp; immunity to poison and psychic damage). Destroying a tongue deals no damage to the khodumodumo. A tongue can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it. Destroyed tongues regrow by the time the khodumodumo finishes a long rest.

Actions

Multiattack. The khodumodumo makes three attacks with its tongues, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 33 (6d8 + 6) piercing damage. If the target is a Large or smaller creature grappled by the khodumodumo, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the khodumodumo, and it takes 21 (6d6) acid damage at the start of each of the khodumodumo's turns.

If the khodumodumo takes 30 damage or more on a single turn from a creature inside it, the khodumodumo must succeed on a DC 20 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 khodumodumo. If the khodumodumo dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tongue. *Melee Weapon Attack:* +11 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the khodumodumo can't use the same tongue on another target. In addition, at the start of each of the target's turns, the target takes 8 (1d4 + 6) piercing damage.

Reel. The khodumodumo pulls each creature grappled by it up to 25 feet straight toward it.

Magma Elemental

Large elemental, neutral

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing fron nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Ignan, Terran
Challenge 5 (1,800 XP)

Fire Aura. The elemental exudes an aura of fire that extends 5 feet in every direction from it. A creature that touches the elemental, hits it with a melee weapon attack while within 5 feet of it, or ends its turn in the area of its aura takes 5 (1d10) fire damage.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 4 (1d8) fire damage.

Magma Octopus

Large elemental, neutral

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	5 (-3)	8 (-1)	7 (-2)

Skills Athletics +8, Stealth +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 8 (3,900 XP)

Lava Bound. The magma octopus can exist outside of lava for up to 1 hour each day. If it remains outside of lava for 1 minute or longer, its skin begins to dry and harden like rapidly-cooled magma. While its skin is hardened, it has a walking speed of 20 feet, an Armor Class of 18, and vulnerability to cold damage. If it remains outside of lava for 1 hour or longer, it becomes petrified, transforming into basalt. Its body returns to normal if it is submerged in lava for 1 round.

Lava Swimmer. While in lava, the magma octopus has a swimming speed of 60 feet and can move through the lava as if it were water.

Actions

Multiattack. The magma octopus makes four attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 2 (1d4) fire damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and it takes 2 (1d4) fire damage at the start of each of its turns. The magma octopus can grapple up to two targets at a time.

Magma Blast (Recharge 6). The magma octopus sprays magma in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Magma Tyrant

Huge elemental, lawful neutral

Armor Class 18 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Con +11, Wis +10
Skills History +12, Perception +10
Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 20
Languages Ignan, Terran
Challenge 18 (20,000 XP)

Lava Dribble. Each creature that starts its turn within 5 feet of the magma tyrant must make a DC 19 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The magma tyrant's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:
At will: *move earth, stone shape*
3/day each: *wall of fire, wall of stone*
1/day each: *conjure elemental* (earth or fire elemental only), *earthquake, fire storm*

Actions

Multiattack. The magma tyrant makes four slam attacks. Alternatively, it can use its Lava Lob twice.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Lava Lob. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 21 (6d6) fire damage, and the target must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) fire damage at the start of its next turn.

Fumarole (Recharge 5-6). The crater between the magma tyrant's shoulders erupts in a plume of fire, rock, and toxic smoke. Each creature within 60 feet of the magma tyrant must make a DC 19 Constitution saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and 21 (6d6) fire damage and becomes poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The eruption surrounds the magma tyrant in a 20-foot-radius sphere of smoke, considered heavily obscured until the end of its next turn. A wind of moderate or greater speed (at least 10 miles per hour) disperses the smoke.

Magnetic Elemental

Large elemental, neutral

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., burrow 20 ft., fly 20 ft. (hover)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10
Languages Terran
Challenge 6 (2,300 XP)

Controlled Polarity. The magnetic elemental has advantage on attack rolls against a creature if the creature is wearing metal armor. A creature attacking the magnetic elemental with a metal weapon while within 10 feet of it has disadvantage on the attack roll.

Magnetism. When the magnetic elemental moves, Medium and smaller metal objects that aren't being worn or carried are pulled up to 5 feet closer to the magnetic elemental. If this movement pulls the object into the elemental's space, the item sticks to the elemental. A successful DC 15 Strength check removes a stuck item from the elemental. Objects made of gold and silver are unaffected by this trait.

ACTIONS

Multiattack. The magnetic elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Magnetic Pulse (Recharge 4-6). The magnetic elemental releases a magnetic pulse, choosing to pull or push nearby metal objects. Objects made of gold or silver are unaffected by the elemental's Pulse.

- ***Pull.*** Each creature that is wearing metal armor or holding a metal weapon within 5 feet of the magnetic elemental must succeed on a DC 15 Strength saving throw or the metal items worn or carried by it stick to the magnetic elemental. A creature that is made of metal or is wearing metal armor and that fails the saving throw is stuck to the elemental and grappled (escape DC 15). If the item is a weapon and the wielder can't or won't let go of the weapon, the wielder is stuck to the elemental and grappled (escape DC 15). A stuck object can't be used. Grappled and stuck creatures and objects move with the elemental when it moves. A creature can take its action to remove one creature or object from the elemental by succeeding on a DC 15 Strength check. The magnetic elemental's Armor Class increases by 1 for each creature grappled in this way.
- ***Push.*** Each creature that is wearing metal armor or holding a metal weapon within 10 feet of the elemental must make a DC 15 Strength saving throw. On a failure, a target takes 21 (6d6) force damage and is pushed up to 10 feet away from the elemental. On a success, a target takes half the damage and isn't pushed. A creature grappled by the elemental has disadvantage on this saving throw.

Manastorm Golem

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	14 (+2)	14 (+2)	16 (+3)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from magical weapons
Damage Immunities acid, cold, fire, lightning, necrotic, poison, psychic, radiant, thunder
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)

Amorphous. The manastorm golem can move through a space as narrow as 1 inch wide without squeezing.

Limited Mutability. Any spell or effect that would alter the golem's form only alters it for 1 round. Afterwards, the manastorm golem returns to its humanoid-shaped cloud 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.

Mystic Messages. The manastorm golem can communicate with its maker via magical whispers at a distance up to 120 feet. Only its master hears these messages and can reply. Its messages go through solid objects but rm are halted by stone, magical silence, a sheet of lead, and similar obstacles. Its voice can travel through keyholes and around corners.

Actions

Multiattack. The golem makes two slam attacks. If both attacks hit a single living creature, the creature is stunned until the end of its next turn.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) force damage.

Force Bolt. *Ranged Spell Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 25 (4d10 + 3) force damage.

Mask Wight

Medium undead, neutral evil

Armor Class 19 (natural armor)
Hit Points 207 (18d8 + 126)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Str +11, Dex +9, Con +12, Int +7, Wis +8, Cha +9
Damage Vulnerabilities radiant
Damage Resistances acid, fire, lightning, cold; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses darkvision 60 ft., truesight 30 ft., passive Perception 13
Languages Common, Giant, Infernal
Challenge 13 (10,000 XP)

Innate Spellcasting. The wight's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *alter self*
1/day each: *counterspell, dispel magic, enlarge/reduce, spider climb, tongues*
1/week: *gate*

Single-minded Purpose. The wight has advantage on attack rolls against followers of the fiend it is tasked to destroy and those in its target's employ (whether or not they are aware of their employer), as well as the fiend itself.

Actions

Multiattack. The mask wight makes one Khopesh of Oblivion attack and one Enervating Spiked Gauntlet attack.

Khopesh of Oblivion. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, and the target must succeed on a DC 17 Wisdom saving throw or some cherished material thing disappears from the universe, and only the target retains any memory of it. This item can be as large as a building, but it can't be a living entity and it can't be on the target's person or within the target's sight.

Enervating Spiked Gauntlet. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage plus 11 (2d10) necrotic damage, and the target must succeed on a DC 17 Wisdom saving throw or gain 1 level of exhaustion. The target recovers from all exhaustion caused by the enervating spiked gauntlet at the end of its next long rest.

Wail of the Forgotten (Recharge 6). The mask wight emits an ear-piercing wail. All creatures within 30 feet of the wight take 65 (10d12) thunder damage and are permanently deafened; a successful DC 17 Charisma saving throw reduces damage to half and limits the deafness to 1d4 hours. Targets slain by this attack are erased from the memories of every creature in the planes, all written or pictorial references to the target fade away, and its body is obliterated—the only exception is those who personally witnessed the death. Restoring such a slain creature requires a *wish* or divine intervention; no mortal remembers the creature's life or death.

Megachimera

Gargantuan monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 390 (20d20 + 180)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	11 (+0)	29 (+9)	3 (-4)	14 (+2)	15 (+2)

Saving Throws Dex +7, Wis +9, Cha +9
Skills Perception +16
Senses darkvision 120 ft., passive Perception 26
Languages understands Draconic but can't speak
Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). If the megachimera fails a saving throw, it can choose to succeed instead.

Epic Death Throes *(Mythic Trait; Recharges after a Short or Long Rest).* When the megachimera is reduced to 0 hit points, it doesn't die or fall unconscious. The megachimera regains 390 hp and its Fire Breath recharges.

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

Siege Monster. The megachimera deals double damage to objects and structures.

ACTIONS

Multiattack. The meagchimera can use its Frightful Presence. It then makes four attacks: one with its bite, one with its talons, one with its horns, and one with its tail stinger. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the megachimera can't bite another target.

Horns. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (2d12 + 9)

Talons. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the megachimera can't use its talons on another target.

Tail Stinger. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 24 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the megachimera's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the megachimera 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 megachimera's Frightful Presence for the next 24 hours.

Swallow. The megachimera makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the megachimera, and it takes 56 (16d6) acid damage at the start of each of the megachimera's turns.

If the megachimera takes 60 damage or more on a single turn from a creature inside it, the megachimera must succeed on a DC 19 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 megachimera. If the megachimera dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Fire Breath (Recharge 5-6). The tarrasque head exhales fire in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 81 (18d8) fire damage on a failed saving throw, or half as much damage on a successful one.

LEGENDARY ACTIONS

The megachimera 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 megachimera regains spent legendary actions at the start of its turn.

Move. The megachimera moves up to half its speed.

Chomp (Costs 2 Actions). The megachimera uses its bite or swallow attack.

MYTHIC ACTIONS

If the megachimera's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Epic Death Throes.

Rampage. The megachimera makes two attacks: one with its horns and one with its talons.

Burning Rage (Costs 3 Actions). The megachimera recharges its Fire Breath.'

Mephit, Force

Small elemental, neutral

Armor Class 18 **(natural** armor)
Hit Points 52 (8d6 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities all damage except for force
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Challenge 5 (1,800 XP)

Living Creation of Magical Force. The mephit is invulnerable to all forms of damage except for force damage. Any spell or effect that disintegrates creations of magical force, such as the *disintegration* spell, automatically destroys the mephit.

Innate Spellcasting (1/Day). The mephit can innately cast *wall of force*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) force damage.

Disintegrating Breath (Recharge 6). The mephit fires a line of force energy in a 30-foot line that's 5-feet wide. Each creature in the area must succeed on a DC 14 Dexterity saving throw or take 10 (3d6) force damage. The target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. Its breath automatically disintegrates a Medium or smaller nonmagical object or a creation of magical force. If the target is a Large or larger object or creation of force, this spell disintegrates a 5-foot-cube portion of it. A magic item is unaffected by this spell.

Mountain Nymph

Medium fey, chaotic neutral

Armor Class 15 (leather armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Dex +7, Wis +7
Skills Perception +7, Stealth +7, Survival +7
Senses darkvision 90 ft., passive Perception 17
Languages Common, Elvish, Sylvan
Challenge 6 (2,300 XP)

Hunter's Foresight. The mountain nymph can see the immediate future of a creature affected by her *hunter's mark* spell. While hunter's mark is active on a creature, the mountain nymph has advantage on attack rolls against the creature and on saving throws against the creature's spells and special abilities.

Mountain Walk. The mountain nymph can move across and climb rocky surfaces without needing to make an ability check. Additionally, difficult terrain composed of rocks or rocky debris doesn't cost her extra movement.

Point Blank Hunter. When the mountain nymph makes a ranged attack with a bow, she doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though she may still have disadvantage from other sources.

Innate Spellcasting. The mountain nymph's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *hunter's mark*
3/day each: *misty step, spike growth*
1/day: *pass without trace*

ACTIONS

Multiattack. The mountain nymph makes three longbow attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Djinni, Legendary

Large elemental, chaotic neutral

Armor Class 17
Hit Points 350 (28d10 + 196)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	24 (+7)	17 (+2)	18 (+4)	24 (+7)

Saving Throws Dex +10, Int +11, Wis +11, Cha +14
Skills Deception +14, Persuasion +14
Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 14
Languages Auran, Primordial, telepathy 120 ft.
Challenge 24 (62,000 XP)

Elemental Demise. If the djinni dies, its body distinegrates into a warm breeze, leaving behind only equipment the djinnie was wearing or carrying.

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will*: detect evil and good, detect magic, detect thoughts, thunderwave*
3/day each: *create food and water (can create wine instead of water), tongues, wind walk*
1/day each: *creation, gaseous forms, invisibility, major image, plane shift*

Legendary Resistance (3/Day). If the djinni fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 17 (5d6) lightning damage.

Create Whirlwind. A 10-foot-radius, 60-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the Whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 20 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

LEGENDARY ACTIONS

The djinni can take 3 legendary actions, choosing form 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 djinni regains spent legendary actions at the start of its turn.

Attack. The djinni makes one attack with its scimitar.

Move. The djinni moves up to its full movement speed.

Whirlwind (Costs 2 Actions). The djinni use Create Whirlwind or moves an existing whirlwind.

Summon Fire Elemental. An air elemental appears in an unoccupied space within 30 feet of the djinni and remains until destroyed. Elementals summoned in this way roll initiative and act in the next available turn. The djinni can have up to three elementals summoned by this ability at a time.

Pact Lich

Medium undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Dex +8, Int +8
Skills Deception +10, Persuasion +10
Damage Resistances cold, fire, necrotic
Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 12
Languages any languages it knew in life
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the pact lich fails a saving throw, it can choose to succeed instead.

One With Shadows. As a bonus action when in an area of dim light or darkness, the pact lich can become invisible until it moves or takes an action or reaction.

Patron's Blessing. When the pact lich reduces a target to 0 hp, the lich gains 25 temporary hp.

Pact Rejuvenation. If a fist-sized or larger diamond is within its lair, a destroyed pact lich usually gains a new body in 3d10 days, but its return to the Material Plane is ultimately dictated by its patron.

Innate Spellcasting. The pact lich's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *chill touch, detect magic, levitate, mage hand, prestidigitation, speak with dead, true strike*
1/day each: *banishment, bestow curse, compulsion, confusion, conjure elemental, dominate monster, eyebite, finger of death, fly, hellish rebuke (5d10), hold monster, slow*

Actions

Multiattack. The pact lich makes four enhanced eldritch blast attacks.

Maddening Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 18 Charisma saving throw or have vivid hallucinations for 1 minute. During this time, the target is blinded, stunned, and deafened, sensing only the hallucinatory terrain and events. The hallucinations play on aspects of the creature's deepest fears. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enhanced Eldritch Blast. *Ranged Spell Attack:* +10 to hit, range 300 ft., one target. *Hit:* 10 (1d10 + 5) force damage. On a successful hit, the pact lich can push the target 10 feet away from it in a straight line.

Hurl Through Hell (1/Day). The pact lich targets one creature it can see within 60 feet of it. The target must make a DC 18 Wisdom saving throw. On a failure, the target disappears and is paralyzed as it is hurtled through the nightmare landscape of the lower planes. At the end of the pact lich's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space, and is no longer paralyzed. If the target is not a fiend, it takes 55 (10d10) psychic damage when it returns. The target must succeed on another DC 18 Wisdom saving throw or be frightened until the end of the lich's next turn as the target reels from its horrific experience.

Legendary Actions

The pact lich 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 lich regains spent legendary actions at the start of its turn.

At Will Spell. The lich casts a spell it can cast at will.

Fiendish Resilience. The pact lich chooses one damage type, gaining resistance to that damage type until it chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Maddening Touch (Costs 2 Actions). The pact lich uses its Maddening Touch.

Eldritch Master (Costs 3 Actions, 1/Day). The lich entreats its patron for aid, regaining all expended spells.

Ponktonk (Psychic Manifestation)

Large aberration (shapechanger), chaotic evil

Armor Class 14 (natural armor)
Hit Points 304 (32d10 + 128)
Speed 15 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	18 (+4)	8 (-1)	18 (+4)

Saving Throws Dex +10, Int +11, Wis +11, Cha +14
Skills Deception +14, Persuasion +14
Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 14
Languages Auran, Primordial, telepathy 120 ft.
Challenge 24 (62,000 XP)

Shapechanger. Ponktonk can use his action to polymorph into a Large or smaller object or creature or back into his true form. Other than his size, his statistics are the same in each form. Any equipment he is wearing is transformed. He reverts to his true form if he dies.

Innate Spellcasting. Ponktonk's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Ponktonk can cast the following spells, requiring no components when he does.

Magic Resistance. Ponktonk has advantage on saving throws against spells and other magic.

At will: *hideous laughter, major image*
3/day each: *enthrall, hold person, mirror image, phantasmal killer, power word stun*
1/day: *power word kill*

ACTIONS

Multiattack. Ponktonk makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) plus 54 (12d8) psychic damage.

Psychic Ooze Beast

Huge ooze, unaligned

Armor Class 7
Hit Points 243 (18d12 + 126)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (-3)	24 (+7)	6 (-2)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, psychic, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 12 (8,400 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Psychic Backlash. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 13 (3d8) psychic damage and must succeed on a DC 10 Intelligence saving throw, or become stunned until the end of the ooze's next turn.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 54 (12d8) psychic damage.

REACTIONS

Psychic Burst. When the ooze is subjected to lightning or psychic damage, it emits a psychic wave 30-feet in all directions. Each creature in the area must make a DC 10 Intelligence saving throw. On a failed saving throw, a target takes an amount of damage equal to the damage the ooze took.

Purple Worm Alpha

Large elemental, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	26 (+8)	7 (-2)	21 (+5)	17 (+3)

Saving Throws Con +14, Wis +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., tremorsense 120 ft., passive Perception 15
Languages —
Challenge 20 (25,000 XP)

Sunlight Sensitivity. While in sunlight, the purple worm alpha has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage, and if the target is a Huge or smaller creature it must succeed on a DC 22 Dexterity saving throw or be swallowed by the purple worm alpha. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the purple worm alpha, and it takes 65 (10d12) acid damage at the start of each of the purple worm alpha's turns. If the purple worm alpha takes 40 damage or more on a single turn from a creature inside it, the purple worm alpha must succeed on a DC 24 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 purple worm alpha. If the purple worm alpha dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Caustic Spittle (Recharge 6). The purple worm alpha spits a glob of caustic goo from its mouth at a point that it can see within 300 feet of it. Each creature within 20 feet of that point must make a DC 22 Dexterity saving throw. A target takes 65 (10d12) acid damage on a failed saving throw or half as much damage on a successful one.

Rockcreep

Medium plant, unaligned

Armor Class 12
Hit Points 30 (4d8 + 12)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	4 (-3)	6 (-2)	4 (-3)

Damage Resistances bludgeoning
Damage Immunities acid, poison
Condition Immunities poisoned
Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP)

False Appearance. While the rockcreep remains motionless, it is indistinguishable from an ordinary vine.

Mass of Vines. The rockcreep can move through a space as narrow as 1 foot wide without squeezing.

Spider Climb. The rockcreep can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Thorned Vine. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) acid damage.

Acid-coated Thorn. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

Weaken Stone. While climbing on a wall or ceiling made of worked stone, the rockcreep injects its acid into the mortar, weakening the structure. Each creature within 10 feet of the wall or in a 10-foot cube beneath the ceiling must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw when beneath a ceiling is also knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature, including the target, can take its action to remove the rubble and free the buried target by succeeding on a DC 10 Strength check.

Ruby Ooze

Medium ooze, unaligned

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Vulnerabilities lightning
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 6 (2,300 XP)

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of rubies.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ruby ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Acid Spray (Recharge 5-6). The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent ruby-like stone. On a success, the creature takes half the damage and isn't restrained. The restrained creature must make a DC 15 Constitution saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.

Efreeti, Legendary

Large elemental, lawful evil

Armor Class 18 (natural armor)
Hit Points 405 (30d10 + 240)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +9, Int +11, Wis +10, Cha +12
Skills Intimidation +12
Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 13
Languages Ignan, Primordial, telepathy 120 ft.
Challenge 24 (62,000 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, detect thoughts*
3/day each: *enlarge/reduce, tongues*
1/day each: *gaseous form, invisibility, major image, plane shift, wall of fire*

Legendary Resistance (3/Day). If the efreeti fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 17 (5d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 28 (8d6) fire damage.

Legendary Actions

The efreeti can take 3 legendary actions, choosing form 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 efreeti regains spent legendary actions at the start of its turn.

Attack. The efreeti makes one attack with its scimitar or uses its Hurl Flame once.

Move. The efreeti moves up to its full movement speed.

Summon Fire Elemental. A **fire elemental** appears in an unoccupied space within 30 feet of the efreeti and remains until destroyed. Elementals summoned in this way roll initiative and act in the next available turn. The efreeti can have up to three elementals summoned by this ability at a time.

Shadow Golem

Large construct, unaligned

Armor Class 16
Hit Points 212 (25d10 + 75)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Skills Stealth +11 (+17 in dim light or darkness)
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 16 (15,000 XP)

Strength Draining Aura. The golem emits an aura of negative energy that extends from it 15-feet in all directions. All creatures except undead and other shadow golems that start their turn in the aura have disadvantage on Strength ability checks and saving throws as well as on Strength-based attacks.

Amorphous. The golem can move through a space as narrow as 1 inch wide without squeezing.

Immutable Form. The golem is immune to any spell or effect taht 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.

Radiant Absorption. Whenever the golem is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Shadow Stealth. While in dim light or darkness, the golem can take the Hide action as a bonus action

Actions

Multiattack. The golem makes four slam attacks.

Slam. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) necrotic damage.

Skalavarius

Large construct , unaligned

Armor Class 17 (Natural Armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	19 (+4)	15 (+2)	16 (+3)

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 Common
Challenge 10 (5,900 XP)

Immutable Form. The Skalavarius is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Skalavarius's weapon attacks are magical.

Actions

Multiattack. The Skalavarius makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The Skalavarius targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Diamond Elemental

Huge elemental, neutral

Armor Class 20 (natural armor)
Hit Points 390 (20d12 + 140)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	24 (+7)	8 (-1)	14 (+2)	20 (+5)

Saving Throws Str +14, Int +6, Wis +8, Cha +12
Damage Resistance damage from spells
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses truesight 120 ft., tremorsense 120 ft., passive Perception 12
Languages Primordial, Terran, telepathy 120 ft.
Challenge 24 (62,000 XP)

Earth Glide. The elemental can burrow throguh nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Legendary Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The elemental makes two slam attacks.
Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 13 (3d8) slashing damage.

Legendary Actions

The elemental can take 3 legendary actions, choosing form 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 elemental regains spent legendary actions at the start of its turn.

Attack. The elemental makes one slam attack.

Move. The elemental moves up to its full movement speed.

Summon Earth Elemental. An **earth elemental** appears in an unoccupied space within 30 feet of the diamond elemental and remains until destroyed. Elementals summoned in this way roll initiative and act in the next available turn. The diamond elemental can have up to three elementals summoned by this ability at a time.

The Eternal Ship

Gargantuan undead, chaotic evil

Armor Class 19 (natural armor)
Hit Points 481 (26d20 + 208)
Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	26 (+8)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages understands all languages it knew in life
Challenge 22 (41,000 XP)

Spectral Crew. As a bonus action, The Eternal Ship discharges three **specters** from its deck, which appear in unoccupied spaces within 30 feet of The Eternal Ship. The ship's hit points are reduced by 5 for each specter created in this way. Specters summoned in this way take their turn on the same initiative order as the ship and act in the next available turn. The ship can have up to fifteen specters summoned by this ability at a time. The specters remain until destroyed, until the ship is destroyed, or until the ship uses its bonus action to reassimilate the specters, regaining 5 hit points for each specter reassimilated in this way.

Spectral Ship. The Eternal Ship can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. A creature whose space the ship enters is subject to the ship's Engulf and has disadvantage on the saving throw.

Creatures inside the ship can be seen but have total cover.

A creature within 5 feet of the ship can take an action to pull a creature or object out of the ship. Doing so requires a successful DC 23 Strength check, and the creature making the attempt takes 27 (5d10) necrotic damage.

Sunlight Sensitivity. While in sunlight, The Eternal Ship has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Eternal Ship can use its Frightful Presence. The Eternal Ship then makes three attacks with its spectral cannons, or it makes one attack with its cannons and uses its Engulf action.

Spectral Cannon. *Ranged Spell Attack:* +9 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) necrotic damage.

Engulf. The ship moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ship enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ship. A creature that choose snot to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ship enters the creature's space, and the creature takes 55 (10d10) necrotic damage and is engulfed. The engulfed creature is restrained and takes 55 (10d10) necrotic damage at the start of each of the ship's turns. When the ship moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 23 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ship.

A creature that has its hit points reduced to 0 from the necrotic damage this attack deals dies and becomes assimilated by the ship. The ship then regains 5 hit points. Creatures assimilated by the ship cannot be raised until the ship is destroyed.

Frightful Presence. Each creature of the ship's choice that is within 120 feet of the ship and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 ship's Frightful Presence for the next 24 hours.

The Tribunal

Gargantuan plant, neutral

Armor Class 17 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	5 (-3)	27 (+8)	5 (-3)	14 (+2)	7 (-2)

Saving Throws Wis +9
Skills Perception +16
Condition Immunities blinded, deafened, frightened, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 26
Languages understands Aquan but can't speak
Challenge 23 (50,000 XP)

Coral Barbs. The Tribunal is covered in natural coral spikes. A creature that touches The Tribunal or makes a melee weapon attack against The Tribunal while within 5 feet of it takes 7 (2d6) piercing damage plus 10 (3d6) poison damage.

Regeneration. The Tribunal regains 40 hit points at the start of its turn. If The Tribunal takes psychic or radiant damage, this trait doesn't function at the start of its next turn. The Tribunal is destroyed if it starts its turn with 0 hit points and doesn't regenerate.

Three Minds. The Tribunal has advantage on Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Multiattack. The Tribunal makes two coral pseudopod attacks.

Coral Pseudopod. *Melee Weapon Attack:* +16 to hit, reach 50 ft., one target. *Hit:* 45 (8d8 + 9) piercing damage plus 10 (3d6) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 19), pulled up to 50 feet toward The Tribunal, and restrained until the grapple ends. A target restrained by The Tribunal takes 7 (2d6) piercing damage plus 10 (3d6) poison damage at the start of each of its turns. The Tribunal can grapple up to four targets at a time with its pseudopods.

Rip Current. While underwater, a 5-foot-radius, 30-foot-tall cylinder of swirling water magically forms on a point The Tribunal can see within 120 feet of it. The whirlwind lasts for 1 minute, until The Tribunal is incapacitated, or until The Tribunal loses sight of it. Any creature but The Tribunal that enters the whirlwind must succeed on a DC 24 Strength saving throw or be restrained by it. The Tribunal can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the The Tribunal loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 24 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Coral Cage (1/Day). An immobile, natural, cube-shaped prison composed of coral grows around an area The Tribunal chooses within 120 feet of it and lasts until it the cage is destroyed. The prison is 10 feet on a side, creating a solid barrier. When The Tribunal creates the cage, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage is blinded and restrained, has total cover against attacks and other effects outside the cage, and it takes 7 (2d6) piercing damage plus 10 (3d6) poison damage at the start of each of The Tribunal's turns.

The cage can be attacked (AC 17; 50 hit points; immunity to poison and psychic damage). Destroying the cage deals no damage to The Tribunal, which can create a new cage on its next turn. The cage can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

REACTIONS

Defensive Coral. When The Tribunal is targeted by a ranged attack or included in a spell's area of effect, it quickly grows extra coral to protect itself. When it does so, the damage it takes from the attack is reduced by 20.

If this reduces the damage from the attack to 0, the Tribunal can make one coral pseudopod attack as part of the same reaction.

Three-Headed Clockwork Dragon

Huge construct, unaligned

Armor Class 18 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	10 (+0)	10 (+0)	1 (-5)

Saving Throws Str +12, Con +11
Skills Athletics +12, Perception +10
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 20
Languages understands Common but can't speak
Challenge 14 (11,500 XP)

Bound. The dragon is magically bound to three circlets. As long as the dragon is within 1 mile of a circlet wearer on the same plane of existence, the wearer can communicate telepathically with the dragon. While the dragon is active, the wearers see through its eyes and hear what it hears. During this time, the wearers are deaf and blind with regard to their own senses.

If only two circlet wearers are within 1 mile of the active dragon each hour spent wearing the circlets imposes one level of exhaustion on those wearers. If only a single wearer is within 1 mile of the active dragon, each minute spent wearing the circlet gives that wearer one level of exhaustion. If no circlet wearers are within 1 mile of the dragon, it views all creatures it can see as enemies and tries to destroy them until a circlet wearer communicates with the dragon or the dragon is destroyed. A circlet wearer can use its action to put the dragon in an inactive state where it becomes incapacitated until a wearer uses an action to switch the dragon to active.

Each circlet is a magic item that must be attuned.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

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

Siege Monster. The dragon deals double damage to objects and structures.

ACTIONS

Multiattack. The dragon can use its Oil Spray. It then makes five attacks: three with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) fire damage.

Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Fire Breath (Recharge 6). The dragon exhales fire in three separate 60-foot cones. Each creature in one of these cones must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. A creature in overlapping cones has disadvantage on the saving throw, but it takes damage from only one breath.

Oil Spray. The dragon sprays oil in a 30-foot-cone. Each creature in the area must succeed on a DC 19 Dexterity saving throw or become vulnerable to fire damage until the end of the dragon's next turn.

Tail Sweep. The dragon swings its bladed tail. Each creature within 15 feet of the dragon must make a DC 19 Dexterity saving throw. On a failure, a creature takes 16 (2d8 + 7) slashing damage and is knocked prone. On a success, a creature takes half the damage but isn't knocked prone.

Vampiric Knight

Medium undead, neutral evil

Armor Class 20 (plate, shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +6, Con +8, Wis +7
Skills Athletics +9, Perception +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 17
Languages the languages it knew in life
Challenge 11 (7,200 XP)

Regeneration. The vampiric knight regains 20 hp at the start of its turn if it has at least 1 hp and isn't in running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric knight's next turn.

Vampire Weaknesses. The vampiric knight has the following flaws:

Forbiddance. The vampiric knight can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampiric knight 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 vampiric knight's heart while the knight is incapacitated in its resting place, the vampiric knight is paralyzed until the stake is removed.

ACTIONS

Multiattack. The vampiric knight makes two impaling longsword attacks.

Impaling Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 +5) slashing damage if used with two hands, plus 9 (2d8) necrotic damage. The vampiric knight impales the target on its longsword, grappling the target if it is a Medium or smaller creature (escape DC 17). Until the grapple ends, the target is restrained, takes 9 (2d8) necrotic damage at the start of each of its turns, and the vampiric knight can't make longsword attacks against other targets.

Channel Corruption (Recharge 5-6). Each living creature within 20 feet of the vampiric knight must make a DC 17 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Shield. When a creature makes an attack against an allied vampire, the knight can grant the vampire a +3 bonus to its AC if the knight is within 5 feet of the vampire.

Zoobrigi

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 337 (27d10 + 189)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	24 (+7)	6 (-2)	10 (+0)	6 (-2)

Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages Deep Speech
Challenge 17 (18,000 XP)

Aberrant Aura. A field of aberrant energy extends from the zoobrigi 15-feet in all directions. Each creature that starts its turn in that area must succeed on a DC 14 Constitution saving throw or take one level of exhaustion. Once the target reaches 6 levels of exhaustion, it dies and instantly transforms into a gibbering mouther under the zoobrigi's control. The transformation of the body can be undone only by a wish spell.

Mad Shrieking. The zoobrigi's mouths constantly emit high-pitched shrieks. Each creature that starts its turn within 30 feet of the zoobrigi that can hear the shrieker must succeed on a DC 14 Wisdom saving throw.

On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what happens to it. On a 1 to 4, the creature can't take actions or bonus actions and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature is stunned for 1 minute; it can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Regeneration. The zoobrigi regains 50 hit points at the start of its turn. If the zoobrigi takes cold or fire damage, this trait doesn't function at the start of the zoobrigi's turn. The zoobrigi dies if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The zoobrigi makes one bite attack and four pseudopod attacks.

Bites. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 39 (10d6 + 4). If the target is Medium or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature it is grappled and pulled up to 15 ft. towards the zoobrigi. Until this grapple ends, the target is restrained. The zoobrigi can grapple up to four creatures at a time.