

THE MOUNTAIN OF GOLD



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THE MOUNTAIN OF GOLD

The Mountain of Gold is situated at the center of the Dragon's Bane Mountains, and is so-called for the vivid reddish-orange color it glistens as the sun sets. Those who inhabit the mountain range tell stories of how this light comes from the frozen blood of long-dead dragons: a belief that echoes the troubled history of the range itself.

The Mountain of Gold was founded in a time beyond mortal memory, when dragons and giantkin—not mere mortals—dominated the world. It began first as the fortress of Vorgar, the Scourge of Dragons: a giantkin king who waged a tireless and bloody war against the tyrants in the sky. Vorgar's vast treasure hoard attracted enemies from both without and within. If not for his eventual betrayal of his kin, Vorgar might have survived that bloody age, but alas, his fortress would survive to be conquered by his greatest rival: Avaraxia, an ancient blue dragon of terrifying cunning and strength.

Avaraxia, determined to protect his newfound wealth at all costs, decided to seal the fortress—and himself—behind powerful runes of illusion and enchantment magics. For two thousand years, Avaraxia slept; he dreamt of a future age where he could emerge unfettered by the petty strife of giants and dragons. Eventually, Avaraxia and his mountain fortress passed out of all knowledge. All that remained was the blood-orange echo of his kin's demise.

When Avaraxia at last awoke, he expected to find the world weak, depleted, and ripe for the taking. Instead, to his dismay, he found it overrun with unfamiliar and alien creatures: humanoids, fey, goblins, and all manner of small-minded and petty creatures who spent their meager and brief lives scrabbling for trinkets and baubles. To make matters worse, his own ilk had become fractured and diminished. Though these mortals were petty, they were many, and Avaraxia was alone. He was forced to realize that he could not conquer this new age through raw strength.

For a lifetime, Avaraxia assumed a human form. He wandered from kingdom to kingdom, probing the humors and weaknesses of these strange creatures. Eventually, Avaraxia settled on a fundamental truth: though mortals differed from one another in many ways, they shared with one another—and more importantly, with himself—the desire for wealth and safety. If he couldn't conquer the world through fire and fang, then he would pillage their riches through cunning commerce. Indeed, the mortals would relinquish their riches willingly! After all, what is a bank if not a hoard?

The scheme was quite simple. A noble puts in three gold pieces. Avaraxia takes one gold piece. A second noble puts in three gold pieces. Avaraxia replaces the missing gold piece with this new noble's gold. Repeat a hundred times over, a thousand times, ten thousand times, and instead of a single gold piece, it is a hundred gold pieces, a thousand. New gold replaces old gold, and none are the wiser; it continues to work so long as there are incoming deposits. And there always are.

To obfuscate the mechanisms of his bank, Avaraxia appointed three lieutenants. Each lieutenant would cater to a different clientele and operate a separate Vault. The Vault itself didn't matter to Avaraxia, though: in the end, it would

always find its way to his lair. In fact, there are few creatures who even know that the dragon exists, and let alone that he reigns as ruler of the Mountain of Gold. In this new age of humanoids, the mountain thrives as a bank of legendary renown that protects the wealth of those who deposit there—and Avaraxia's hoard—with all the legal and martial measures that money can buy.

For over a decade, the operation has hummed along without issue. But while Avaraxia rests atop his hoard, his lieutenants grow ever bolder. Rivalries are forming, and it won't be long before tensions boil over. Enterprising adventurers may find themselves embroiled in a shadow war of corporate espionage, high-stakes thievery, and, eventually, civil conflict.

POPULATION

The population of the Mountain of Gold is approximately 2,000 people, most of whom work for one of the three Vault Lords. Kobolds, native to the mountain range, comprise the bulk of the population, though a smattering of humans, gnomes, dwarves, elves, and especially dragonborn can be found among them.

LIFE UNDER THE MOUNTAIN

While living in a subterranean city might seem daunting, it's not so different from life above—with some notable exceptions.

Getting Around: the Tram. After the three great Vaults were completed, Avaraxia contracted a gnome inventor to unite the mountain with a single transportation system. This gnome, Hisver Tosslespring, brought forth an ingenious system of tracks, pulleys, switches, and cars—the Tram. But of course, no one rides the Tram for free! The toll is 1 sp per ride, no exceptions; the coin goes straight into Avaraxia's lair, of course.

Light. Great braziers hold permanent motes of *dancing lights*, ensuring all creatures can appreciate the fine splendor of the mountain's halls.

Telling Time. In addition to the Tram, Hisver Tosslespring also installed a series of mechanical alarm clocks, all of which are synchronized to blare a trumpet horn at morning, midday, and evening. From the Mountain of Gold's entrance to the depths of its Vaults, one is bound to hear the (obnoxious) clearing of its trumpets.

THE VAULT LORDS

The Mountain of Gold is divided into three great Vaults, and each Vault is ruled by one of Avaraxia's lieutenants. These Vault Lords cater to different clientele, ensuring that, no matter one's social stature, their gold ends up in Avaraxia's coffers.

MEZZATHON, THE PIT FIEND

The most unscrupulous of Avaraxia's lieutenants is Mezzathon, the **pit fiend**. This devil lord deals with the underbelly of society, the thieves, grifters, and killers of the world. If one must hide their ill-gotten wealth somewhere, Mezzathon offers security of the highest order—for a price. As with many

powerful devils, his contracts are binding, unbreakable, and sealed in blood. To cross Mezzathon is to forfeit one's soul.

DURU, THE EFREETI

A genie of the ancient world, Duru, the **efreeti** is in charge of the world's middle class: merchants, artisans, and religious institutions. He is known as a player of games, appearing in gambling halls disguised as a miser or drunk to cheat someone out of their hard-earned gold—gold that just so happens to be stored within his own Vault. Duru cares not for Avaraxia's rule, but finds their arrangement mutually beneficial...for now.

AKUNURA, THE ANDROSPHINX

The greatest of Avaraxia's lieutenants is Akunura, the **andro-sphinx**, an ancient and wise creature entrusted with the nobility of the world. Unlike his less savorable peers, Akunura deals not in gold, but in information. He keeps nothing for himself but ancient tomes, magical baubles, and clandestine whispers. Though Akunura finds his alliance with Avaraxia distasteful, he can't deny its convenience: nobles, barons, and even kings are drawn to the Mountain of Gold like moths to a flame.

NOTABLE LOCATIONS

THE COMMON HALL

Though the Mountain of Gold is not a city proper, it still hosts residential and commercial services out of sheer necessity—after all, hardworking kobolds need ale just as much as the next person! But before one can even think about accessing one of the three great Vaults, they must first take a number and enter the Common Hall. The wait is so notoriously long that a shantytown of services was built to serve those in line. Established members, current employees, and distinguished guests may skip the line with magically attuned signet rings; the quality of the ring dictates a certain level of access. Everyone else has to keep their ticket firmly in hand.

Take a Number. Upon arriving at the Mountain of Gold, the characters must take a number from the constructs (a **vault scanner**—see the appendix—guarded by two **animated armors** holding **flying swords**) guarding the entrance. You may assign them any number you like, or roll 2d20. Either way, they are several months from being seen by anyone.

YOU'RE HERE A WHILE TAVERN & INN

One of the oldest establishments in the Common Hall, You're Here a While is a hybrid tavern and inn owned and operated by an adventurer named **Alistair Rook** (see the appendix) and his assistant, a blind medusa called **Mira** (see the appendix). Nobody knows how long Alistair and Mira have been in the Common Hall, and whenever someone asks Alistair when they're due to be seen, he simply says, "Oh, any day now." In truth, Alistair currently operates as a fixer and a thief in the shadow of the mountain, and has been hunting a dangerous artifact that's fallen into Akunura's lap. Enterprising adventurers may find themselves in Alistair's employ—or at the edge of his blade.

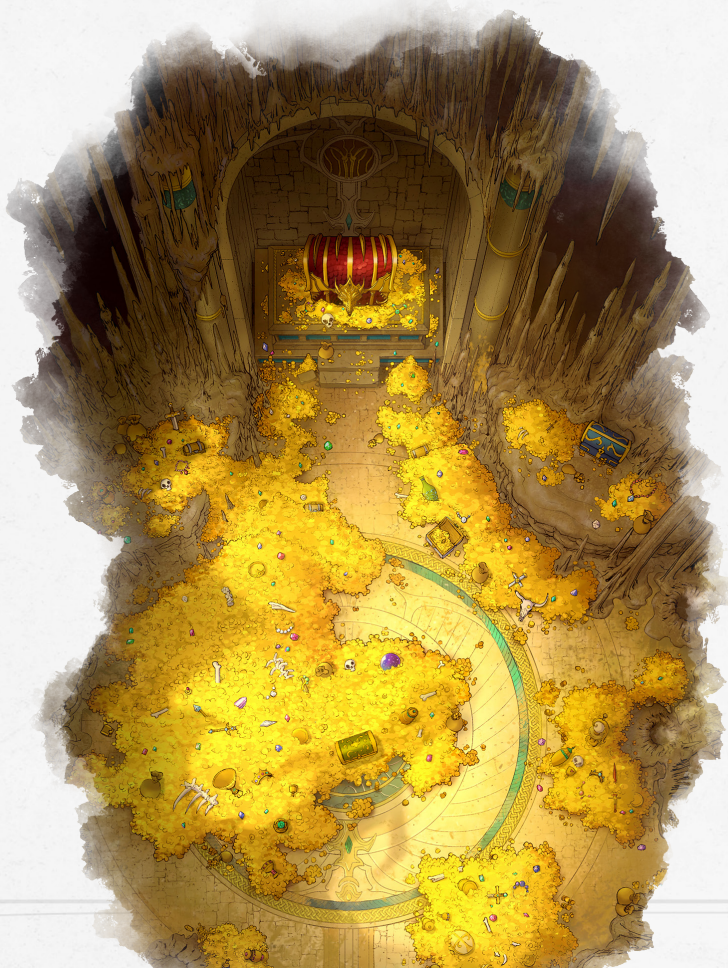
RAZZLEBLAST'S CURIOSITY SHOP

With hundreds of people coming and going each day, things are bound to get lost, stolen, or abandoned. Given enough time, the most interesting of these trinkets find themselves at Razzleblast's Curiosity Shop. While a far cry from a metropolitan magic shop, Razzleblast (gnome **mage**) does his best to satisfy the needs of his customers, imbuing common trinkets with magical properties. The efficacy of these enchantments is suspect, however, and often backfire on their wielder.

Razzleblast can sell the characters any magic item of rare or lower quality at half the cost, but the item is bound to eventually malfunction. Whenever one of Razzleblast's items is used, roll a d20 in secret. On a 1–4, a malfunction occurs. The nature of the malfunction depends on the magic item: a *folding boat* might twist itself into a nonsensical shape, or a *shortsword +1* might transmute into a useless piece of rubber, for example. Whatever happens, however, the item is destroyed, and Razzleblast has a strict no refunds policy.

THE BEGGAR'S PALACE

Much to the chagrin of Avaraxia and his lieutenants, the thieves' guild has a strong presence within the Mountain of Gold. Thinly disguised as a charity organization, the Beggar's Palace is a safehouse for runaway thieves and a tradehouse of information. The "Beggars," children mostly, keep their eyes and ears peeled throughout the Common Hall for bits of gossip. One such Beggar, a young tiefling woman named **Raikya** (see the appendix), is a known entity to the mountain's security constructs; she's currently recovering at the Palace from a botched job. Adventurers in need of information can probably find what they're looking for here—for a price, of course.



HUSTLE AND BUSTLE

Even at the quietest hours of the night, the Common Hall is a busy place. Each hour (or whenever you deem it appropriate), roll a d20. On a result of a 19–20, an event happens. Roll on or choose from the table below to see what trouble finds the characters:

HUSTLE AND BUSTLE - THE COMMON HALL

d6 Event

1 An impromptu security sweep (**vault scanner**) catches a Beggar child (**commoner**) in possession of a fake signet ring. The child starts running, then bumps into the characters; they ask them for help evading Vault security.

2 A group of six drunk **kobolds** stumble past the characters, singing a nonsensical shanty. They each wear a copper signet ring, granting them employee-level access; if they detect someone trying to steal it, they call for Vault security.

3 A newcomer to the Mountain of Gold (**veteran**) is frantically looking to trade tickets with someone. If the characters exchange their ticket, the newcomer grows angry—this one's somehow even worse than his original ticket!

4 An explosion rocks Razzleblast's Curiosity Shop: a *wand of fireballs* has backfired. Luckily for Razzleblast, he survived the explosion with nothing worse than a few singe marks. He spends the next few days ensuring everyone of his products' reliability.

5 A disgruntled servant (**commoner**), sick of waiting in line on behalf of his noble employer, offers to sell the characters his ticket for a modest sum. If the characters accept, they find themselves the proud owner of the very next number in line.

6 The You're Here a While Tavern & Inn empties out in a sudden panic: several **giant spiders** have taken root in the cellar. If the characters investigate, they find Alistair and Mira caught in the spiders' webs.

THE OBSIDIAN VAULT

Presided over by the shrewd **pit fiend** known as Mezzathon, the Obsidian Vault is a house of dark dealings. Carved of black rock, its walls bear inscriptions of binding sigils: a hint of the damning pacts forged within. In the Obsidian Vault, thieves, robber barons, and shadowy servants can store their ill-gotten wealth—for a price. Mezzathon, with cunning and charm, wields the power of blood contracts, binding these unscrupulous individuals forevermore to the Mountain of Gold.

DEFENSES: TRAPS & OBSTACLES

The Obsidian Vault is equipped with the following traps and obstacles:

Trap: Mirrors of Life Trapping. Certain rooms or important junctions may be watched over by wall-sized *mirrors of life trapping*. Only Mezzathon knows the command word.

Trap: Hypnotic Obelisks. Once the alarm is raised, obe-

lisks bearing fiendish sigils are deployed at regular intervals throughout the Obsidian Vault. These obelisks have an effect identical to that of the *hypnotic pattern* spell, except it can't affect the Vault's servants and constructs.

Obstacle: Blood Keys. Only those in possession of a blood key may enter the Obsidian Vault without immediately raising the alarm. A blood key is a magic trinket (though not necessarily a key) infused with the blood of one who's made a pact with Mezzathon. This key also unlocks the pact-owner's personal vault—and only their vault.

Obstacle: Spell Suppression. Mezzathon fears magic, and so has enchanted the Obsidian Vault with an aura of spell suppression. While within the Obsidian Vault, a creature must expend a spell slot one level higher than normal when casting a spell. For example, a cantrip would require a 1st level spell slot, a 1st level spell would require a 2nd level spell slot, and so on.

DEFENSES: SERVANTS & CONSTRUCTS

The Obsidian Vault is guarded by the following servants and constructs:

Lesser Fiends. Though kobolds are the public-facing workforce of the Mountain of Gold, the Obsidian Vault is populated by small fiends bound to Mezzathon's service. These creatures include **dretches**, **lemures**, and **imps**. They are under strict orders not to harm or otherwise inconvenience anyone in possession of a blood key—unless, of course, that person has raised the alarm somehow.

Gargoyle Statues. Stationed throughout the Obsidian Vault are watchful **gargoyles**, who remain motionless until the alarm is raised.

Vault Security. In addition to Mezzathon's personal servants, the Obsidian Vault is guarded by the Mountain of Gold's typical security forces: **vault scanners**, **animated armors** wielding **flying swords**, and, in the most sensitive areas of the Vault, vault guardians (**iron golems**).

THE HELL CRUCIBLE

Deep within the Obsidian Vault, the Hell Crucible awaits. Within this blood-soaked arena, Mezzathon orchestrates savage contests, pitting prisoners and creatures against each other; the crucible's blackened stone floor is well-worn by the countless footsteps of challengers and monsters alike. Chains, spikes, and grotesque trophies adorn the walls, hinting at the fate of defeated champions.

Unbeknownst to all but Mezzathon himself, the Hell Crucible houses a terrible secret: a magical gem called the sanguine shard rests in its bowels, hungrily absorbing the vast amount of blood that seeps through the arena floor. Mezzathon is using the shard to construct an immensely powerful sanguine golem; he plans to use this golem to conquer the Mountain of Gold for himself.

THE AMBER VAULT

The Amber Vault is governed by Duru, an ancient efreeti, and caters to the middle class: merchants, religious organizations, and minor nobles. Behind its golden walls, Duru ropes vulnerable people into rigged games of chance to exploit their desire for wealth.

DEFENSES: TRAPS & OBSTACLES

The Amber Vault is equipped with the following traps and obstacles:

Trap: Walls of Fire. Once the alarm is raised, strategically placed *walls of fire* ignite throughout the Amber Vault, sealing off private vaults and all exits.

Trap: Glyphs of Hold Person. Should anyone not bearing an appropriate signet ring or vault key enter the Amber Vault, they're likely to succumb to *glyphs of warding* prepared with *hold person* spells.

Obstacle: Shifting Layout. As an *efreeti*, Duru is able to magically alter the layout of the Amber Vault on a whim. This may lead intruders in a circle—or to Duru himself, who is more than willing to gamble with his own life and the lives of his guests.

Obstacle: Spell Suppression. Like Mezzathon, Duru fears magic, and has enchanted the Amber Vault with an aura of spell suppression. While within the Amber Vault, a creature must expend a spell slot one level higher than normal when casting a spell. For example, a cantrip would require a 1st level spell slot, a 1st level spell would require a 2nd level spell slot, and so on.

DEFENSES: SERVANTS & CONSTRUCTS

The Amber Vault is guarded by the following servants and constructs:

Elemental Servants. Aside from the usual retinue of kobolds, the Amber Vault is populated by a number of elementals bound to Duru's will. These creatures include **magmins**, **magma mephits**, **salamanders**, and **fire elementals**. They are under strict orders not to harm anyone bearing the proper insignia, unless they've been designated as a security threat.

Fire Giants. Duru has ensorcelled several **fire giants** and trapped them in a pocket dimension. He will only deploy them in the most dire of circumstances, as the creatures are guaranteed to devastate the Vault's structural integrity.

Vault Security. In addition to Duru's personal servants, the Amber Vault is guarded by the Mountain of Gold's typical security forces: **vault scanners**, **animated armors** wielding **flying swords**, and, in the most sensitive areas of the Vault, vault guardians (**iron golems**).

THE HALL OF GAMES

Duru's personal lair, the Hall of Games, lies within a pocket dimension accessible only from the Amber Vault. The chamber is adorned with luxurious fabrics, gleaming chandeliers, and intricately carved game tables; and yet, despite its opulence, the chamber is wreathed in magical shadow. The intoxicating aroma of incense candles permeates the air. In the center, a grand gaming table serves as Duru's throne, where schemes are hatched and fortunes gambled. Here, the *efreeti* revels in the thrill of manipulating games of chance, luring the unwitting and the greedy to their financial ruin.

THE SAPPHIRE VAULT

The Sapphire Vault stands as the most outwardly legitimate of the three great Vaults, and is ruled by the enigmatic **androsphinx**, Akunura. Only the richest creatures on earth

may store their wealth here, and Akunura is a capable and honorable guardian; he cares not for personal enrichment, only knowledge.

DEFENSES: TRAPS & OBSTACLES

The Sapphire Vault is equipped with the following traps and obstacles:

Trap: Banishment Glyphs. Akunura prefers to dispatch intruders without harming them directly. Should the alarm be raised, several *glyphs of warding* prepared with *banishment* spells will be activated throughout the Sapphire Vault.

Trap: Magic Maze. Once the alarm is raised, an elaborate and powerful *maze* spell is cast on the entire Vault: intruders must succeed on a DC 15 Wisdom check to determine that they've suddenly found themselves in a maze. Otherwise, they continue on without realizing a spell's been cast.

Obstacle: Permanent Arcane Eyes. The Sapphire Vault is patrolled by giant, translucent floating eyeballs, such as those created by the *arcane eye* spell. These eyeballs continuously provide Akunura with fresh information.

Obstacle: Riddle Doors. In addition to requiring the appropriate key (typically one's signet ring, though others choose more esoteric trinkets as their "key"), would-be visitors are required to memorize the answer to a specific riddle. When visiting their personal vault, the visitor is greeted by a *magic mouth* placed on the vault door; the *magic mouth* asks the riddle and waits for an answer. If the answer is incorrect three consecutive times, the alarm is raised.

DEFENSES: SERVANTS & CONSTRUCTS

The Sapphire Vault is guarded by the following servants and constructs:

Cleaning Constructs. Akunura relies on lesser constructs to maintain the Vault. These creatures include animated brooms (treat them as **flying swords**, except their Longsword attacks deal bludgeoning damage), **homunculi**, and **rugs of smothering**.

Minotaurs. Once the *maze* trap has been activated, Akunura sets loose his **minotaurs**, who seek out the intruders with deadly efficiency.

Vault Security. In addition to Akunura's personal servants, the Sapphire Vault is guarded by the Mountain of Gold's typical security forces: **vault scanners**, **animated armors** wielding **flying swords**, and, in the most sensitive areas of the Vault, vault guardians (**iron golems**).

AKUNURA'S ARCANES REPOSITORY

Akunura's personal lair, the Arcane Repository, stands at the very center of the Sapphire Vault. Like a great battery, its magic radiates out to animate the constructs, traps, and obstacles that Akunura has employed. The air within the Repository crackles with energy, arcing between towering bookcases filled with ancient tomes and illuminated manuscripts. Glyphs, inscribed on the floor, pulse with power. Akunura meditates at the center of the room, the calm eye of an arcane storm. It is here that he keeps vigil over the Vault's treasures, even as he studies them.

PEOPLE OF INTEREST

AVARAXIA, LORD OF THE MOUNTAIN

Avaraxia is an **ancient blue dragon** who willingly sealed himself away in the Mountain of Gold for a whole age. When he awoke, he found the world irrevocably changed: his own kind diminished, the land ruled by mortals. Now, Avaraxia is the secret Lord of the Mountain. All gold leads to his hoard.

- **Ideal: Wealth.** Avaraxia cares not for the world, only for its gold, silver, and precious gemstones.
- **Bond: Dragonkind.** Though cynical, Avaraxia maintains a softness toward his own kind.
- **Flaw: Laziness.** Avaraxia is difficult to stir from his hoard, preferring to let his lieutenants do all the work. So long as gold continues to trickle into his lair, Avaraxia's servants can openly scheme against him.
- **Scheme: The Mountain of Gold.** Avaraxia's bank would be called a pyramid scheme in our own world. He has taken advantage of mortal's obsession with wealth in order to passively add to his own hoard.

MEZZATHON, THE PIT FIEND

A powerful and cunning devil lord, Mezzathon was summoned by Avaraxia to serve him as a dread lieutenant. His role within the Mountain of Gold is to deal with society's underbelly, and to bind as many as possible into contractual service. Still, in the decade that has followed, Mezzathon has found his own fun in the form of gladiatorial games; those under contract might yet win their freedom in Mezzathon's Hell Crucible.

- **Ideal: Power.** Mezzathon craves power, specifically power over others.
- **Bond: Contracts.** To attain this power, Mezzathon uses tricky contracts to bind creatures (and their wealth) to himself.
- **Flaw: Hubris.** Like many devils, Mezzathon often underestimates creatures he deems as lesser (i.e., most creatures).
- **Scheme: Conquer the Mountain.** Deep within the Obsidian Vault, Mezzathon has constructed a gladiatorial arena: the Hell Crucible. This arena conceals an ancient, fiendish artifact called the sanguine shard; as blood drips below, the shard grows in strength. Soon, Mezzathon will unleash an immensely powerful sanguine golem on the Mountain of Gold in a bid to rule alone.

DURU, THE EFREETI

Duru is an inscrutable and conniving genie that was trapped inside a magical vase for centuries. He was set free by Avaraxia in exchange for his eternal servitude—the vase remains in Avaraxia's lair, as an insurance policy. Duru is responsible for dealing with the merchant class, and tricking them out of their hard-earned wealth with rigged games of chance.

- **Ideal: Freedom.** Duru values his freedom above all else. He'd rather die than be trapped in the vase again.
- **Bond: The Vase.** Duru's fate is tied to that of his prison. So long as the vase exists, Duru feels a knife hanging over his neck.

- **Flaw: Gambler.** Duru loves to take risks, and can be talked into gambling just about anything.
- **Scheme: Bide Time.** Duru knows that the Mountain of Gold—and Avaraxia himself—can't last forever. His plan is to simply wait out the dragon's life, then claim the vase for himself.

AKUNURA, THE ANDROSPHINX

Akunura is the wisest of Avaraxia's lieutenants. Unlike Mezzathon and Duru, the androsphinx is not bound to the dragon's will: he chose to work with Avaraxia voluntarily, drawn to the vast amount of information flowing in and out of the Mountain of Gold. For Avaraxia, Akunura was the perfect candidate to work with the nobility of the world—he certainly couldn't trust a devil or a genie to the task. Akunura is the secret master of the Beggar's Palace, using its servants to keep tabs on the other Vaults.

- **Ideal: Knowledge.** Akunura cares most about knowledge, in all its forms. It's the only currency he believes in.
- **Bond: Beggar's Palace.** Though powerful in his own right, Akunura dares not spy openly on Mezzathon and Duru. He relies on mortal agents to keep tabs on his rival lieutenants.
- **Flaw: Complicit.** Akunura's flaw is his complicity in Avaraxia's schemes. He wishes to maintain the status quo: foiling his counterparts' schemes, sure, but doing nothing to right the injustices of the Mountain of Gold. He feels guilty about this—but not guilty enough to change anything.
- **Scheme: Foil Other Lieutenants.** Akunura enjoys the arrangement he has with Avaraxia, and fears that his fellow lieutenants will upset the balance of the mountain in pursuit of power. He's using the Beggar's Palace to keep tabs on Mezzathon and Duru; he knows of the secret beneath the Hell Crucible, and is seeking capable agents to destroy or steal the sanguine shard.

ALISTAIR ROOK, THE RAVENHEART

Alistair Rook operates the You're Here a While Tavern & Inn, but is secretly the Ravenheart: a master thief once apprenticed to the elven master, Daer Rook, from whom he inherited the Ravenheart title. Alistair is currently hunting for something called the Puzzle Box of Cairn'dorn, a magical weapon of immense power capable of altering reality itself.

- **Ideal: Equality.** As someone who once lived on the streets, Alistair believes firmly in social and wealth equality.
- **Bond: Former Master.** Alistair strives to live up to the legacy of Daer Rook, and to the title of Ravenheart.
- **Flaw: Untrusting.** Alistair has a hard time trusting others and forming connections, despite wanting meaningful relationships.
- **Scheme: Steal the Puzzle Box.** Alistair has tracked the Puzzle Box of Cairn'dorn to the Vault of Akunura, the Androsphinx. He is currently planning the most dangerous heist of his life in order to recover the box, before its power is unleashed on the mountain.

MIRA, THE BLIND MEDUSA

Mira is the ward of Alistair Rook, and his assistant at the You're Here a While Tavern & Inn. Once a powerful warrior of an ancient serpentfolk clan, her kind was persecuted to the brink of extinction; Mira herself was blinded and turned to stone by a magical lance. When Alistair freed her from petrification centuries later, she awoke into a new world: one that she's been trying to understand ever since.

- **Ideal: Inclusivity.** Mira is all too familiar with the evils of bigotry, and is a firm believer in inclusivity.
- **Bond: Alistair.** Though many could have saved the Blind Medusa from her long slumber, it was Alistair that finally took pity on Mira. She is unfaithfully loyal to him.
- **Flaw: Bad Tempered.** Mira is prone to explosive bouts of anger, especially if someone treats her like a monster or beast.
- **Scheme: Find the Clan.** Above all, Mira wishes to find her own people again, though this quest has been put on hold until Alistair has completed his big heist. She is unsure anyway if they even exist.

RAIKYA, THE BEGGAR

Raikya is a tiefling “Beggar,” a purveyor of information within the Mountain of Gold. A thief with principles, she prefers to steal from the rich and give to the poor, using her quick wits and charm to talk her way out of trouble. Raikya is currently recovering from a heist that went awry at the Beggar's Palace; Duru, the Efreeti is currently offering a substantial gold reward for the thief's capture.

- **Ideal: Equality.** Like Alistair Rook, Raikya was discarded at a young age and forced to live on the streets. She believes firmly in the redistribution of wealth, and acts on that belief.
- **Bond: Common Folk.** Raikya works tirelessly to uplift the poor and disadvantaged, no matter the personal risk.
- **Flaw: Arrogant.** Raikya is overconfident at times; it is this arrogance that nearly got her killed breaking into the Amber Vault.
- **Scheme: Steal the Wishstone.** Raikya has caught wind that a *wishstone*—literally a stone that can grant a single *wish*—lies somewhere in Duru's personal hoard. She plans to use the stone to redistribute the entirety of the Mountain of Gold's riches amongst all its people—kobolds and servants alike!

THINGS TO DO IN THE MOUNTAIN OF GOLD

When visiting the Mountain of Gold, there are a few noteworthy activities.

THE HELL CRUCIBLE

Deep within the Obsidian Vault, the pit fiend Mezzathon has constructed a deadly arena: the Hell Crucible. Because of the vast wealth flowing in and out of the Mountain of Gold, the games are extravagant, and their rewards unimaginable to the common folk. Each year, lords and ladies from all over the world put forth their champions—knights and proven gladiators—in the hopes of being crowned the victor. Un-

sponsored contenders, the farmhands and desperados of the world, may join as well, though they are little more than an appetizer to whet the crowd's bloodlust. To date, no unsponsored fighter has ever conquered the Hell Crucible.

Joining the Hell Crucible. The characters are free to register for the Hell Crucible whenever, with or without a sponsor. Should they secure a sponsor, however, they'll be allowed to carry with them a magical boon. The type of boon depends on the sponsor:

- Mezzathon: *wand of fear*
- Duru: *brazier of commanding fire elementals*
- Akunura: *ioun stone (reserve)*
- Anyone else: *bag of beans*

The Games Begin. As the Crucible begins, the characters are ushered into the bloodsoaked underbelly of the arena by armed guards; if they hadn't stored their belongings prior to this, they're taken now and placed deeper into the Obsidian Vault (they'll be safely returned, providing the characters survive). If the characters were gifted a boon by a sponsor, however, they're allowed to keep it. Finally, the characters are each given medium leather armor and their choice of a basic weapon. Once the outfitting is done, the horn above sounds: let the games begin!

STAGE I: ROC AND ROLL

When everyone is ready, read or paraphrase the following:

The bloodsoaked grating opens, revealing a sky of rock and stone. The crowd noise is deafening. Below you, gears rumble to life and the platform begins to rise. Soon, you're standing in the center of the arena. Before you is a gargantuan, bird-like creature, bound by magical chains. Its razor-sharp mouth snaps at the air, searching for prey—for you.

Allies. The characters are accompanied by 20 **commoners**, 5 **knights**, 3 **veterans**, and 1 **gladiator**. Whenever an ally would make a roll (such as an attack roll or a saving throw against the boulder trap in this stage), you may choose to roll only once per creature type and apply the effects evenly. For example, if the commoner group fails their saving throw against the boulder trap, the group takes 11 (2d10) bludgeoning damage. Commoners have 4 hit points each, meaning two commoners were squished and one is close to death. This keeps the fight manageable for the GM by simulating the chaos of the arena.

Encounter: Gladiatorial Roc. The characters and their allies must face a gladiatorial **roc** (treat it as normal, except it may make four attacks with its Multiattack instead of two), which begins the battle by breaking free of its magical chains. Permanent *walls of force* prevent it from flying out of the arena (or eating the spectators). The roc always attacks the closest creature, prioritizing NPCs.

Trap: Boulder Rush. Several pairs of portals open up throughout the arena. On initiative count 20, boulders fly from one set of portals toward their partners. If using a map, you may place these portals manually. If not, assume there are enough boulders to affect every creature in the arena.

Creatures without the ability to fly or levitate must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) bludgeoning damage. Alternatively, a creature may attempt a DC 16 Strength (Athletics) saving throw to knock a boulder off course, taking damage as normal on a failure. The trap can be disabled by targeting the portals with a *dispel magic* spell cast at 5th-level or higher, by knocking at least two boulders off course, or by destroying at least two boulders. Each boulder has AC 18, 20 hit points, resistance to nonmagical weapons, and immunity to psychic and poison damage.

STAGE 2: GOING APE

When everyone is ready for the next stage, read or paraphrase the following:

The roc lies dead, and the boulder portals closed—but just as the dust clears, you hear the gears of another platform whir to life. As it rises, you see its deadly cargo silhouetted against the arena: a ferocious, armored giant ape. It holds in its hands a serrated battleaxe, slick with gore.

Allies. The characters are accompanied by any NPCs that survived Stage 1.

Encounter: Gladiatorial Ape. The characters and their allies must face a gladiatorial **giant ape** (treat it as normal, except its plated armor increases its AC to 15 and its Fist attack becomes a Battleaxe attack that deals 33 (5d10 + 6) slashing damage. Additionally, it makes up to three attacks with its Multiattack, instead of two). Permanent *walls of force* prevent it from leaving the arena (or attacking the spectators). The giant ape always attacks the closest creature, prioritizing NPCs. It uses the boulders from Stage 1 for its Rock attacks.

STAGE 3: SHARK WEEK

When everyone is ready for the next stage, read or paraphrase the following:

The fearsome ape collapses and draws its final, ragged breath. The crowd roars its approval. Over the din, you hear the mechanisms of the arena begin to churn once more. But this time, there is no platform—instead, great grated pipes emerge from the arena walls. Brackish water begins filling the arena at an alarming rate.

Allies. The characters are accompanied by any NPCs that survived Stages 1 and 2.

Encounter: Giant Sharks. The characters and their allies must face three **giant sharks**. The sharks always attack the closest creature, prioritizing NPCs.

Submersion. During this stage, the arena is submerged in 30 feet of water. Permanent *walls of force* prevent the water from escaping.

STAGE 4: GRAND MELEE

When everyone is ready for the next stage, read or paraphrase the following:

As the bloodied water drains through the arena floor, the crowd cheers for the survivors. Bodies litter the earth. Then, a booming voice silences the crowd—the Vault Lord and master of these games, Mezzathon. “Silence,” he declares. “You all have fought valiantly through my Hell Crucible, and I commend your bravery and sacrifice of blood. Unfortunately, there may only be one winner. Let the Grand Melee begin!”

Encounter: Free For All. The characters must face one another and any NPCs that survived Stages 1, 2, and 3. The Grand Melee doesn’t end until one person is left standing. Should the characters refuse to fight one another, Mezzathon gives them an ultimatum: fight honorably, or he will slay them personally in single combat.

RECOVERY AND PRIZES

Characters slain in the Hell Crucible find themselves resurrected deep within the Sapphire Vault. This may result in the characters being recruited by Akunura (GM’s discretion).

If a character survived and was the last person standing after the Grand Melee, Mezzathon awards them the grand prize: a golden, ornately decorated chest (worth 500 gp) overflowing with 5000 gp.



WORK FOR THE VAULT LORDS

The three Vault Lords are always in need of reliable help, be it for legitimate work or less savory tasks. Proven adventurers will find no shortage of work in the Mountain of Gold.

Should the characters wish to engage with one of the Vault Lords, roll on or choose from the appropriate task table below:

MEZZATHON TASKS

- | d4 | Task |
|----|---|
| 1 | The characters are sent to secure a signature for an infernal contract, something that will permanently bind the signee to Mezzathon. |
| 2 | Invisible <i>arcane eyes</i> are spying on the Obsidian Vault; the characters must locate and destroy them. |
| 3 | The characters are hired to clear the Hell Crucible of gore and viscera. It's dirty work, but someone's gotta do it! |
| 4 | A would-be thief was captured inside a <i>mirror of life trapping</i> . The characters are sent to perform an offsite interrogation. |

DURU TASKS

- | d4 | Task |
|----|---|
| 1 | One of Duru's pet fire giants has escaped its pocket dimension, and is now wreaking havoc in the Amber Vault. The characters must slay the creature. |
| 2 | Invisible <i>arcane eyes</i> are spying on the Amber Vault; the characters must locate and destroy them. |
| 3 | The characters are sent to collect a debt from a merchant lord who lost everything to Duru in a card game. |
| 4 | Several kobolds (along with their signet rings) have gone missing. The characters must find them. |

AKUNURA TASKS

- | d4 | Task |
|----|--|
| 1 | Some Vault Security constructs have seemingly malfunctioned. The characters are sent to investigate. |
| 2 | The characters are tasked with keeping a noble entertained during his stay in the Mountain of Gold. |
| 3 | The Beggar's Palace needs some routine maintenance. |
| 4 | The characters are given a mysterious trinket—magically marked, so it won't be stolen—and asked to consult Razzeblast on its origin. |

KEYCOIN



Complication

The signee (**veteran**) is an underworld kingpin, and refuses to sign the infernal contract. He is accompanied by his gang (6 **bandits**).

Upon destroying one of the *arcane eyes*, a Beggar from the Palace (a servant of Akunura) approaches the characters and asks them to leave the other eyes untouched.

Over the course of cleaning, the characters discover that the arena floor is soaked through with blood. There's no way to get it all out. Surprisingly, Mezzathon still pays them for a job well done.

The thief is a Beggar, a servant of Akunura. She was sent to investigate the bowels of the Hell Crucible, but got caught. Refer to "Steal the Sanguine Shard" for more information.

Complication

The characters are presented with an opportunity to steal something from someone's private vault (GM's discretion). The goods are marked, however.

Upon destroying one of the *arcane eyes*, a Beggar from the Palace (a servant of Akunura) approaches the characters and asks them to leave the other eyes untouched.

The merchant lord (**noble**) begs the characters to win his fortune back from Duru in a game of chance. Refer to "Steal the Wishstone" for more information.

The kobolds are under the effects of a *sleep* spell in the Beggar's Palace. The Beggars are using their signet rings to gain access to the Obsidian and Amber Vaults.

Complication

The constructs were intentionally sabotaged by Alistair Rook and his companion, Mira. Refer to "Steal the Puzzle Box of Cairn'dorn" for more information.

Over the course of the evening, the noble requests increasingly strange and dangerous forms of entertainment.

The characters overhear Raikya whispering to someone about her failed heist. Refer to "Steal the Wishstone" for more information.

The magic item is cursed, and the characters are infected by it. The nature of the curse is up to the GM's discretion.

RANDOM ENCOUNTERS IN THE MOUNTAIN OF GOLD

As the characters explore the city, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

1 A particularly plump **golden ooze** with 3d8 additional hit points squeezes itself into a narrow space and disappears, leaving behind 17 (ooze-covered) gp. If the characters pursue the ooze (by shrinking themselves down or otherwise circumventing the obstacle) and slay it, they can recover 213 cp, 107 sp, 24 gp, and 7 pp from its body. Later, the characters come across a gnome **commoner** putting up posters: MISSING PET OOZE.

2 A group of five **kobolds** are struggling to pull a huge wheeled crate through the mountain hall. The crate contains a **giant ape**, who soon wakes up from the *sleep* spell cast on it and begins bursting free. Unless the characters intervene, the giant ape carves a path of destruction through the mountain hall before being driven out by the city guard.

3 A **gladiator** of the Hell Crucible—with one hand replaced by an iron blade—is advertising the upcoming tournament from atop an apple crate. He singles out the strongest-looking character and challenges them to enter the arena.

4 The city guard is mobilizing nearby: there's a blockage on the Tram track, a group of **ankheg**. Unless the characters intervene, their acid spray destroys a portion of the track, shutting down the Tram for 1d4 days. If the characters successfully drive back the creatures, they're rewarded with Unlimited Tram Passes, allowing them to bypass all Tram-related tolls.

5 A young halfling **spy** rushes past the characters, holding a squirming sack. They're quickly followed by two **guards**, who suddenly find themselves (along with one character, chosen randomly) floating helplessly in the air thanks to the halfling's *exploding bead of levitation*. The sack contains a **golden ooze** with 2d8 small gemstones worth 25 gp each in its body. The ooze's owner (a **noble**) will let the characters keep half the gemstones if they recover the creature. Alternatively, the halfling offers the characters 1d6 *exploding beads* if cornered. Treat the beads as if they were magic sling bullets that duplicate the effects of the *levitate* spell (save DC 13) in a 15-foot cube, centered on the bead's point of impact.

d10 Encounter

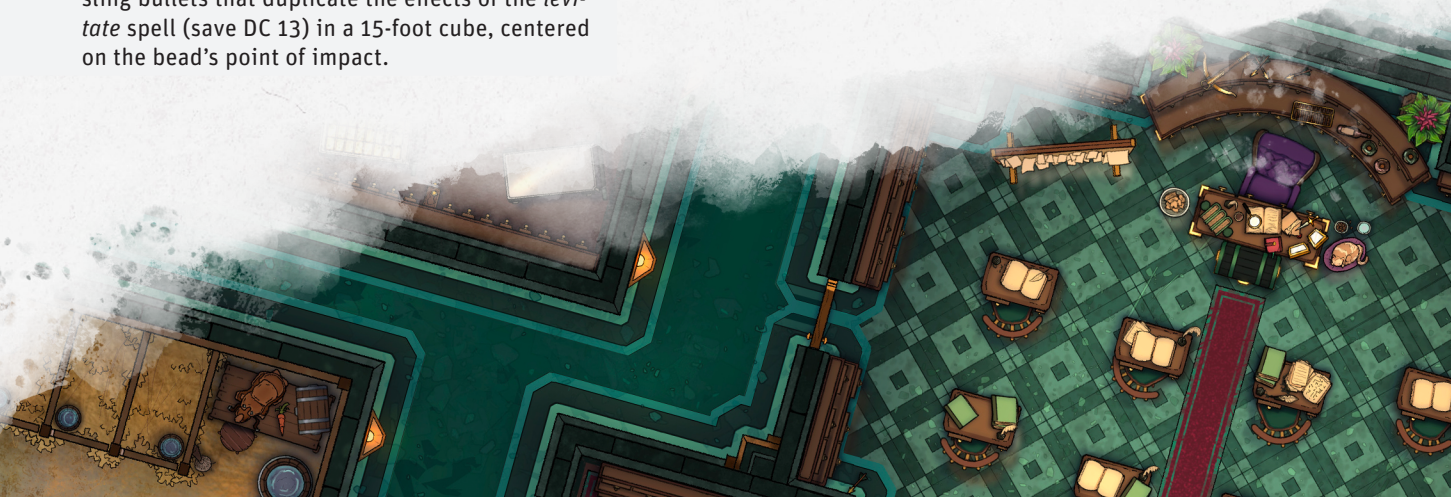
6 One of the vault guardians malfunctions and begins treating everyone as security threats. Unless the characters intervene, the guardian slays 2d20 civilians and 2d20 **guards** before being brought down. Treat the guardian as an **iron golem** missing half its hit points, and its Poison Breath attack is now an electrical discharge that radiates out in a 15-foot circle from its base and deals lightning damage.

7 The characters come across a group of three children (**commoners**) abusing an **animated armor** with rocks and sticks. The armor then identifies the children as security threats and brandishes its **flying sword**. If the characters destroy the constructs, they must pay the owning vault (GM's discretion) 500 gp in damages.

8 The characters are subjected to a surprise inspection by a passing **vault scanner**. The scanner is accompanied by two **animated armors** each wielding **flying swords**. If the scanner detects any marked stolen currency and/or goods, the characters are placed under arrest and handed over to the appropriate Vault authority.

9 One of the Vault Lords (GM's discretion) makes a rare public appearance. They are accompanied by a **vault scanner**, three **animated armors** each wielding **flying swords**, and a vault guardian (**iron golem**). A crowd quickly forms around the celebrity, giving the characters an opportunity to introduce themselves.

10 A magical mishap in one of the vaults occurs, causing money to literally rain from the sky—10,000 sp, to be exact. An excited crowd of thirty **commoners** begins jostling one another for the falling money. Have each character roll for initiative. The characters can spend an action to gather 2d20 sp from the ground, and their reaction to snatch 1d20 sp from the sky. Whenever a character gathers money in this way, they take 3 (1d6) bludgeoning damage from the crowd. On initiative counts 10 and 20, each character takes 7 (2d6) bludgeoning damage from the crowd. After two rounds have passed, the city guard arrives and breaks up the commotion. Any money collected in this way is marked as stolen by the owning Vault (GM's discretion).



HIGH-STAKES HEISTS

For more longform campaigns, the Mountain of Gold has several high-stakes heists that a group of aspiring thieves can take on. Alternatively, a GM could treat each heist as happening concurrently to their own campaign, meaning the characters might only become aware of them once a full-blown crisis emerges.

Each heist corresponds to a particular tier of play and is described below in stages. As always, feel free to use, modify, or ignore whatever you wish.

OBSIDIAN VAULT: STEAL THE SANGUINE SHARD

Recommended for Tier 1 (Levels 1–4) Play

Overview. Vault Lord Mezzathon is harboring a strange gemstone, called a sanguine shard, beneath the Hell Crucible. Every drop of blood spilled within the arena strengthens the magical gem. Soon, Mezzathon will use it to construct a sanguine golem of immense power.

Discovery. The characters become aware of the sanguine shard from one of Akunura's servants, or from Akunura himself; either way, the ancient sphinx hires the characters to break into the Obsidian Vault and steal the sanguine shard.

Heist Complications. Over the course of play, the characters must overcome the following obstacles:

- Getting an appropriate blood key (the Obsidian Vault's version of a signet ring)
 - Basic access rings can be found on Obsidian Vault **kobolds**.
 - Deeper access rings can be found on various **bandit captains** under contract with Mezzathon.
- Traversing the Vault itself without raising the alarm
 - Refer to the Obsidian Vault's defenses for more information.
- Gaining access to the Hell Crucible
 - Either by joining the competition—which would be deadly for a party at Tier 1 Play—or by sneaking in.
- Leaving the Vault with the sanguine shard in hand

Crisis: Sanguine Golem Unleashed. Mezzathon, pushed to act, unleashes the sanguine golem on the Mountain of Gold.

- **Sanguine Denial.** If the characters manage to reach the sanguine shard and claim it for themselves, Mezzathon is forced to unleash it prematurely as a common **flesh golem**. If the characters successfully defeat the golem, Akunura swoops in and saves them from Mezzathon's ire, reminding the devil "that their true master is always watching." Akunura keeps the sanguine shard safe in his Arcane Repository.
- **Sanguine Ecstasy.** Without intervention, Mezzathon completes his master work, the sanguine golem (treat it as an **ancient bronze dragon**, except it can't fly and loses the Change Shape action). With an army of devils at his side, the pit fiend lays waste to the Mountain of Gold; Avaraxia awakens, but falls in single combat. Non-fiend creatures are cast out of the Mountain, and Mezzathon claims its wealth for himself.

AMBER VAULT: STEAL THE WISHSTONE

Recommended for Tier 2 (Levels 5–10) Play

Overview. Vault Lord Duru is in possession of a *wishstone*, though he has not yet realized its potential. Should Duru become aware of the *wishstone*'s power, he will use it to free himself from Avaraxia's shackles and become all-powerful.

Discovery. The characters become aware of the *wishstone* after overhearing Raikya talking about her failed heist. She hires the characters to complete the job before Duru realizes what he has.

Heist Complications. Over the course of play, the characters must overcome the following obstacles:

- Getting an appropriate signet ring
 - Basic access rings can be found on Amber Vault **kobolds**.
 - Deeper access rings can be found on various merchants (**commoners** guarded by a retinue of **veterans**) in debt to Duru.
- Traversing the Vault itself without raising the alarm
 - Refer to the Amber Vault's defenses for more information.
- Gaining access to the Hall of Games
 - Either by offering something of interest to Duru (a treasure hoard worth at least 10,000 gp) or by sneaking in.
- Leaving the Vault with the *wishstone* in hand

Crisis: Duru Unleashed. Without intervention, Duru realizes the power of the *wishstone* after 4d4 weeks have passed. He uses the stone to free himself of Avaraxia's control, then transforms into Duru, Unleashed Djinn (treat him as a **solar** with a chaotic evil alignment). He then proceeds to conquer the Mountain of Gold for himself, defeating his fellow lieutenants first before turning his attention on Avaraxia himself.

SAPPHIRE VAULT: STEAL THE PUZZLE BOX OF CAIRN'DORN

Recommended for Tier 3 (Levels 11–16) Play

Overview. Akunura has been studying an object called the Puzzle Box of Cairn'dorn for years now. Unbeknownst to him, the box is a destructive magical device—an arcane bomb. Once solved, it will unleash a spell that will bring down the entire Mountain of Gold.

Discovery. The characters become aware of the puzzle box after meeting Alistair Rook and earning his trust. He hires the characters to break into the Sapphire Vault and recover the box before Akunura mistakenly unleashes its power.

Heist Complications. Over the course of play, the characters must overcome the following obstacles:

- Getting an appropriate signet ring
 - Basic access rings can be found on Sapphire Vault **kobolds**.
 - Deeper access rings can be found on various **nobles** (guarded by a retinue of **knights** and court **magés**) who have entrusted their wealth with Akunura.
- Traversing the Vault itself without raising the alarm
 - Refer to the Sapphire Vault's defenses for more information.

- Gaining access to the Arcane Repository
 - Either by earning Akunura's trust (claiming the sanguine shard, for example) or by sneaking in; sneaking in requires the characters to learn Akunura's personal riddle (GM's discretion).
- Leaving the Vault with the Puzzle Box of Cairn'dorn in hand

Crisis: Cairn'dorn's Annihilation Spell. Without intervention, Akunura will eventually solve the puzzle box and unleash the magic within: a devastating spell capable of reducing the Mountain of Gold to ash. If the characters are present when this happens, they're slain instantly, along with every living creature in the Mountain.

EXAMPLE TREASURE

Given that the Mountain of Gold is a literal treasure trove that houses a limitless hoard of wealth, you can find virtually anything within its highly secured vaults—assuming that you can make it that far. Thematic items include any magic coins, such as the *augurer's coin*, *ferryman's take*, *fortune's fivepence*, *illusionist's gambit*, *keycoin*, *shadow tag*, and *silver coin of Duvra*. Other gold and bank-related items include the *battle tax*, *griffon coinpouch*, *ledger scroll*, *lucky golden tooth*, *pennypuncher slingshot*, *pop-up business card*, *purse piglet*, *tome of the dragon's hoard*, and *wind-up merchant*. Of course, any item themed after dragons or one of the Vault Lords would be a fitting reward for a successful heist.

APPENDIX: MOUNTAIN OF GOLD STAT BLOCKS

ALISTAIR ROOK

Alistair Rook is the human operator of the You're Here a While Tavern & Inn. He is also the renowned thief known as the Ravenheart, a name bestowed upon him by his late mentor. Mira the blind medusa is his companion and protégé.

GOLDEN OOZE

A golden ooze is a sparkling golden ooze. It devours gold and similar valuables more often than it does people, and uses its stock of treasure as added weight behind its pseudopod strikes.

MIRA

Mira is a blinded medusa that's been lost to time. The last remaining member of a once-powerful warrior clan of ancient serpentfolk, she was petrified for centuries before being released by Alistair Rook during an earlier heist. She now acts as his ward and confidant.

ALISTAIR ROOK

Medium humanoid (human), neutral

Armor Class 17 (studded leather)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	13 (+1)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Dex +9, Int +8, Wis +7

Skills Arcana +8, Deception +12, History +8, Investigation +8, Sleight of Hand +9, Stealth +13

Senses blindsight 10 ft., passive Perception 13

Languages Common, Elvish, Thieves' Cant

Challenge 9 (5,000 XP)

Evasion. If Alistair is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Alistair instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Alistair deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Alistair that isn't incapacitated and Alistair doesn't have disadvantage on the attack roll.

Spellcasting. Alistair is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16). He has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *disguise self*, *silent image*

2nd level (3 slots): *invisibility*, *misty step*, *suggestion*

3rd level (3 slots): *haste*, *major image*, *nondetection*

ACTIONS

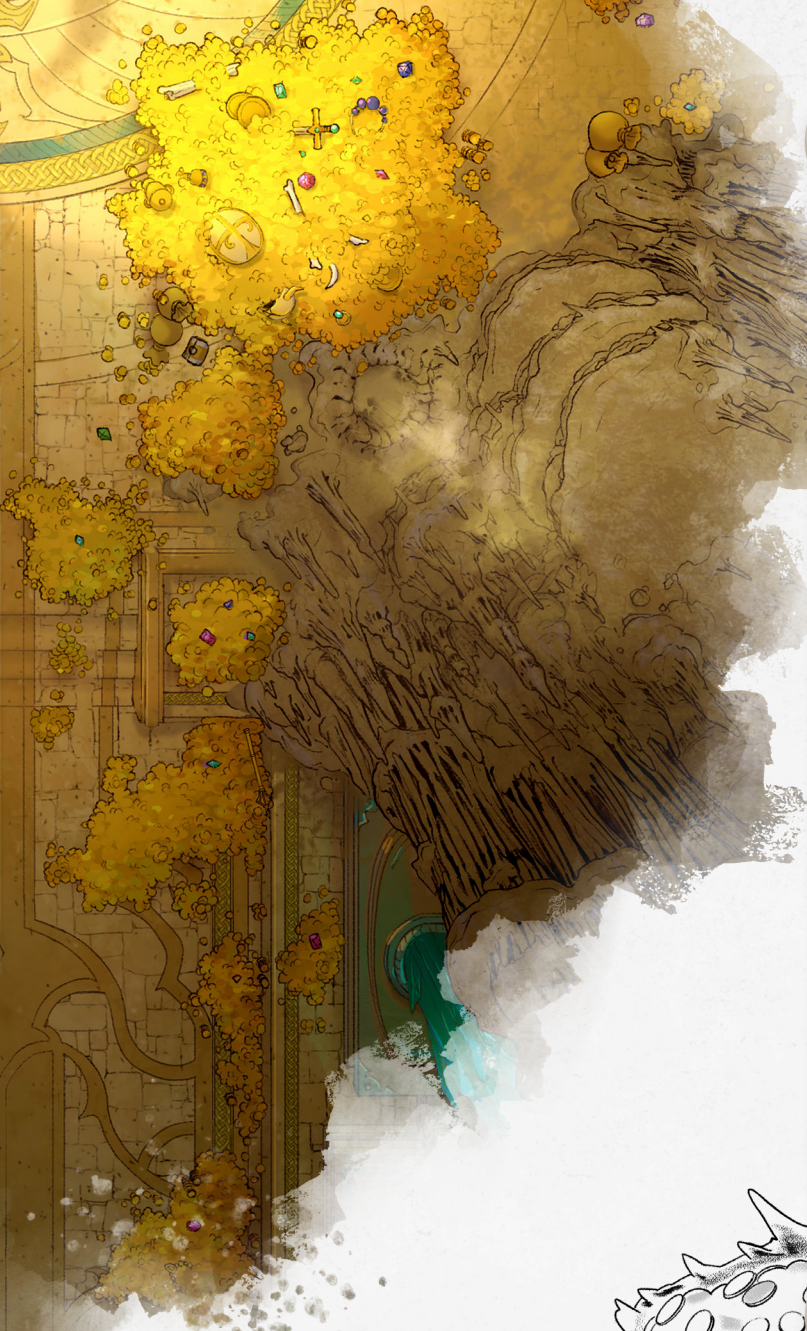
Multiattack. Alistair makes two attacks with his short-sword or hand crossbow.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Uncanny Dodge. When an attacker Alistair can see hits him with an attack, he halves the attack's damage against him.



GOLDEN OOZE

Medium ooze, unaligned

Armor Class 9 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances acid, poison, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

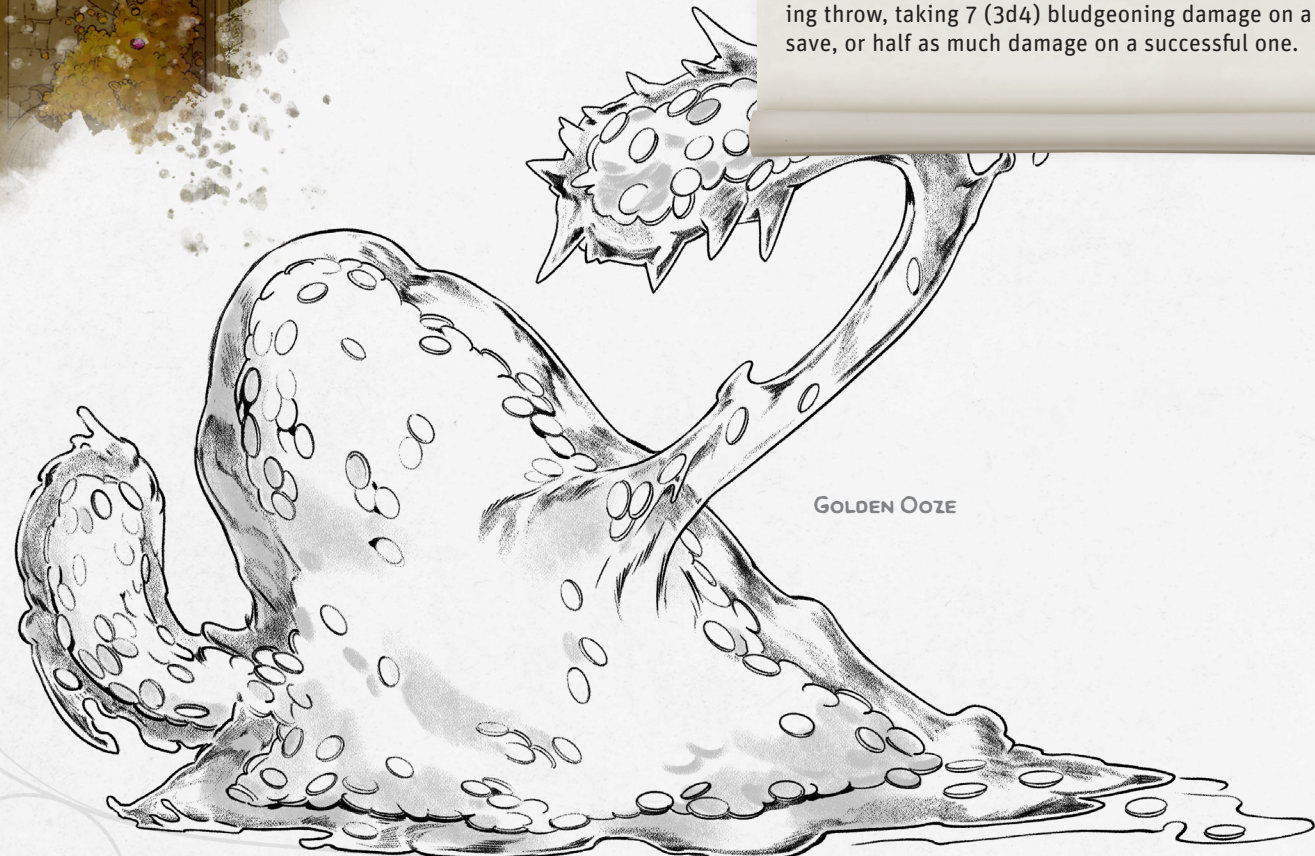
False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of treasure.

Treasure Sense. The ooze can pinpoint the location of precious metals and stones, such as coins and gems, within 60 feet of it.

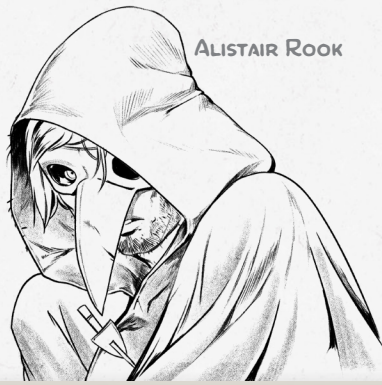
ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 2 (1d4) acid damage.

Barrage. The ooze hurls a flurry of coins, treasure, and Tiny objects in a line that is 5 feet wide and 15 feet long. Each creature in the area must make a DC 12 Dexterity saving throw, taking 7 (3d4) bludgeoning damage on a failed save, or half as much damage on a successful one.



GOLDEN OOZE



ALISTAIR ROOK



MIRA



RAIKYA

MIRA

Medium humanoid (serpentfolk), chaotic good

Armor Class 17 (splint)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Skills Athletics +6, Deception +6, Intimidation +6, Perception +4

Damage Resistances poison

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 14

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, Mira can deal an extra 7 (2d6) damage to a creature she hits with a weapon attack if that creature is within 5 feet of an ally of Mira that isn't incapacitated.

ACTIONS

Multiattack. Mira makes three melee attacks: two with her pike and one with her snake hair.

Pike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Snake Hair. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

REACTIONS

Parry. Mira adds 3 to her AC against one melee attack that would hit her. To do so, Mira must see the attacker and be wielding a melee weapon.

RAIKYA

Raikya is a young tiefling who specializes in silver-tongued deception. A child of the streets, she's dedicated herself to redistributing wealth to those in need, despite any personal risk.

RAIKYA

Medium humanoid (tiefling), neutral good

Armor Class 14 (leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	16 (+3)	13 (+1)	16 (+3)

Skills Deception +6, Insight +4, Perception +4, Persuasion +9, Sleight of Hand +9, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal, Thieves' Cant

Challenge 5 (1,800 XP)

Evasion. If Raikya is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Raikya instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Innate Spellcasting. Raikya's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 14), requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke* (as a 2nd-level spell)

Sneak Attack (1/Turn). Raikya deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Raikya that isn't incapacitated and Raikya doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Raikya makes two attacks with her dagger or rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker Raikya can see hits her with an attack, she halves the attack's damage against her.

VAULT SCANNER

Large construct, neutral

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	6 (-2)	20 (+5)	3 (-4)

Skills Athletics +7, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., passive Perception 21

Languages Common

Challenge 8 (3,900 XP)

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

Magic Weapons. The vault scanner's weapon attacks are magical.

Siege Monster. The vault scanner deals double damage to objects and structures.

Vigilant. The vault scanner can't be surprised. In addition, it can take the Search action as a bonus action on each of its turns.

ACTIONS

Multiattack. The vault scanner uses its Aim Lock. It then makes two attacks with its slam or beam.

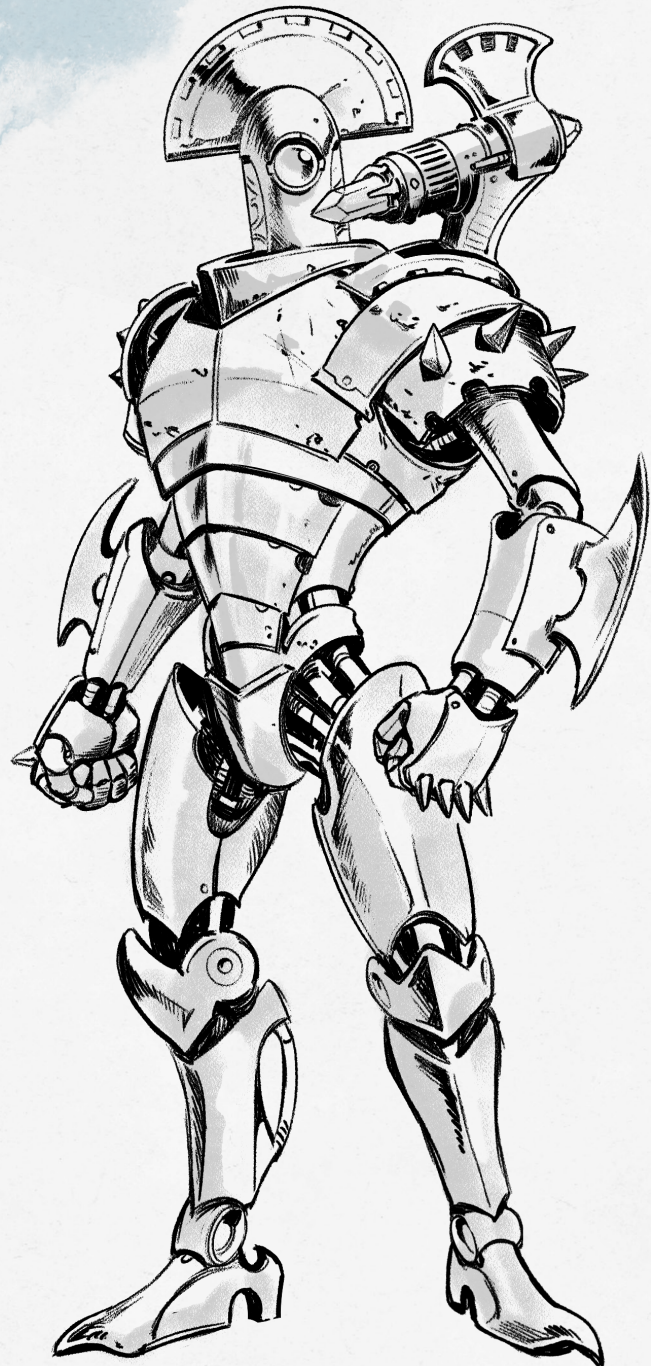
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Beam. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (2d12) radiant damage.

Aim Lock. The vault scanner attempts to lock onto a creature it can see within 60 feet of it. The target must make a DC 16 Dexterity saving throw. On a failed save, the vault scanner has advantage on attack rolls against the target until the start of its next turn.

Laser Cannon (Recharge 5–6). The vault scanner charges its cannon and unleashes a single massive beam of energy in a 5-foot-wide line that is 60 feet long. Each creature in the area must make a DC 15 Dexterity saving throw, taking 32 (5d12) radiant damage on a failed save, or half as much damage on a successful one. A target is disintegrated if this damage leaves it with 0 hit points.

VAULT SCANNER



VAULT SCANNER

Vault scanners are the mechanical constructs that patrol the vaults and hallways of the Mountain of Gold. Their purpose is to find intruders and validate any bank-going clientele.



CLERIC OF WEALTH

NEW CLERIC DOMAIN

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

WEALTH DOMAIN

The Wealth domain is a divine path followed by those who worship gods of riches, trade, and prosperity. Through their prayer and devotion to these deities (such as Lugh, Hermes, or Ptha), clerics of this domain are granted the power to manipulate wealth, fortune, and commerce to aid their allies and lead the way to success. These clerics are often found in bustling cities and markets, using their abilities to protect their congregation's financial interests and to bring prosperity to their communities. Those who walk the path of the

Wealth Domain are trusted and respected by merchants and financiers, and their blessings can mean the difference between success and ruin for those under their care. To them, they know first hand that money doesn't grow on trees: it comes directly from the gods.

WEALTH DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Wealth Domain Spells table. See the Divine Domain class feature for how domain spells work.

WEALTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, unseen servant</i>
3rd	<i>knock, locate object</i>
5th	<i>nondetection, tongues</i>
7th	<i>fabricate, secret chest</i>
9th	<i>mislead, teleportation circle</i>

DIMENSIONAL TREASURY

At 1st level, you gain the ability to store coins and gemstones in a special extradimensional space. You can use an action to store any number of coins or gemstones that you're holding in this space; retrieving items stored in the space, up to an amount that you can carry, requires a bonus action. If you need a specific value of coins, you magically retrieve the exact amount. You always know the total value of any currency stored in the space. Furthermore, while holding a nonmagical item, you can study it over the course of 1 minute to magically learn its monetary value.

In addition, you gain proficiency in either the Deception or Persuasion skill (your choice). Whenever you make a Charisma check with regards to money, you can use your Wisdom modifier, instead of Charisma, for the roll.

HAND OF MIDAS

Also at 1st level, you can use an action to make a special melee spell attack against a target within your reach, using your cleric spell attack bonus. When you do, your hand shimmers with a golden glow, and on a hit, the target takes 1d12 radiant damage.

This feature's damage increases by 1d12 when you reach certain levels in this class: 5th level (2d12), 11th level (3d12), and 17th level (4d12).

If you roll a 12 on one or more of the damage dice, the target suffers an effect based on the number of 12s you rolled, as detailed below. For every 12 you roll on the damage dice, more and more of the target is magically turned to gold for the duration of the effect.

One. The target's speed is reduced to 0 until the start of your next turn.

Two. The target is restrained until the start of your next turn.

Three or more. The target is restrained until the start of your next turn, at which point it makes a Constitution saving throw against your cleric spell save DC. On a failed save, the target is petrified for 1 minute. It can repeat the saving throw against this effect at the end of each of its turns for

the duration. On a success, the effect ends. Even if the target succeeds on the saving throw against the initial effect, it's still restrained until the start of your next turn.

CHANNEL DIVINITY: GOLDEN CAULDRON

Starting at 2nd level, you can use your Channel Divinity to call for immediate commerce.

As an action, you present your holy symbol and conjure a Medium gilded cauldron on the ground in an unoccupied space you can see within 5 feet of you. The cauldron is a sphere that is roughly 5 feet in diameter with a 3-foot-diameter mouth. Any nonmagical object that isn't being worn or carried that you place entirely within the cauldron immediately vanishes and turns into a number of coins: the exact amount that it would sell for at a general merchant, or half the amount that it could typically be bought for.

While there are coins in the cauldron, you can use an action to speak the name of any piece of mundane, nonmagical adventuring gear or equipment, including weapons, armor, tools, and trade goods (but not living creatures). If there is enough money in the cauldron, the appropriate number of coins vanish and are replaced by the item. For a list of available items and their respective costs, refer to Chapter 5: Equipment in the Basic Rules.

Once the cauldron has created an amount of gold up to 5 times your cleric level, it can't create any more coins until you use this Channel Divinity again.

At the GM's discretion, your deity may refuse to offer you any compensation for items placed in the cauldron. When this happens, the item magically appears on the ground in the nearest unoccupied space outside of the cauldron.

The cauldron remains for 1 hour or until you dismiss it (no action required). It vanishes early if it's ever more than 100 feet away from you or if it's reduced to 0 hit points; its AC is equal to your cleric spell save DC, and it has a number of hit points equal to 5 times your cleric level. The cauldron itself weighs 25 pounds.

For the duration, you can command the cauldron to move up to 30 feet using an action. When you do, the cauldron sprouts a pair of short arms and legs. At the end of this movement, you can then choose to deliver your Hand of Midas attack as if you were in its space; the cauldron then reaches out to touch the target. You must use your own senses when using this feature. At the end of the action, the cauldron's form returns to normal.

WEALTH POINTS

At 6th level, you gain a new way to barter with your deity, called wealth points. You have a number of wealth points equal to half your cleric level, rounded up, and you regain any spent points whenever you finish a long rest.

You can spend wealth points in the following ways:

INFLUENCE

You can spend 1 wealth point to reroll a Charisma check that you fail. If you do so, you must use the new roll.

POWER

You can use an action to spend 2 or more wealth points to regain an expended spell slot. The spell slot level depends on

the number of wealth points spent: 1st level (2 points), 2nd level (3 points), 3rd level (5 points), 4th level (6 points), or 5th level (7 points).

Alternatively, you can spend 1 or more wealth points to automatically turn a number of damage dice from your Hand of Midas feature into a 12: one die (1 point), two dice (3 points), or three dice (5 points).

SAFETY

When you make a saving throw, you can spend a number of wealth points up to your Wisdom modifier to gain a +1 bonus to the roll for each point spent. You spend these points after making the saving throw, but before you know the results.

RICHES

You can use an action to spend 1 or more wealth points to purchase one item, as if by your Golden Cauldron Channel Divinity; 1 wealth point is equal to 500 gp. Any item purchased with wealth points in this way appears in your open hand or at your feet (your choice). It is golden, obviously magical, and disappears after 1 hour. An item immediately corrodes and turns to dust if you attempt to use it as a material component for a spell or if you attempt to sell or otherwise trade it.

Alternatively, you can spend 3 wealth points to create a special gilded chest in the nearest unoccupied space within 5 feet of you. The chest is 3 feet long, 2 feet wide, and 2 feet tall. It is magically weightless and can be used in place of the normal material components for the secret chest spell. When you cast the spell using this special chest, it doesn't require you to have a Tiny replica of it. Instead, to recall the chest or send it back to the Ethereal Plane after casting the spell, you must use an action to spend 1 wealth point, in place of using the replica. The gilded chest disappears from the Material Plane if you're ever more than 30 feet away from it, ending the spell early and dropping its contents on the ground.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip and your Hand of Midas feature.

DIVINE COFFERS

By 17th level, your piety has earned you access to limitless wealth when used for divine purposes. When you cast a cleric spell that has a material component with a listed cost of no more than 1,000 gp, you can ignore the material component of that spell. Once you ignore a spell's material component in this way, you can't do so again when casting that spell until you finish a long rest.

In addition, your Golden Cauldron can remain indefinitely once you summon it, although its other restrictions still apply. When you command the cauldron to move, it can magically fly up to 30 feet, and at the end of its movement, you can choose to cast a spell as though you were in its space (instead of delivering your Hand of Midas attack). You must use your own senses, and the spell must have a casting time of 1 action.

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