

Dungeon Module TMP3

Devil's Bridge (TMP3)

by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVEL 6-8 PLUS

*The gods of Mescalero and Sapelo are troubled: other-worldly vortices have opened up, threatening their existence. As much as they are grateful for your party, they believe it is no coincidence that the vortices appeared with you. Can you restore your good name, and save the gods of Mescalero one last time? Your fate surely awaits at **Devil's Bridge**.*



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DEDICATION

Devil's Bridge marks the third and final adventure for the *TMP* series. It is hard to believe that it has been less than a year in the making. And it's unfathomable to think that I would be traveling the country with my wife Karolee to research the locations that are the start of these adventures.

I have always been fascinated by local legends and lore: they create a sense of place and an attachment to past times, places and ways of explaining the otherwise unknowable.

The true power of local legend, however, is in how they can open doors if you are willing to look, to listen and to feel. Wherever and whenever we go, we leave energy. That energy lives on in many ways: many no more powerful than the stories we tell ourselves to feel safe in the deadest, darkest of nights.

While there is power in those stories, there is also power in the places—an unexplainable power in the energy that refuses to fade through the telling of their stories. You may have caught that power in a furtive glance of movement, an unexpected encounter, or a late-afternoon glint of light. The power is there: we often call it haunting. Haunting it is, but most haunting when it's a feeling we can't explain, that returns many years later with even more strength than we first felt or ever imagined.

The vortices of **Devil's Bridge** are powerful in that sense of the word. They will haunt your

players and you: even experienced through words, they will live in your imagination and grow over the years. Over the centuries, the vortices have collected the lost souls and dreams of Mescalero and Sapelo: they pulse hopes and dreams, pain and sadness.

Whether your party solves the mysteries of **Devils' Bridge** or not, the vortices will live on in their hearts, minds and souls—an incurable blessing and inexorable curse.

As your party writes its next chapter in their adventure, the vortices will tug on their very being into making difficult decisions along a path only they may choose.

Around the fires of old age, with otherworldly adventures, memories past, they'll reminisce with horror and pleasure, discovering still the hidden mysteries of **Devil's Bridge**.

Link arms, into the sunrise we march, adventurers all. And in the dead of night, we write on.

Tim, January 1, 2020

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FOR THE DM

Introduction

Important note: Roll the random rumors in the first section in advance so as not to betray that what the party learns is anything but the truth!

In addition, you might also ask for 10 **D20** rolls to complete the chart in the **Appendix**. These rolls will determine success or failure that rely on perception. The purpose of this approach is to make perception a more realistic experience for your players: a player who doesn't perceive something should have no notion that they haven't noticed something important!

This is the third adventure in the *TMP* series (*Mescalero Prophecy* – *TMP1* and *Sapelo Island* – *TMP2*) and is intended to be played as part of that series. However, if you are short on time or your party has other adventures in mind, **Devil's Bridge** can also be played as a standalone adventure.

Encourage your players, subtly, to play with their strongest and most revered characters as you want them entirely invested in the adventure and its outcome—with all of its deadly challenges.

Devil's Bridge is set in *Legendaria* (See Appendix for map)—a land that is intentionally set to evolve and grow as your player's explore its mysterious lands. With **Devil's Bridge**, many of the pantheon of gods and goddesses assemble to challenge the

party, whom they believe are responsible for four mysterious vortices that have appeared in their lands and which threaten their very being.

It is not a secret that the gods and goddesses blame the party for the presence of the vortices. While they are not openly hostile (yet) they are both unwilling and unable to assist the party in finding and dealing with the vortices. The start of **Devil's Bridge** is designed to set the stage for what the party believes to be a deadly impossible but necessary quest.

It is possible to play **Devil's Bridge** without the following aids, though you might find the following useful for your game:

- *Monsters & Demigods*
- *Random Monster Cards and Dice*
- *Chaos Dice*

This module will reference these resources as they are needed—but will also provide alternatives if you do not have access to them.

THE START

After saving the eagles at Sapelo Island, the party has returned to Mescalero to recover and plan their next adventures. They have spent a week resting, repairing weapons, and practicing new skills and learning new crafts. But they feel restless in a different way than they have in the past. This is not the restlessness of adventure, but a deeper aching that something doesn't feel quite right—that something has been left unfinished. The feeling is unsettled.



While the party may have been spending time in Mescalero alone, they find themselves on the north shores of **Hawley Lake** late one Saturday evening in a quiet inn. The party is still being treated like the heroes that they are, and Berna—the proprietor—insists on providing food and drink. She has braised quail and turnips, twice-twisted ash bread, boar's head soup and tankards of orange blossom mead infused with winter blossom berries from the northern most slopes of Sapelo Island.

But the meal has an empty feel to it, and the longing and restlessness takes on an aching. Encourage the party to talk about Mescalero and Sapelo—where they may have misstepped or where they may have acted differently. Persuade them to tell the stories of their adventures and play upon any possible mistakes or regrets.

If the party is new to the *TMP series*, you might plant one of the following stories with them as they think about the possible steps or misdeeds that may have landed them in this particular predicament:

(1D6)

1. Wiisagi-Ma: Your victories relied on deceit and lies, the likes of which you may not be able to right.
2. Misakakojish: Your cowardice caused a powerful enemy—perhaps Quespa—to escape.
3. Morrigan: You hunted poorly and Morrigan has escaped and continues to hunt the innocent of the land.

4. Ziigwan-Miskwa: Your party ran like the wind, and left deeds undone.

5. Chogan: You fled in the night like cowards, and the land is returning to the night.

6. Makwa: Though strong and brave, you failed to fight smart. Something is unfinished, but your party is not sure where to start.

Populate the Inn with NPCs who might tell stories and describe vague rumors. Allow them to play cards, dice and other games of chance—if that is their choosing. Most importantly, build a sense that the party is missing important clues somehow, until they get frustrated and call it a night.

While untrue and intended solely to misdirect, the DM can use the following rumors and hints to build a false sense of suspense. A location for each rumor is suggested in parentheses for each:

(1D6)

1. In the area near the Inn, there is a fabulous treasure guarded by demons but buried deep beneath the surface of the earth.
2. The gods and goddesses will speak through a portal to the heavens (*Hole in the Sky*).
3. There is a place of glory after one walks where the dead men pass (*Deadman's Pass*).



4. Knock on heaven's gate, or the devil's door, great treasures lie below (*Devil's Door Knob*).

5. A foreign tribe haunts the devil's rocks and the vortices are from whence they came (*Devil's Kitchen*).

6. High above the clouds, glory and treasure await (*Aerie Mesa*).

Restless, the party retires for the night, uncertain where their paths will take them next. As DM, your goal is to play against the typical way that adventures start with D&D: with quick, shallow encounters in an inn, and then a dungeon crawl. You want your party to feel unsettled, and like they are missing some part of the story.

Overnight, choose one of the party members to have a vision that is inspired by one of their stories from earlier adventures. The vision should feature the appropriate gods or goddesses of Sapelo Island. While you should construct a vision that is tightly tied to the party's earlier adventures, feel free to use the following if this is a standalone adventure:

Your character wakes from a fitful sleep only to feel that it is hours into the earliest of morning. The night is black, and a late storm has just ended. The air is thick with the ended rain and electricity. You feel unsettled.

Chogan, the crow god, appears seated in a corner of the room. His stare is cold and penetrating. It is unclear to you if he is really there or if he is the thing of your

dreams—but the feeling of his presence is real. You're not afraid, nor do you feel any kind of magic—nevertheless you cannot move.

Chogan finally speaks, his voice both fearful and angry, "You and your party have betrayed me, my people and the lands of Mescalero."

"You have opened the vortices and our days on this land are limited."

"Our crops are infested, our animals dead. Our people have lost all hope. Shadows invade the night, and those who are well have fled. Those who remain are the sick, elderly and infirm. You have left us nothing, not hope, not even despair. We wait."

"Magwa, Misakakojish, Wiisagi-Ma, Ziigwan-Miskwa have seen the visions and foretold the future. Quespa has returned stronger than ever and she's bringing forth her warriors. The power of the vortices is strong. The four hundred pour forth like a black scourge on the land."

"The four hundred strong, stone-like, take their power and rob the people of Mescalero and Sapelo, they trap our children in their stony embrace. Hope flees like the crow, disappears into the dark like badger, sleeps like bear, cowers like coyote and hides in the shadows like stag."



"You have betrayed us and unleashed the four hundred. Only short days remain, and all my people can do is wait—wait for the fate that has fallen, heavy and despondent with fear like storm clouds we cannot move."

Chogan will sit silently for a few brief moments and then suddenly Wiisagi-Ma will appear before him. Something silent and confusing passes between the two and they disappear together. One last vision will slowly materialize out of the darkness: a shadow-shrouded cliff-side that appears to be the front of an ancient stone city. The fronts of houses and shops emerge subtly from the cliff, but there is no life here—just shadows and darkness. As the vision slowly fades, however, the party member will notice that there are children in the shadows that are made entirely of stone. While it is not immediately evident, the feeling is not that these are statues, but children frozen in stone.

The party member will waken remembering the vision as though it were real (and it may have been very real). In particular, visions of dark, swirling vortexes will be impossible to shake, and will haunt their every moment. And in the background: the relentless drum beat of the words "the four hundred; the four hundred."

Chogan and Wiisagi-Ma disagree about the role that the party plays in the fate of their people. As they departed, Chogan attempted to curse the party, and Wiisagi-Ma to bless them. Neither were fully successful. If you have **chaos dice** (see

below), give one to each player. Half the time the chaos dice will invoke the curse of Chogan (-1, -2, -3); the other half, the blessing of Wiisagi-Ma (+1, +2, +3). **If you do not have chaos dice**, use a **D6**. Note that there is no saving throw for the result of the chaos dice, and it should be rolled with every **D20** roll for the duration of the adventure.

All of the hints and rumors will start the adventure to the north of **Hawley Lake**. On the **Area Map: Devil's Bridge**, the party will start in the southwestern corner at the mouth of Oak Creek a few miles from **Cathedral Rock**.

In spite of the visionary visit by Chogan, if the party decides they left part of **Mescalero Prophecy** or **Sapelo Island** unfinished, you may choose to allow that side adventure before you begin **Devil's Bridge**.

CHAOS DICE

The **chaos dice** are intended to introduce more chance into this adventure. At a minimum, you should ask the player to roll the die along with every **D20** roll. Part of the goal of the chaos dice is not only to introduce chance, but also a sense of a loss of control in the outcome of the adventure.

As DM, you might choose to incorporate the **chaos dice** in other ways. The most obvious would be to have players roll the die with damage as the chance to hit might not only be impacted by the blessing-curse, but the amount of damage may as well.



THE VORTICES

The primary destinations for the party are four vortices that are located at:

1. **Cathedral Rock** (magnetic, yin) (yellow, yellow sapphire, 1,000 GP, prosperity; +2 (+10%) to find hidden or secret doors and treasure)
2. **Bell Rock** (electric, yang) (indigo, blue sapphire, 1,000 GP, protection, +2 to AC; +1 to saving throws)
3. **Aerie Mesa** (balanced) (dark green, alexandrite, 500 GP, healing; if HP reduced to 0, only reduce to 1; 2x/day)
4. **Boynton Canyon** (balanced) (dark green, alexandrite, 500 GP, healing)

Each of the vortexes has a different kind of energy associated with it and noted above with (vortex energy) and a corresponding key.



There are keys associated with each of the vortices that will unlock a door at **Death Spiral** located in the center of a faux vortex at **Secret Slick Rock**. The lock opens with a central key (green) and two additional vortex keys (yellow and blue). Note that

there is one additional green key; the party does not need to collect both.

The lock is not trapped in a traditional sense; however, it will only open with all three keys. If the party attempts to open it with one or two keys, the last key inserted will deliver 36 HP (3D20) electrical damage. There is no saving throw. The damage is permanent until the party member is cured with a *greater healing* spell. It will not be evident that the damage is permanent until either/or the party takes a rest, or an alternate attempt is made to cure the damage taken.

A final note on the vortices: they are not physical locations or anything that the party will visibly see. They also aren't something that a player would perform a *check* for per se. However, there are a couple of ways that a character might encounter any of the vortexes by having an intensely strong intuitive sense. *How will you decide that as a DM?* You have a variety of options. You might, for example, ask the players to share backstories or backgrounds with you in advance of play. Any character with a background strong in **Insight** (DC 16) might be more likely to be attuned to one or more vortex. Backgrounds that might be particularly sensitive to the energy of one or more vortex could include: **acolyte**, **anthropologist**, **far traveler**, **haunted one**, or related background. As DM, interpret this liberally in terms of who your party is, their background, and how you might draw players into the story.



RANDOM ENCOUNTERS

Devil's Bridge is a largely mountainous, desert area that does not sustain much life. As such, there are no random encounters in this adventure—whatever the party encounters typically serves some kind of purpose as they work to achieve their goals. If you find that the adventure does not adequately challenge your party, introducing random encounters could be one way to address that situation—though it seems unlikely. Alternatively, consider increasing the number and/or strength of the creatures that the party does encounter.

WEATHER

The area of *Devil's Bridge* is tough, rugged terrain comprised almost exclusively of desert and mountains. The party should expect oppressively hot temperatures and will want to be properly provisioned for their adventure.

The Appendix provides additional resources for the DM in incorporating extreme weather into the adventure.

DISEASE

Because the party is new to *Devil's Bridge*, they are particularly susceptible to a variety of diseases, both familiar and less so. The appendix provides details for those afflictions, though most are connected to specific locations and encounters found throughout the adventure.

A NOTE ON TIME

Both TMP1 and TMP2 are time-constrained if the party is to be successful. The challenges associated with *Devil's Bridge* are more subtle than that and there are no time constraints attached to the party's relative success or failure.

The Secret of Devil's Bridge

Unknown to the party and the gods of Mescalero and Sapelo are a couple of important factors in solving the secret of Devil's Bridge. The first is that the gods of Mescalero and Sapelo are not gods, but demi-gods—there are greater forces at work in the area. While the five demi-gods blame the party, the true danger rests with Àtahasai and his A'doshlê. Àtahasai is a greater demon-god who sees his power being usurped by the five demi-gods, and he would like nothing more than to destroy all of them. He has stayed away from direct encounters because the five gods are too powerful for him to collectively overtake—or so he believes.

As a result, he will stay away until he feels that his chances of final success are assured. The **Death Spiral** at **Secret Slick Rock** ultimately serves multiple purposes.

The **Death Spiral** lock, when opened, will summon Àtahasai—regardless of whether any of the demi-gods have been defeated or not. Àtahasai will be summoned to **Devil's Bridge** so the result of opening the lock will not be immediately known to the party.



Unknown to Àtahasaia, however, is that the **Death Spiral** lock also includes what appears to be a magical item. The party may not discover this fact, and Àtahasaia does not remember this fact: he himself placed the magical item there in the past but has long since forgotten that it is there. While there might be other scenarios where the party can defeat Àtahasaia, the are most likely to succeed with the weapon.

If any of the demi-gods are alive at the end of Devil's Bridge, they will recognize the magical weapon and will share its history with the party. After its use against Àtahasaia, however, the weapon is useless.

The party may have also recovered the mithril orb to use in the final encounter as well. In summary, as DM be sure to account for:

- 1) Any living demigods;
- 2) Firestick;
- 3) Mithril globe.



DEVIL'S BRIDGE

Overview

The following sections are organized as the party is most likely to encounter the features of Devil's Bridge, starting in the southwestern corner of the map.

Each section provides a brief summary of the weather and random monster encounters for the area. Refer to the Appendix for specific encounters and changes in the weather.



Cathedral Rock (1)



+20% rain, -10 degrees



Mountains

The adventurers will begin to the west of Cathedral Rock at the mouth of Oak Creek, and to the north of Hawley Lake in Mescalero (see *Appendix: Legendaria*).

Cathedral Rock is one of four of the vortices mentioned by Chogan in the vision that started this quest. This vortex is magnetic.

The lands to the north of Hawley Lake quickly become dry and arid. There is little vegetation growing and it gets as freezing cold at night as it does blisteringly hot during the day. You notice that the land is not only devoid of plants but is eerily quiet: there is no wildlife and insect life is noticeably missing.

As you leave Hawley Lake further behind, you come across a large creek bed (Oak Creek). There is a small trickle of water, but the banks suggest that sudden rains can quickly flood the small creek turning it into a raging torrent.

If the party chooses to drink from the creek, they will note a dirty, sulfurous taste. Although unsavory, it is safe to drink. The creek and surrounding area are also devoid of life.

Cathedral Rock will be visible from the mouth of the creek as it towers many hundreds of feet above the surrounding land. It is a dark,

earthy red color and it dominates the landscape.

Off to the south, the party can still vaguely see the north shore of Hawley Lake. To the north, a large solitary mountain (Thunder Mountain) dominates the horizon, though a smaller outcropping sits off to the west, about halfway to Thunder Mountain. To the north and east of the mountain, the party will see the hazy outlines of other rock outcroppings.

Cathedral Rock is made up of a number of tall, narrow spines that rise from a large base of rock. It is approximately five miles to the east of the mouth of Oak Creek. The party may follow the creek bed to the east or leave it and walk the desert.

As the players approach Cathedral Rock, they will feel a sense of welcome nurturing. It is a natural place of healing, and any party member with a **Passive Perception** of 12 or higher will immediately recognize it as such. It is the only place in Devil's Bridge where it is completely safe to take either short or long rests. A party that rests at Cathedral Rock will wake in the morning completely healed (100% HP restored) and will have a 50% chance of having any other ailment completely healed as if by magic.

There is one risk to taking either a long or short rest at Cathedral Rock: there is a confluence of magnetic power that will happen overnight. It is the equivalent of a curse/blessing and requires all party members to make a DC 18 **Wisdom** save. Failure will cause them to have to roll the



Chaos Dice for the remainder of the adventure.

There is a small collection of natural pools on the south side of Cathedral Rock that are shielded from most of the day's sunlight. Once every twenty-four hours, the party can fill up to **1D4** vials with water from the pool that will be the equivalent of a **Potion of Healing**. Any additional vials will have no magical properties associated with them.

1. **Oak Creek Fen:** This fen (a fen is like a bog but is made of peat; it is fed by numerous underground springs and creeks) sits on a small jut of land, bordered to the east by **Oak Creek**. To the south, the land quickly rises to the peaks of **Cathedral Rock**.

If the party ventures near **Oak Creek** in most locations, they can do so uneventfully, and will find that the creek is safe to drink from and teeming with small fish that are relatively easy to catch.

However, if they approach the creek at this particular location, they will find that the fen is difficult, but not impossible to traverse. As they near the creek, however, six **Phase Spiders** will appear out of the Ethereal Plane and have advantage on a surprise attack. While the spiders will have no difficulty with the fen, the party will fight at disadvantage.

The Phase Spiders have a nest in a nearby oak tree that is relatively easy

to spot (no check necessary). They have collected a small number of **coins (50 PP)** and a golden necklace with a **large inset ruby (500 GP)**.

The Phase Spiders are infected with yellow fever. Any successful attack on a party member will require an additional **Constitution** save of DC 13 or they will be infected. Note that the party member will not know immediately that they are infected—and will wait until they start showing symptoms.

2. **Switchback:** The trail to the summit ascends rapidly across roughly 1,000 feet of trail. The party will discover they will need to proceed slowly or risk plummeting to their certain death.

As they approach the 4,700' elevation mark they will be attacked by a medium-sized **Erinyes**. If a party member is hit more than once by the demon in one turn, she or he must make a DC 16 **Strength** or **Dexterity** check, or risk falling from the trail. The first 100' of the fall is straight down, requiring an additional DC 16 **Strength** or **Dexterity** save every 10' of falling, or they risk taking 1d6 damage. Every failed save adds one to the DC save because the characters focus will continue to fail every time that they fall.



Throughout the entire ascent to the summit and in the battle with the **Erinyes**, the party should be reminded that falling from the cliff will almost certainly result in death. If a party member drops to zero HP or lower at any point, they take an automatic 6 additional HP damage for every remaining 10' that they fall.

3. **Summit:** This is one of the highest points in Devil's bridge at nearly 5,000'. Only neighboring **Bell Rock** is taller. The summit itself is devoid of trees, and the ground is solid granite. From this vantage point, the party will be able to see **Thunder Mountain** to the north, and **Bell Rock** to the east as both tower well-above the surrounding landscape. **It is important to note**, however, that **Secret Slick Rock** is hidden from view by other mountains from this vantage point.

Cathedral Rock Key: The first of the four vortex keys is hidden at Cathedral Rock and is the easiest of the four keys for the party to collect—encourage them to feel a false sense of ease with this quest.

If the party spends the night at Cathedral Rock, they will awaken at sunrise to a soft rose-colored glow from the eastern side of the rock. The glow emanates from a series of crudely drawn petroglyphs that represent all of the Mescalero gods and goddesses: crow, bear, badger, coyote and stag. They depict a magical battle taking place between crow and coyote, as bear, badger and stag look

on from one side. A **Perception** check of DC 12 will reveal insets where the eyes of crow and coyote should be. The insets are finger-sized and un-trapped. They will require two characters to activate and will reveal a medium-sized entrance into the side of Cathedral Rock.

The interior of Cathedral Rock is pitch black, but the same sense of welcome nurturing emanates from the entire of the rock. In all of their years of adventuring, the party has never felt as safe as they do at Cathedral Rock. The entrance is made of the same dark red stone, and is surprisingly devoid of dust, debris or cobwebs—as if by magic. The party should feel almost naively safe. This space is little more than an alcove, but certainly is large enough for the party to rest for the evening.

In the center of the alcove, there is a low, flat stone that is raised approximately 3 feet from the floor of the alcove. There is a non-descript platinum key sitting on the middle of the stone. The party may be surprised to learn that neither the key nor the stone is trapped—making this the easiest key of **Devil's Bridge** to both find and procure. Inset in the platinum key is a nearly perfect yellow stone made of yellow sapphire.

If the party casts *Detect Magic*, the key will fail to glow as it is protected by an even deeper magic than the party can summon. The party member holding the key will develop an almost uncanny ability to find hidden or secret doors and treasure (+10%). Like all of the keys of *Devil's Bridge*, the player might readily discern, or learn through trial



and error, that the key is nearly impossible to sell to a reputable magic shop because it offers up absolutely no proof that it has magical properties. This is the **key of prosperity**.

By virtue of the yellow stone, the key could potentially be sold for its value as a precious stone and metals for 1,000 GP.

As DM, underscore how safe the party feels at the entrance to Cathedral Rock—safe to the point that they should feel almost paranoid that they are missing something obviously dangerous about this location. Nothing in *Devil's Bridge* will be quite as it appears—though **Cathedral Rock** is nothing but a place of safety and healing.

Bell Rock (2)



+20% rain, -10 degrees



Mountains

Initially **Bell Rock** is obscured by **Cathedral Rock** to the West unless the party ascends the peak of **Cathedral Rock**. There are no trails that lead directly to **Bell Rock**, so the party will have to travel across at least 4-5 miles to the east from **Oak Creek**, or closer to 10 miles if they head straight east from **Cathedral Rock**.

Although **Bell Rock** contains one of the required keys, it will not be immediately retrievable by the party until they return with the live **Pseudodragon** from **Hole in the Sky**.

1. **Bell Rock Spring:** This spring is surprisingly located on the precipice of **Bell Rock** at a remarkable 4,600' or so above the floor of the mountains. The area around the spring is oasis-like, lush and emerald green by contrast to the rest of the outcropping which is arid granite stone.

The spring itself appears to have been ringed in by stones. Other than a vague mossy circle, however, little remains of the ring itself.

The spring ripples gently in and around the mossy circle and perfectly reflects the sky above, whether day or night. The spring water itself is perfectly drinkable and has no special properties.

The water is reflective enough that, although it is remarkably clear, it is impossible to see beneath the surface. A light source above the water will only increase the reflective properties of the pool; dropping a light source into the water will not allow the party to see into the depths either as the light will only reflect up onto the surface.

If, instead, the party attempts to determine the depth of the pool, they will discover that it is at least 100' deep. However, by whatever means they choose, they will discover that the pressure of the weight of the water appears to prohibit them from



discovering if it is any deeper than 100'.

If the party decides to enter the pool, they will quickly determine that the water is warm, buoyant and (if attempted) surprisingly breathable. Where they might normally expect to be encumbered in armor—if they are foolish enough to still be wearing it—they will discover that even then they can move about in the water uninhibited. The water is, however, lightly tainted with **Scarlet Fever**. The denizens of the pool are unaware, but it is part of what protects them from outside attackers. Party members must make a DC 15 **Constitution** check or be afflicted.

The water is home to a **water elemental** and dozens (at least 36, depending on the size and strength of your party) of **will o' wisps**. If attacked, all will viciously defend their home. The water elemental is sentient and understands Aquan. It is unlike most water elementals in that it can communicate telepathically. It will share that it lives harmoniously in the pool with the will o' wisps, but that their very being feels threatened by some unknown, outside force that has kidnapped their protector, which he refers to as **Ba-cho'wakan**.

The protector was stolen by an ancient dragon that legends tell live far to the north in a place called **Hole in the Sky** which the water elemental

believes may be somewhere near the headwaters of **Oak Creek**.

The water elemental tells the party that they will have its, and the will o' wisp's undying gratitude for saving their sanctuarial pool. While they have almost nothing to offer as a reward, it tells them that the pseudodragon has a magical lair hidden so deep in the pool that none have ever seen it. The water elemental believes that there may be an electrical indigo key hidden in the lair that the pseudodragon might offer up as a reward for returning it to **Bell Rock Spring**.

For the party to succeed, they must return with the pseudodragon alive. The dragon's name is Tsa-cho. If the party returns without the pseudodragon, or to report that the pseudodragon is no longer alive, the will o' wisp will express great remorse, but will exhibit no violent behavior toward the party unless it feels it needs to defend itself.

Under those circumstances, the party may attempt to reach the depths of the pool but will fail—and their attempts at saving **Devil's Bridge** will also have failed. Tsa-cho's lair is technically not at the bottom of the pool, but on the astral plane. The party would have to have extremely powerful ways of both discovering its location on the astral plane—let alone traveling to secure the key.



On the other hand, assuming the party successfully returns Tsa-cho to **Bell Rock Spring**, he will thank the party with a blessing:

*Now there will be no rain,
For we will shelter one to the other.
Now there will be no cold,
For we will be warmth to the other.
Now there will be no loneliness,
For will be companions to the other.
Now we are one, one life,
Our days good and long upon the earth.*

After the blessing, Tsa-cho will swim deep into the pool and quickly out of sight. Momentarily, he will return with the electric indigo blue key on a fine necklace on his neck. The main feature of the key is a fine blue sapphire. Much like the other keys its magic is not detectable but will convey +2 to AC and +1 on all saving throws to whomever possesses it. Its sale value is only 1,000 GP for the value of the sapphire.

Tsa-cho will thank the party one last time, and he, the water elemental, and the will o' wisps will disappear into the depths.

2. **False Summit:** At nearly 4,600' much of the surrounding area is visible from this peak. The true summit will be visible off to the north.

The area surrounding **False Summit** is covered in old oak trees, though the summit itself is relatively barren: there are a few small jack pines dotting the landscape. This is a safe place from random monster encounters for the group to take either a short or long rest.

3. **Summit:** This is the highest point in *Devil's Bridge* at 5,200'. From the summit, players will be able to see **Cathedral Rock** to the west and (faintly) **Aerie Mesa** to the north of **Oak Creek**.

The summit is home to a **Cloud Giant**, a **Gorgon** and a pair of **Giffons** that he uses for hunting. If any of their HP are reduced to half or lower, the Gorgon and Gryphons will flee. The Cloud Giant, on the other hand, will fight to the death, defending its lair in a small cave. The cloud giant is wearing an ornate hunting horn on a leather strap around his neck (1,000 GP).

The cave is small and dark, but well-kept. There is a small, unlocked chest that holds 750 GP. The cave is strewn with a variety of furs, six in total worth 200 GP each.



Secret Slick Rock (3)



+20% rain, -10 degrees



Mountains

The trail to **Slick Rock** picks up over a mile to the south of Thunder Mountain. Because it is so seldom used—and has been seldom used for hundreds of years—it is difficult to follow, and the party cannot travel at any faster than normal speed or they risk getting lost.

As the party approaches from the northeast, the trail quickly climbs from approximately 3,000' of elevation to 4,000' before raising more gradually to an impressive height of roughly 4,500' above the desert floor.

The trail looks worn, but not so much from footsteps as from an ancient riverbed. Tell-tale signs of ancient erosion mark the trails but there are also tiny remnants of mithril that shimmer in the daylight sun. If the party has been to **Thunder Mountain**, they will recall the legends of the mithril river that flowed in ancient times.

From **Slick Rock Overlook** the party will be able to see as far north as **Chimney Rock** and all of the geographic features to the east and south including **Cathedral Rock**.

The top of **Slick Rock** is devoid of trees, but there is one large rock that sits back a number of feet from the overlook. The party will fill an unusual sense of calm on the top of **Slick Rock**—giving them the impression that it would be a safe place for at least a *short rest*.

The rock sits in the middle of a stone spiral.

1. **Slick Rock Trail:** The trail is long and straight but ascends quickly to nearly 4,500'. It looks to be seldom used, but the party should have no difficulty following it to the summit.
2. **Slick Rock Overlook:** If the party chooses to spend at least a portion of the night on the top of the rock, and if they place a guard, they have a chance of hearing a grating sound coming from the large rock that is set back from the overlook (**Perception** check of DC 10). It will sound as though a stone door is opening.

If the party chooses to inspect the rock, they will see that the south side of the rock has indeed opened up just enough to reveal a colored locking mechanism. It is green in the center and surrounded by a band of yellow and indigo. There is a traditional looking keyhole in the center and two smaller holes at a respective (but opposite) end of the surrounding bands of color.





The party will have collected the three keys from the following locations. Note that the green key was in two pieces:

1. Yellow: Cathedral Rock
2. Green: Aerie Mesa and/or Boynton Canyon
3. Indigo: Bell Rock

Once the party has inserted the keys, the keys and the lock will initially disappear. A side of the rock will open up, revealing what appears to be a tall narrow area that was roughly cut into the rock. There is a **firestick** sitting in the alcove. There is a trap: if the party attempts to open the lock without all of the keys, the party member will make a DC 20 **Wisdom** check or will be cursed with the **Chaos Dice** for the remainder of the adventure. Remember that the party need only have one of the two **green** keys.

The firestick will be key to the party's fight against Àtahasaia.

After the party has opened the lock, and taken the magical weapon, the lock and keys will re-emerge from the side of the rock and they may take the keys. There are two alternatives after the adventure ends: 1) they

can sell the keys; or 2) they may keep them for their magical properties. Both are noted in the overview for the adventure.

If the party has not previously encountered and defeated **Morrigan**, she will appear to the party after they open the lock and retrieve the weapon. Because they have the firestick in their possession, she will resist her normal instinct to attack the party, instead engaging with them to find out what they might know about the demons that afflict Mescalero and Sapelo Island.



Morrigan brings with her the risk of the party contracting Lyme's disease. Each party member makes a DC 11 **Constitution** save or will become afflicted with the disease until cured.

Morrigan will be aware of the location of (1) magic item or key that will aid the party in their quest and will share it with them. The party's encounter with Morrigan will otherwise be uneventful. **If they attack Morrigan**, she will flee at the first opportunity.



Thunder Mountain (4)



+0% rain, 54 degrees



Mine

Towering high above the rest of the region, Thunder Mountain is a solitary, stark stone mountain at the end of a very short spur of trail. The mountain is incredibly tall, and on overcast days the top of it will be shrouded in clouds.

When the party approaches, the path widens to approximately 10' across. Although the path is of stone construction, it is centuries old, weathered by wind and rain. It will lead the party to an ancient brick entrance into the side of the mountain. The bricks are greyed with weather and age; many of them are slowly crumbling. In the center of the stone arch is an entry way, completely black and betraying nothing under the mountain.

As the party approaches, they will trigger silent pressure plates in the stone path unless they are actively looking for them, requiring a **Perception** check of DC 14. The plates are silent but alert the mountain guards who are stationed in a room at location (7) on the map. They will use a combination of secret doors and passageways (2) and (4) in an effort to ambush the party when they enter the cave complex at (5). The DM should roll for surprise, with advantage.

1. **Secret Pass:** The terrain on both sides of the path is strewn with rocks,

making it difficult to see much of anything. A **Perception** check of DC 14 will reveal a hint of path on the eastern side of the entrance. It curves around the side of the mountain to a narrow ledge (see 3: Eastern Ledge).

2. **Eastern Hallway:** This narrow passage gives the appearance of having been created but never used for anything. It runs approximately 20' north-south along the inside of the mountain but ends abruptly at both ends. If the party carefully inspects the north end of the passageway, with a **Perception** check of DC 16 they will discover that a small outcropping of rock serves as a lever of sorts and activates a secret door. The lever itself is trapped and requires a **Perception** check of DC 14 to locate, and then a check of DC 16 to disarm it, or 2 small needles will be released, causing **2D4** damage to the closest target in front of the door.
3. **Eastern Ledge:** The ledge is approximately 5' x 10'. There are two secret doors, one in the western cliff face, and one in the eastern. Both require a **Perception** check of DC 12 and are small inset pressure plates in their respective sides of the mountain.
4. **Passage:** This secret passage and short hallway are designed to provide another alternate way for the guard (see location #7) to pre-emptively



protect the mountain from outside intruders.

5. **Central Stairway:** This is the main entrance to the mountain, and it is carefully guarded by dwarves stationed at (7), and by three carefully placed and hard to find traps on the north end.

As the party enters, they will descend a slowly narrowing set of stone stairs that are slick with condensation and dust. Although there is almost no risk of slipping and falling, they will nevertheless need to proceed with caution.

The bottom of the stairwell is a narrow space, roughly 15' x 15'. At the north end, an open hallway extends another 15' to the west, and another 15' to the east. There are three identical traps, one at the northern end of the room in front of a solitary door, and one each at the start of the east- and west-directed hallways.

The central trap has a highly visible trip wire in front of it. The DM should have the party roll to see the wire, but the results do not matter; they will see it. The wire is located in front of a standard hinged section of floor. If the party cuts the wire, they will deactivate the hinge and will be able to walk across the floor. However, if they leave the wire, the hinge will give to the slightest weight, allowing a 5' x 5' section of floor to open up

over a pit. The first one or two players will fall 10' into the pit, taking 1d6 damage each.

The traps on the east and west hallways both radiate magic if the party tries to detect it. The spell will reveal what appears to be a pit beneath the floor, hidden from view by an illusion spell. The party will likely cast dispel magic to remove the illusion. At the DMs discretion, one of the two pits is empty. The other contains a **gorgon**.

The hallway to the east is a dead-end. The hallway to the west ends in a secret door on the northern face of the wall that is discoverable with a **Perception** check of DC 12. A rough-hewn passageway ends in a stairway that is cut into the open side of the mountain and ascends to a platform (6). It is designed as an emergency escape from the mountain.

6. **Escape:** This is a small open-air stone platform, roughly 10'x10' at most. It is cut out of the side of the mountain. There is 100' of coiled rope hanging off of a couple of iron spikes on the eastern face of the mountain, and it is evident that the intent would be to scale down the mountain-side to safety.

Should the party or any members of the guard attempt to escape, they will need to perform **ten DC 10 Dexterity** saves or take **1D6** damage



for every 10' that they fall. Once a fall starts (maximum falling distance is 90'), it cannot be stopped by other than magical means until the creature falling hits the bottom of the mountain.

The party will find themselves on the south side of the mountain, and it will take roughly two hours to return to the main path to the north of the mountain.

7. **The Front Guard:** This small room contains two bunk beds, four storage trunks, and a small table. It is "home" to **four human guards** whose sole purpose is to protect **Thunder mountain** from outsiders. They will be alerted to any intruders by a series of carefully hidden pressure traps on the path that leads to the mountain's entrance.

The guards will split into pairs. One will use the secret doors in the hopes of surprising intruders as they enter the **Central Stairway** (5). The other pair will use the eastern hallway to emerge along the northern side of the **Central Stairway**. The guards are well aware of the traps in (5) and are able to avoid them without effort. If the **gorgon** in the pit hasn't attacked the party by the time the guards arrive, it will exclusively attack the party as it appears to somehow be under the influence of the guards.

8. **Throne Room:** This is the throne room for the **King of Thunder Mountain**. It is in all respects at the center of the underground compound.

The hall is immense and flanked on the east and west side by pillars that extend from floor to ceiling. Sconces with torches line the walls, providing dim light because of the high ceilings.

At the far northern end of the throne room is a dais and throne—the rest of the hall is unadorned and empty. The dais itself is constructed from the same stone as the rest of the room; the throne is modest and constructed of ancient, dark wood. It has modest scrollwork but is also very plain in appearance. As the party approaches the dais, they will see a young man with a simple platinum circlet sitting on the throne. There is no one else presently in the throne room.

As the party approaches, the man will stand and wait for them to approach. He will greet them in a non-threatening fashion, with outstretched arms and open palms saying "I am **Illanipi, King of Thunder Mountain**. Welcome friends. What brings you to our kingdom?"

A simple, relatively easy **Perception** check of DC 8 reveals that Illanipi is welcoming, but also quite troubled and ill-at-ease. He will need little prompting to reveal: "My kingdom has been besieged from below and is



slowly being torn from its very foundations. My people are miners, but the mines are no longer safe. Their families are stolen from them in the night, and most who have not been stolen from us have fled. Very few remain and I fear it is too late to save the people of Thunder Mountain."

He will tell the party that he, his assistant and only a handful of single, male miners remain. For those who have fled, only haunting stories offer hints of what has besieged the kingdom. Miners tell horrifying tales of flashes of purple and ivory in the darkness, women and children being dragged away, their corpses bloody and tattered before they even leave their quarters.

"But the worst," sighs Illanipi with fear and remorse, "is the noise."

"It's worse than rats gnawing on bones. Something chews at the rocks. It's a never-ending rhythm that knows no end. It grinds to your very core, the only relief your own nightmares. And even then, the gnawing and grinding."

Illanipi hesitates and will not ask for assistance. But he will reveal that the northern most part of the mines are slowly being crushed and he suspects it is only a matter of time before the demons reach the throne room. "And then..." Illanipi trails off.

If the party offers their assistance, Illanipi will not decline. But he will tell the party that he knows little more than he has already shared and, unfortunately, that he can offer no assistance and little reward himself, as his kingdom lays in ruin around him.

He will finally reveal that a visitor revealed that the party was in the area and on a quest of great importance to the gods of Mescalero and Sapelo.

"In times ancient, before my grandfather's grandfather was King of Thunder Mountain" there was legend of time long before that when gods roamed the land of Mescalero and Sapelo. They were times of plenty. The miners' axes sung in glory, and mithril flowed like quicksilver in the mid-day sun from Thunder Mountain over **Slick Rock** and down to the shores of Oak River (now **Oak Creek**) and out to the great oceans."

"Legend has it," Illanipi continues, "that a great demon arose from the center of the lands across **Devil's Bridge** and drove the gods from the lands."

"The mines slowly failed, the fields dried up and the lands of Mescalero and Sapelo turned to desert. The miners faced down the great demon one last time at **Thunder Mountain** and drove him from the lands."



Illanapi intones "my grandfather's grandfather tells of two ancient relics, a firestick hidden away by lock and key, and a second orb made of solid mithril that remained hidden in **Thunder Mountain** for generations, the miner's assurance that—when the demon returned—they could once again banish him from their lands."

But the location of the firestick has been lost to time, and the mithril orb has also been lost, but not to time. Somewhere to the north of the **Throne Room**, the mithril orb had been stored safely in the miners' treasury. But with the destruction of the mine, the treasury has been lost.

Illanapi tells the party that if they are all fortunate, they might defeat the unknown powers that rip the mine apart, and at the same time rediscover the lost treasury and the mithril orb that may be their only hope now that the demon god walks the lands again.

If the party has not heard it spoken before, Illanapi will speak briefly of **Àtahasaia**, the demon god—older than time itself. When Àtahasaia roamed the earth he strode the skies, and the moon rose black. Lesser gods held him at bay but fear they have lost their power to do so again. When the moon turns black again, they will know Àtahasaia returns and they fear for Mescalero and Sapelo.

Illanapi believes that the best hope for the denizens of Mescalero and Sapelo are for the party to find the firestick, mithril ball, and reunite the five lesser gods before their final battle with Àtahasaia. That final battle he suspects will likely occur if the party attempts to summon Àtahasaia as *Devil's Bridge*, a day's march to the north and east of **Thunder Mountain**.

If the party elects to help Illanapi and to look for the mithril relic, he will encourage them to see Eskaminzim, his assistant before they depart. He will point to a door in the eastern wall and tell the party that Eskaminzim seldom leaves his quarters for fear of whatever demons haunt Thunder Mountain.

There is a **secret chamber** off of the eastern corner of the throne room. Illanapi has a ring on his right hand that he inserts into a small opening near the door. If the party somehow inspects that corner of the **Throne Room**, it will require a **Perception** check of DC 24 to identify as it is hidden by a powerful and ancient magic. Illanapi cannot even see the secret impression—relying purely on memories of its location that have been passed from generation to generation.

If the **purple worms** chase the party back to the throne room, Illanapi will quickly usher them into the secret



safe room until the purple worms retreat from the area.

9. **Assistant's (Eskaminzim) Quarters:**

Eskaminzim's quarters are spartan. There is a bed, a small writing desk, and a modest wardrobe. When the party enters, Eskaminzim's back will be to the door, as he is seated at the writing desk. His head is balding, surrounded only by the faintest halo of pure white hair. It is mottled with age spots. Eskaminzim will not hear the party enter and will have to be interrupted. He is clearly exasperated, exhausted, and does not want to be interrupted from his writing. However, through what appears great effort, the frustration will quickly pass from his face, and he will ask the party who they are. Because they are arriving from the throne room, he can readily conclude that they are not a threat.

Presumably the party will inquire about the threat to the kingdom of Thunder Mountain and further ask about the mithril relic that Illanapi fears has been lost to that very same threat.

Eskaminzim, who will tell the party often goes by the more familiar *Zim*, will sigh forlornly and confirm that he, too, believes the mithril sphere has been lost. In a voice exhausted and cracking with age and loss, he will tell the party: "The grandfathers of Illanapi's grandfathers forged the

mithril at the beginning of time when the mithril flowed from the mines like water and was of the purest of pure silver. Never has the world seen a mithril that shone like the purest of water and the silver-most rays of the moon."

"Captured," Zim continues "in a perfect sphere, the mithril orb saved the lands long ago from Àtahasai and his demon minions."

"And so, it was kept safe under Thunder Mountain for many millennia."

"But with the coming of the scourge of Thunder Mountain, the mithril orb was lost to them."

In halting words, Zim will talk vaguely of a hidden treasury deeper to the north in the mountain. When the gnawing stone noises began and miners and their families disappeared, a volcano hidden deep in the mountain erupted and destroyed even more of their mines. The lava flows entered the mine from the northern-most reaches and formed a sulfurous lava flooded lake that not only blocked entry to the most productive of the mithril mines, but it also destroyed the treasury where the mithril orb was stored.

Zim will direct the party that there is a doorway to the left of the dais that leads through a makeshift kitchen



and partially destroyed storage area. To the north of that area is nothing but desolation: makeshift caves and lava flows are all that remain of Thunder Mountain's once expansive underground keep and mining operations. The treasury, he will tell them, was once at the northern-most reaches.

Zim cautions the party, however, that the further they venture to the north the more likely they are to discover whatever creature or creatures are haunting and destroying Thunder Mountain. He can offer them no other help and will refuse to join the party.

10. **King of Thunder Mountain's Quarters:**

The room to the King's quarters normally remains locked, and Zim is in possession of the sole key. Unless something happens to Zim, there should be no reason for the party to enter his quarters.

11. **Kitchen:** There is no way that Zim could have prepared the party for what they see in the kitchen: by both mining standards and Zim's explanation of a *make-shift* kitchen, this area is little more than a stone pit in the middle of the floor with a cauldron suspended over it, and a loose collection of crates, barrels and sacks. It speaks to the quick decline of Thunder Mountain.

There is nothing of value in the kitchen.

There is a door in the north wall, that leads to a storage area and the portion of Thunder Mountain that has been devastated the most by whatever is attacking the small mining community.

12. **Dining Hall:** It should be immediately obvious to the party that this is also a makeshift space because there is no door that connects the **Dining Hall** with the **Kitchen**.

Once in the dining hall, the party will see a series of makeshift crates that have been lined up to give the semblance of tables, and barrels have been cut down to half and third sizes to be used as seating around the barrels.

The barrel tops are cluttered with dirty dishes and wooden forks and spoons. It appears that the room was hastily abandoned and not used for weeks.

13. **Storage:** This area, although the north end is severely damaged to the point of collapse, is still being used for basic foodstuffs that are stored in barrels, crates and burlap sacks.

The north end is nearing collapse, and the floor is littered with rocks, dirt, rotting timber and other debris. If the party inspects the walls, they have the odd impression that something is



little chewing away the stone walls of the room. Whatever it is must be immense and have teeth sharp as diamond or carbon blades. The storage area opens directly into the **South Cave**.

14. **Abandoned Mining Area:** This area appears to have been the start of **Thunder Mountain's** mining area. Similar to the storage area immediate to the west, it is hard to imagine what the space may have originally looked like: any thoughts that the party may have had in the **Storage (13)** area that something appears to be *eating* the stone walls seem to be confirmed in this space.

There are some remnants remaining scattered about the area—pickaxes, an ore cart, a few empty burlap sacks, and a lantern—that look like they were left hurriedly behind as the area came under attack.

If the party makes their way this deep into the mine, a combination of the cold and wet will make them susceptible to **Gangrenous Sores**, requiring that they make 1d4 saves (over multiple turns at the DM's discretion) of DC 12 **Constitution** or be afflicted with the sores.

15. **Storage:** This storage area is accessible off of the first area (16) that is caved in. The door is constructed of plain wood and may be barricaded from the inside—

making it a moderately safe place for the party to either escape danger or to take a short rest. If the door is barricaded, any attacking creature requires a **Strength** check of DC 18. The door can also withstand 10 HP of damage.

The storage area is narrow, but relatively deep. There is very little of value in storage. The room is large enough to store a medium-sized canoe that would fit up to 3 party members. If the party expresses any concerns about the *seaworthiness* of the canoe in the lava, they would readily conclude that it would likely burn up in the lava.

16. **South Cave:** This cave gives the party the same impression as the rooms just to the south: the space has been hastily abandoned, and it also gives the impression that the walls are literally being eaten by something of monstrous size.

The northwest corner of the cave opens up into a small corner of ground that has not been damaged: the extreme west and south wall have been largely untouched by whatever is attacking the miners and their operation. The corner is bordered on the north by a 10' deep flow of lava. From that vantage point, the party might be able to make out the rough outline of the **Lava Lake Isle (21)**.



In the opposite corner, is a plain wooden door to a storage room.

17. **Central Island:** This narrow strip of mine floor is bounded on all sides by lava flow. This fact makes it a relatively safe place for the party to take a short rest, with no risk of random encounters.

18. **Southern Gate: Central Island** is bounded to the south by a lava flow that exits the area through a very stout gate in the eastern wall of the mine. The gate is immovable.

19. **Northern Gate:** The northern gate is identical to the southern gate (18).

20. **Northern Cave:** This cave is in more significant disrepair than anything the party has seen so far, and it's impossible to tell exactly how this may or may not once have been part of the mining operation of **Thunder Mountain**. Surrounded on the west and south by lava flow, the other two walls to the east and north are roughly hewn and covered with very intense markings made by the same creature that has apparently burrowed through and eaten its way through the rest of the mine.

As briefly as the party may spend time here, they will almost immediately hear a pulsing, beating rush of stone crushing and collapsing along the

north wall. Before they can react, a **purple worm** will be upon them, bursting from the wall with debris falling everywhere. Before the battle can even begin, all party members must make a **Dexterity** check of DC 18 or take 1d10 (half upon success) from the significant amount of debris flying through the air as the worm approaches.

As the party rolls for initiative, they will see the maw of the worm: large enough to swallow a horse whole and lined with rows of teeth as sharp as diamonds or carbon blades. They have encountered the beast that is terrorizing **Thunder Mountain**. The worm will lunge forward at the party rhythmically compressing and expanding its body, moving at ferociously fast speed as it continues to consume the side of the wall.

The tunnel behind the worm is 10' in diameter. If the party defeats the worm, they can choose to explore the tunnel system. The DM may choose how long to allow them to explore, but the party will quickly become lost, and will find nothing of value in the vast tunnel system.

The worm will attempt to bite and then swallow any party member within its reach. It will fight ferociously, and not retreat until its HP are reduced to 50 or lower.



Because the party will have to conquer the purple worm to get to the mithril globe, this should be a considerable—if not epic—battle for the party and carry considerable risk. If the encounter fails to accomplish that level of fear and risk in the party, the purple worm will shriek loudly and 1d4 turns later at least one additional purple worm will join the fray. Remember that the goal is not to necessarily kill any or all in the party, but to impress upon them the truly heroicness of the quest they are pursuing.

If vanquished, the purple worm, as are their renown, has a number of valuable items in its stomach including: (1) **mithril circlet** (5,000 GP); 2,500 Mithril Pieces*; (1) **potion of storm giant strength**; and (1) **ring of x-ray vision**.

* The mithril pieces (MP) are a currency that the king of Thunder Mountain was trying to have local communities adopt as a currency suited for treasuries, bankers and merchants. When the party tries to use or sell them there is only a 25% chance that they can use them. Their value can fluctuate significantly, ranging in value from 10GP to 200GP apiece (use **1D20x10** to determine, allowing a minimum of 1 MP and maximum of 10MP per transaction). The total value of the MP will therefore range from 25,000 to 500,000 GP, a significant, but

indeterminant amount reflective of the risks associated with defeating the purple worm.

If the party defeats more than one worm, distribute the treasure between the worms, but do not increase the treasure (recommendation).

21. **Lava Lake Isle:** The island can technically be reached from areas (16), (17) and (20) on the map. However, this poses extreme challenges for the party. The first is that the island is made of lava rock that rises almost un-noticed above the flow of lava surrounding it. Seeing it will require a **Nature or Perception** check of DC 18.

The second challenge will be figuring out how to reach the island. The lava flows are prohibitively hot and will cause instant death if party members are not protected by magical means. If they attempt to use any kind of makeshift craft, the material will explode in flames as soon as it touches the lava. Inhabitants of those crafts will have no time to react and will also instantaneously perish.

Flying, therefore, is the most likely way of reaching the island.

The island is black volcanic rock. It is extremely hot, but safe as far as the temperature is concerned. The surface seems solid to the step, though it is riddled with cracks and



fissures that steam continuously. A **Nature or Perception** check of DC 16 reveals that the rock is exceptionally thin in the center of the island. It will hold up to one party member (medium, humanoid sized) at a time. A second party member, however, will cause the rock to collapse and anyone standing in the center of the island will fall 10' (1d6 damage) to a largely collapsed room below. If the party discovers that the rock is thin, they can take 1d4 turns to work enough rock loose that they can safely descend to the room below using ropes and a hook or pitons.

The room below is the lost treasury that Zim referred to when he mentioned the mithril artifact. The party will notice that the room is roughly half collapsed and they can see a solid wooden and iron band reinforced door that leads to the north. The door is barred shut with debris and cannot be open.

In the center of the room, however, is a small, undamaged (miraculously) dais. A silvery orb sits atop the dais. Its beauty cannot be underestimated. It is silvery and translucent at the same time, reflecting its surroundings on the surface. The party has never encountered anything like it: the magic emanating from it is so strong that it does not even need to be detected.

The dais and **mithril globe** are heavily trapped. The first trap the party will detect is a simple pressure plate under the globe. It is easy to detect, requiring a **Perception** check of DC 12, but a **Dexterity** check of DC 18 if any party member attempts to replace the globe with an item of similar weight to prevent the trap from setting off. If the check fails, or if the party merely picks up the globe, the dais will immediately heat up to a temperature roughly equal to the lava flow surrounding the island. Anyone touching the globe or dais will need to make a **Dexterity** check of DC 20 or immediately take **2d20** fire damage, or half damage on success. They will not be able to remove the globe, and it will take 24 hours for the dais to cool before they can make a second attempt.

The **mithril globe** has the following properties: +2 AC to all creatures within a 20' radius (including enemy targets). It also has a temporary property in that it will make the party immune to magic attacks by Àtahasaia for 1d4 turns. It does not have to be invoked but starts after Àtahasaia's first attack.

22. **Lava Flow:** This is where the lava flows into the lake. The flow was caused by the volcano eruption. It is impossible to exit **Thunder Mountain** by way of the lava flow.



Aerie Mesa (5)



-20% rain, +20 degrees



Desert

Aerie Mesa rises from the surrounding desert floor. Because the party is unfamiliar with the area, it will be impossible for them to spot any discernable features until they encounter **Aerie Ascent**: a long series of stone steps cut into the side of the rock.

1. **Aerie Ascent**: This is a very long, exhausting ascent as the stone stairwell winds its way approximately three miles into the stone cliff. It ends at the western-most end of a flat stretch of mountain that is bordered on the north and south by high rock face. The party will have no other choice but to walk between the rock walls to the east.
2. **Aerie Crossing**: The rope bridge that starts here appears to be impossibly long to the party and they might suspect that magical or other means must be keeping it suspended above a treacherously deep drop to the desert floor below. One would expect your party to take considerable precautions as they prepare to cross the bridge. The drop is stunning: well more than 200'. However, they will pass uneventfully.

If the part gets attacked and retreats

across the bridge, there is greater risk of falling off the side. There is nothing to hang onto and no time for more than grasping at a small item in a pocket. For every 10', the DM could assess 1d6 damage from the fall. However, to expect that any party member could survive a 200' fall is unrealistic. The alternative game mechanic would be for the character to die instantly upon impact with **no death saves**.

3. **Aerie Pass**: The eastern side of the bridge. There is no additional room for the party to stand. **Chogan** will attack the party, flying in quickly from above after they have crossed the bridge. If the party has figured out the role of the demigods, they can attempt to persuade Chogan to halt his attack. Doing so would require them to feign surrender, through **persuasion** and a DC 12 check. If the party takes this approach, they will be able to then readily persuade Chogan that they are on the same side in the quest.

Chogan has little to offer the party. He is aware of the location of the pseudodragon, **Ba-cho'wakan**. The DM might also use his or her discretion and allow Chogan to disclose that there is a secret compart/false floor in Ba-cho'wakan's cage that contains a charge for the firestick. If the party hasn't found the firestick (or even if they aren't aware of it yet), Chogan



can also disclose its location and use, at the DM's discretion.

4. **Aerie Descent:** An open-air descent, that is both rapid and rocky. If the party flees in this direction, they will defend themselves at disadvantage. They also risk falling up to 150'. For every 10', characters need to make a **Dexterity** check of DC 16 or take 1d6 damage or half damage on success. On success, the character must continue to make **Strength** checks of DC 14 every turn or resume falling. It is also likely that falling characters will continue to be attacked. For every hit, they will also need to make a **Strength** checks of DC 14 or resume falling.
5. **Aerie Launch:** There is a long tunnel to a square outcropping of rock. The tunnel is obscured by one of the poorest secret doors the party has ever seen! As the party passes the entrance to this area, they will see a very loose pile of rock and rubble that mostly obscures the entrance to the tunnel. It will be relatively a trivial task to clear enough rubble for them to enter the tunnel.

The stone platform is roughly 20'x20' in dimension and hangs out over the same 200' drop that the bridge (2-3) traverses behind them. The rock outcroppings prevented the party

from seeing the platform from the bridge and vice versa.

The party will be on the platform for only a short period of time before the air starts to turn chill as the wind picks up and clouds roll in. On silent wings, an **Adult Blue Dragon** will attack the party with the opportunity for surprise. The creature retains the shape of dragon, but it has lost all of its skin and scales so that only its skeleton remains. It is dark and lifeless except for its eyes which appear as glowing pints of light floating in shadowy eye sockets.

The party will find the speed (80') at which the adult blue dragon approaches, is terrifying. The creature will start by asserting its *frightful presence* and then performing a *Wing Attack* as a legendary action. The dragon is an evil warrior and will attack at all cost unless its HP drop to 50 or lower, at which point it will attempt to flee.

The dragon has a hidden lair in the mountains, some considerable distance away. The party is extremely unlikely to discover its location—which also means no treasure. However, if the party extracts six teeth, they can be ground into powder that can be used as **two energy charges for the firestick** that is located at **Secret Slick Rock**. Each



charge releases the same power as **Lightning Breath** from an adult blue dragon: 90' line, 5' wide. Creatures in the path must make a **DC 19 Dexterity** save or take 66 (12d10) lightning damage on a failed save, or half as much on a successful one.

If the party inspects the hide of the Dragon, they will discover something unique; one of its scales is green. If they remove the scale carefully, they will find that it conceals a **green key** to the lock located at **Secret Slick Rock**.

Chimney Rock (6)



+20% rain, -10 degrees



Mountains

Chimney Rock lives up to its name, as a solitary spire rises from an enormous rock base, resembling a stone chimney. Chimney Rock sits geographically in the center of the Devil's Bridge area and is only a few short yards off a circular loop from Thunder Mountain. The main trail in this area travels gently from west to east before it crosses a small bridge over a stream. Other than a side-trail (1) that cuts to the north toward **Chimney Rock**, there are no other defining features of this trail.

1. **Side-Trail:** The side-trail back to Chimney Rock is a quiet, sandy trail through the desert. Other than being

hot and without water sources, there are no defining features of the trail.

2. **Foothills:** The foothills at the base of Chimney Rock are desolate and lightly covered in scrub vegetation. They are home to a group of **Millitaur (4)**. They will attempt to remain hidden in a secluded cave if possible. The cave will be extremely difficult to find, requiring a **DC 18 Investigation** or **Survival** check—whether the party looks for it before or after encountering the Millitaur (4).

The Millitaur (4) will remain out of site and will only attack if the party decides to camp at the base of **Chimney Rock**. They will attempt a **Stealth** and **Surprise attack**.

If the party discovers the cave (see above), it is very well hidden by scrub brush and large boulders. The inside of the cave is small, dark, and relatively clean of any debris. The Millitaur (4), though, have collected a small amount of treasure including: a **mead drinking horn** which restores **1D10** hp of health, 1/day; an **ornate wrist bracer** worth 500 gp; and what appears to be a **bag of holding** but is actually a **bag of devouring**. The bag is protected by magic which will prevent it from glowing if the party checks for curses or evil.

3. **Chimney Crossing:** A small bridge cross the top of a dam that holds back the waters of a small river or



creek that flows off to the north. The bridge is roughly 15' long and no more than 5' wide requiring that the party cross single file.

When the first party member reaches the halfway point of the bridge, an **Aboleth** will attack whomever is in the lead. The aboleth will not attack for long, retreating when its HP are reduced to 100 or lower to its lair in **Chimney Rock Lake**.

4. **Chimney Rock Lake:** This is a clear, cold lake, and is far deeper than the dam might have naturally created because it is also fed by numerous underground springs. Its depth makes it the perfect location for the aboleth's lair, which it will retreat quickly to in order to defend itself.

When the party approaches the lair, they will notice that the water quickly changes from unusually crystal clear and clean to murky and foul smelling. The bottom of the lake is covered in slime and muck—making it difficult terrain.

The lair is submerged in the deepest part of the lake, at more than 50'. The water in the lair is foul, and the bottom of it is strewn with the bones of fish and humans alike. There are also occasional corpses in various states of both decay and being eaten.

The aboleth has no treasure or items of worth.

Devil's Kitchen (7)



-20% rain, +20 degrees



Desert

This is an ancient area in one of the more remote areas of *Devil's Bridge*. Located between **Aerie Mesa** and **Hole in the Sky**, there are no trails. The party will most likely follow **Oak Creek** before venturing north into this area.

The party will quickly find that the temperatures will warm drastically and the terrain increasingly rocky and sparse of any vegetation. There are many rock spires and rock bridges (typically they are impassible across the top, but the party can pass through beneath them).

While the party might somehow accidentally come across **Devil's Kitchen (3)**, their odds of success greatly increase if they encounter the **Settlement** located on the banks of **Oak Creek**.

1. **Settlement:** For parties that have played *Sapelo Island*, they will quickly recognize that this is a settlement of **Tôlbanaki** or turtle people. They are a friendly, helpful race and will offer the party a place to rest and heal. If the party chooses to rest here, they will also learn that if they cross the creek and follow it to the west, they

will encounter **Devil's Catch**. From there, they should head straight north to reach **Devil's Kitchen**.

Devil's Catch will be identifiable, they are told, because there will be a triple-spined rock outcropping that runs right up to the banks of the creek. It will look like a trident. If the party approached the settlement from the west, they will readily remember the outcropping which is about five miles from there.

Although the **Tôlbanaki** are noble in their desire to help the party they are also (unknown to them) afflicted with **scaly skin**. If the party spends the night at the Settlement, they will need to make a DC 10 **Constitution** save or be afflicted.

2. **Devil's Catch:** This area is precisely as the **Tôlbanaki** describe it: a triple-spined rock outcropping that runs to the shore of **Oak Creek**.
3. **Devil's Kitchen:** **Ziigwan-Miskwa** will be sitting near a tree at the base of Devil's Kitchen. He will greet the party with great suspicion. If the party chooses not to tell the demi-god of their progress (if any), he will summon Chogan. If possible, Ziigwan-Miskwa will wait to attack the party until the second demi-god appears, believing still that the party is responsible for what is happening.

If the party can share any update about what is happening, they can attempt to persuade Chogan that it is not their fault with a **Persuasion check** of DC 20 or better. They gain a **+2** for each of the items they have found that will help with the final battle, **but only if they disclose having them**.

Neither Chogan nor Ziigwan-Miskwa have anything of value to the party on their possession. Either of them will flee separately if their HP drops to 50 or lower.

If the party has previously encountered Chogan, the demigod will defuse the situation.

Deadman's Pass (8)



-20% rain, +20 degrees



Desert

The trail from Thunder Mountain splits to the east and west, with the western spur quickly turning to the southwest. It ends abruptly at the foot of the mountains at the site of Diablo Mine, an abandoned silver mine.

A short trail leads through Deadman's Gulch to stream in the Valley of the Dead Man. There is no bridge across the stream, though the party should be able to cross it without incident. There is a very small tribe that lives in the Valley; they are relatively harmless if left



to themselves but will defend their small village of tents if need be.

1. **Deadman's Pass:** For hundreds of yards, the trail descends into a canyon and stream bed, surrounded by tall stone walls that reach higher into the sky the further the party ventures into the pass. The pass appears to end abruptly at a deep, fast flowing stream. If they look to the south, they will see forest. To the north, mountains, and a sliver of shore on the eastern bank that might be a continuation of the trail. On the northeastern corner, a small grey mountain grows out of the stone face of the canyon.

There is no bridge across the stream, so the party will have to descend the cliff and then wade across. There is no significant danger of falling, but if the party retreats in this direction for any reason, the ascent is approximately 30', and they will have to make **Dexterity** checks of DC 12 if climbing while being attacked. If they fail, falling causes **1D6** damage per 10'.

2. **Valley of the Deadman:** The valley is bordered on one side by a deep, fast flowing stream, and on all other sides by tall canyon walls. A small village of roughly ten or so tents lines the northern side of the stream. The tents are centered around a slightly larger bright red tent that is otherwise unadorned and looks identical to the

others.

A small clan of **Tôlbanaki** make the valley their home, relying largely on fishing in the river for their existence. Whether or not the party has any prior experience with other clans, they will quickly learn that they are a peaceful people, who will aid the party if they can. The party will be encouraged to take either a long or a short rest. This clan does not, however, have anyone who can help with more advanced healing. This clan also suffers from **Scaly Skin**, so if the party spends a short or long rest, each member will make a DC 10 **Constitution** check or become afflicted.

If the party has not already discovered, it the Tôlbanaki will make them aware of **Deadman's Mine**, just off of the trail between the **North Corridor** and the river, approximately 6 or 7 miles to the north. The Tôlbanaki believe that the mine fell into dis-use many centuries ago but stay clear of it because they believe it to be haunted by **Skinwalkers**.

3. **North Corridor:** The exit through the path is lower than **Deadman's Pass**, rising no more than about 10' above the riverbed that borders it to the southwest. The party is in no significant danger ascending the cliff unless they are fleeing from an attack. In that situation, they will have



to make **Dexterity** checks of DC. If they fail, falling causes 1d6 damage.

4. **Deadman's Mine:** Visible from the North Corridor, the entrance to Deadman's Mine is framed by old rotting wooden timbers and does not look passable. Should the party decide to explore, it will take a **Strength** check of DC 15 and five turns to clear the entrance. If the check fails, every party member attempting to clear the entrance suffers **1D4** damage from fatigue. The entrance to the mine is pitch black. The base of the entrance is covered in rock dust and rocks of various size. Everything is covered in cobwebs, and one might easily suspect that it has been decades since this entrance was used by any living being.

As the party enters the mine to begin their descent, the stairway narrows considerably and turns sharply to the right as it descends—more than 100' below the surface. It is slippery enough to slow the descent (or ascent if they are unfortunate enough to be chased out of the mine), but not enough for the party to be overly concerned about slipping and falling.

The descent ends at a plain looking wooden door, damp and rotten from

the foul, decaying air. The door is closed but unlocked.

- 1) **Eye of the Mine:** When the party enters what they believe is the main mine, they will find themselves in a nondescript 15' x 15' room with one door on the north wall.

This room is the center of a series of interconnected hallways that wrap around the room and intended to make it difficult for the party to reach the main mining operations.

The air circulation in the hallways will make it easy for the **Lost Minotaur** residing in (2) to be fully aware of the party's presence. It will use the secret doors running in a straight line along the northern walls of the hallway to its advantage in attacking (hopefully with surprise) the party as quickly as possible and attempting to disorient them if able.

- 2) **Guard Creature's Quarters:** The operators of the mine appear to have abandoned it, but to still have had the foresight to protect it from intruders. A **Lost Minotaur** resides in these quarters and



protects the mine from any intruders.

The quarters are otherwise empty.

If possible, the creature will not wait to engage the party in (2) but will use the secret passages to confuse the party or at least force them to retreat back out of the mine.

The series of secret doors (S) are not terribly difficult to identify if the party looks for them in the right place. They are all activated by simple pressure plates and only require a **Perception** check of DC 10 if a party member is within 5' of any one of the pressure plates. If the party observes the creature using a specific secret door the **Perception** check is reduced to a DC6.

- 3) **Western Storage:** This is a huge storage area where the miners stored the ore before transporting it away from the mine. There are handcarts everywhere in this space, all partially filled with unrefined rock and ore.

The party will also find a variety of miscellaneous

mining implements ranging from small sacks, hand picks, and torches. There is nothing of significant value.

- 4) **Eastern Storage:** This is an old storage area that has sense been converted into a makeshift barracks. It would appear that the **Tôibanaki** were mistaken: the mine is still in active use, and a small number of **Cocoa Dwarves** are using this space as living quarters.

The area to the south of this is the only remaining portion of the mine that is still active. The Dwarves will be especially suspicious of the party and, therefore, also very protective of the **Southern Mine (5)**. Although they will not initiate an attack against the party, they will stubbornly defend the mine area if they feel that it is threatened by the party.

- 5) **Southern Mine:** The entry to the only remaining active part of the mine is separated from the rest of the operation by a stretch of hallway, and stone-carved stairs that descend almost straight down another 100' below the area used by the cocoa dwarves as living



quarters.

The dwarves will **under no circumstances** allow the party into this part of the mine. As DM, that leaves two scenarios for entry. The first would be an encounter with the dwarves where the party prevails and then enters this area of the mine.

The second scenario would be either a side adventure or continuation of *Devil's Bridge* where this portion of the mine might lead to even deeper and more terrible creatures lurking many hundreds (if not thousands) of feet below the surface.

Assuming, though, that the party finds itself in this area of the mine, they will discover a mine that is as dark as it is wonderful. The rock walls themselves are as unremarkably grey as the rest of the mountain. And in the dark, it will initially (even with torches) be difficult to discern the valuable ore that the dwarves are mining. It is pitch black and tends to absorb any visible light. The dwarves refer to the ore as "cocoa ore"—the ancient (and secret) origin of their names.

Unknown to the party, and to most inhabitants outside of Mescalero and Sapelo, cocoa ore is not only the stuff of myth and legend, but often the treasures reserved for only the most fantastic of fairy tales meant for small children.

If the party does manage to discover and mine any of the cocoa ore, they will discover that it is even more valuable than mithril. The party can relatively easily mine up to **1D100+100** oz of cocoa ore, valued at 500gp per oz once it is refined. If the party pursues this, assume it will cost them 20gp per oz to refine over a period of 1 oz per day of refining.

In the realm of Sapelo and Mescalero, the party can keep the cocoa pieces (CoP) as they are not only valuable, but extremely lightweight. Using them will draw particular attention to the party so the DM will want to factor that in whenever the party expends CoP.

- 6) **Mine Entrance:** This is the last part of the mine that was carved carefully out of the mountainside by the cocoa dwarves. It serves exclusively as a staging area to the north



and eastern mines and is otherwise empty of any equipment or valuable items.

- 7) **North Mine:** This is the oldest of the mine shafts in Deadman's mine. Because of the sheer age of this area of the mine, the party risks possible cave-ins for every turn they are in the mine, or the tunnel leading into it. Each turn risks a 20% chance of a cave-in significant enough to harm any party member in the area. During a cave-in, players roll a DC 12 **Dexterity** check or take **1D10** damage from falling rock. They take ½ damage on a successful save.

For each cave-in that occurs, there is an additional 5% chance that the cave-in is far quicker and more dramatic: in that situation, there is no saving throw, and party members in the area take 1d100 +100 points of damage and are covered in enough rock that they risk suffocating in 1d6 turns. For each turn, that they need to attempt to dig out, a party member must make a DC 20 **Strength** check and succeed every turn. A fail is the equivalent of a **death**

save. Any party failing a third time dies in the cave-in.

- 8) **North-East Mine:** This is one of the deadliest parts of the mine, especially if the Skinwalker chases the party back into this long, narrow passageway.

At the end of this mining tunnel, it is dank and dark. It is also home to an **obsidian mist**. The mist is identical in terrifying features to a crimson mist, but with one essential difference: it has evolved to the darkness of the mines where it dwells so as to be completely invisible to the party. Once it attacks, the party will have a general sense of its presence and location but will only be able to attack at disadvantage.

- 9) **East Mine:** If the party begins in the northern reaches of the mine before encountering the **Cocoa Dwarves** to the south, they will see remnants of a strange ore in the walls of this part of the mine. There is not enough of it to identify or to mine, and it is not a substance that the party has encountered in their previous



adventures. However, you might allow players some kind of **Nature** (or check appropriate for the character's background) DC 18 check to have a strong suspicion that whatever it is likely has the value and strength most closely resembling mithril. With a roll of DC 20 or better, the character is convinced that whatever material is in the mine is even more valuable than mithril.

- 10) **South-West Mine:** the south-west mine is the source of all of the fears of the **Tôibanaki**. This is the lair of a legendary and fearsome **Skinwalker**. While skinwalkers do not dwell beneath the surface, this creature uses this remote corner of the mine as a lair from which to hunt the **Tôibanaki**. Although it tends to steer clear of the cocoa dwarves, because of their strength and numbers, their presence provides the Skinwalker with further cover.

The lair is gruesome. Although it is damp and cold, the air is acrid with the smell of rotting flesh. Even though the adventurers should

somewhat be accustomed to such smells, the air is so thick with the smell that they will have to make a **Constitution** save of DC 12 or



attack/defend against the Skinwalker at disadvantage.

Visually, the lair is no better as the Skinwalker has hung the skins of humans, dwarves, elves and medium-sized creatures from every available wall in the cavern. Rotting ropes hang in intervals from the ceiling. Most end in iron meat hooks that are rusted through with blood and ichor. More than a dozen have blackened carcasses hanging from them: some appearing to be only days-old, and others that may



have been left hanging literally for years.

The freshest of the corpses have visible razor marks on them, likely from the claws and fangs of the Skinwalker. Maggots and grubs crawl in and around the wounds, the worst of which have turned green and gangrenous looking. The party will have little desire to remain in the mine after defeating the Skinwalker.

The Skinwalker is purely a creature of the blackest of night, and the most terrifying of nightmares. It exists only to kill, and only in the most inhumane of ways. There is no evidence in the lair of any place that the Skinwalker might rest or partake of any activity not directly associated with hunting, slaying and eating his prey. The Skinwalker, therefore has no need or interest for anything that may have belonged to his prey. Other than corpses, or bones and hair from those corpses, there is nothing else in the lair.

If the party engages with the Skinwalker but then flees from

it, the Skinwalker will attempt to chase them into one of the abandoned mines at (7), (8) or (9). If the party flees back to the south, it will pursue them through the maze of hallways surrounding (1) but will abandon the chase once the party makes it back to the spiral staircase at the entrance to the mine.

Devil's Doorknob (9)



-20% rain, +20 degrees



Desert

Although it is closest to **Devil's Bridge**, **Devil's Doorknob** is inaccessible from the north, and much be approached by trail (1) from **Chimney Rock** to the south.

The trail is a moderate ascent from the south and looks like it has only recently fallen into disuse.

1. **Devil's Trail:** This is a long and winding gravel trail. It ascends slowly and gradually compared to the other trails that the party has found themselves on. It passes by a small, active ranch before ending in an abandoned mine at the foothill of **Devil's Doorknob**.
2. **Diablo Ranch:** This ranching operation looks like the pipedream of



a raving mad lunatic as it is completely surrounded by desert and it is impossible to imagine how anyone ever thought they could raise crops or cattle in this climate.

The ranch is modest in size, and comprised of a small farmhouse, small wooden barn, a garden, and two small fields that look as though they have lain fallow for decades, if not longer. The farm and all of the land surrounding it is bone-dry.

When the party approaches the farmhouse, the environment around them shifts and even in broad daylight, everything becomes dark. In the desert, the party is accustomed to the large skies at midnight where the stars and planets dance and swirl above.

Here, however, it feels as though the party is actually walking among the stars themselves—they no longer appear overhead but in them.

the ranch has been taken over by a powerful mage and is his line of defense to protect the treasures of **Diablo Mine** to the north. There is no saving throw against the illusion of darkness and the night sky: it is purely to cause fear in the party in the hopes that they just abandon the area.

If, however, the party stays and

investigates the house, it is home to a **Flesh Golem** that was summoned by the mage and has some unique ability. As the party enters the farmhouse, the dark starriness takes on what they might only describe as a rainbow shimmer within a cloud. The air smells of ozone and ash.

The golem is completely malleable and amorphous and can expand and contract at will—and as it needs. However, as it attacks the party, it will always reform so that the party sees what they would describe as having vaguely human shape. Because it is a magical construct, the golem will fight the party until it is destroyed.

If the party defeats the golem and inspects the ranch, they will discover that it, and the barn, seem to lack any of the tools or resources necessary to the operation of a ranch. Instead, they find pickaxes, lanterns, sacks and other tools that seem to be more appropriate for mining. This is the only clue that they will have that is a misdirection for **Diablo Mine**.

3. **Diablo Mine:** The mage who protected this mine obviously failed in the respect that the mine itself was a dismal failure. Located at the end of the trail at the foot of **Devil's Doorknob**, the mine is extremely shallow and small.



As the party inspects the mine, they will likely conclude that it has remained abandoned for decades. If they inspect the walls, they will see only the barest traces of copper in the stone. There is not enough copper for them to mine any of it, and only enough for them to conclude that the mine quickly failed whoever had originally discovered it. The mine is little more than a distraction to the main adventure. However, the DM might choose to expand the mine as either a brief side adventure or build out the mystery of the mage who discovered this mine and felt that it was worth protecting by creating the Manastorm Golem at the ranch.

Devil's Bridge (10)



-20% rain, +20 degrees



Desert

The entrance to this area emerges after a mile-long hike up into higher elevation. The area looks and feels more like a plateau, though it is difficult to see more than a few dozen feet ahead or behind the party because of the steep stone walls and quick ascent.

The party will eventually come to a flat opening where the trail widens to approximately a 20 foot by 40-foot-wide natural stone platform. Centuries before it would appear that humanoids carved the

stone platform from the surrounding rock, erected two stone pillars and constructed a suspension bridge from the stone platform across a deep chasm that extends more than a hundred feet below. The chasm is deep enough, and the walls uneven enough, that it is impossible to see the bottom of it.

The bridge is constructed of rope and rotting wood planks. The party's best guess is that it extends well more than 50 or 60 feet across the chasm—though it is difficult to estimate the distance.

1. **Devil's Launch:** This stone area appears to have been carved out of the side of the mountain many centuries ago. It is ancient and worn with the passing of many travelers. The launch extends roughly 20' out from the side of the mountain and is roughly 40' across. It is large enough for the entire party to stand on it at the same time.

If the party has unlocked the weapon at **Cathedral Rock**, they will summon Àtahasaia and this will be the final encounter. If not, they will need to return. Àtahasaia will not appear until the party reaches **Central Bridge** (3) because of the advantage it will give the god. If the party does not release Àtahasaia, they can pass across the bridge without incident.





2. **South Bridge:** As the party sets foot onto the bridge, they will note that they are considerably above the floor of the desert. A brisk wind blows steadily across the bridge, but they get the sense that, while the bridge is quite old and weathered, it also appears to be quite safe.

The bridge is wide enough that the party can travel two abreast.

Once the party makes it to **Central Bridge**, they will readily recognize that they would be safer if they retreated and fought from **South Bridge** instead.

3. **Central Bridge:** As the party approaches the center of the bridge, they begin to realize just how old and rickety this old wooden and rope bridge is.

As the party peers over the side, they will discover that they are easily 200' from the desert floor below them. Although they don't feel imminently in danger of falling from the bridge, they also recognize that they will need to exercise extreme caution.

It is at this point that Àtahasaia will appear from above, attempting to take them by surprise. Whether an attack is with surprise or not, every attack from the god comes with a chance of knocking a player from the bridge: they must make a **Dexterity** DC 12 check or fall from the bridge. At the DM's discretion: because the fall almost certainly results in death, you may allow one last *desperation* roll where the player makes a grab for the rope bridge. The first roll is another **Dexterity** DC 20 check out of pure desperation. Even if the party member succeeds, he or she must then make a **Strength** DC 20 save (-1, if heavy armor) to pull themselves back up onto the surface of the bridge.

Barring magical means, any player falling from the bridge will fall to their immediate death.



4. **North Bridge:** It will require little to no observation for a party member to recognize that this section of the bridge is much safer than **Central Bridge**. While fight from this section of the bridge, party members do not need to make saving throws when they are hit by Àtahasaia.

5. **Devil's Release:** The eastern side of the bridge is similar to the western end, though the platform is much narrower, approximately 7 feet deep by fifteen feet across. The bridge is attached to the same style of stone pillars as were used at the opposite end of the bridge.

Àtahasaia is not a Mescalero or Sapelo god, but a greater Zuni god. He is a cannibalistic giant, so large that he cannot fit into spaces where a normal human being might easily pass. In local legend, his torso is described as being at least as large as a large elk's, and having long, wild grey hair and hands with skin so thick and gnarled that the knuckles appear horned. He is bare-chested, and his chest hair is as prickly as a porcupine's quills, and his immensely muscular arms are covered in black and white scales. His mouth stretches from ear to ear. His eyes do not blink, and he has yellow tusks that protrude past his lips.

Àtahasaia carries a huge flint axe in one hand, and a flint knife in the other. The axe is a great axe, but he

can yield it in one hand. The knife is as broad as a man's thigh, and at least twice as long. On his back, is a bow made from an oak sapling—as large as a siege weapon.



One of the first things Àtahasaia will do is summon **1D4 A'doshlê**.

As the battle gets under way, any of the remaining Mescalero/Sapelo demi-gods who are still living or not banished to the aethereal planes, will come to the aid of the party.

If caught, he will pretend to capitulate, but Àtahasaia is a terrible liar, and will say anything in his efforts to escape.

If defeated, Àtahasia's body is returned to the astral plane, and nothing is left behind. The party will at least have the sense that they were victorious, and it should be reasonably apparent that they would return to report on their success. Any of the surviving demi-gods will accompany the party on their journey, though they will not say much about the encounter during their travels.

Hole in the Sky (11)



-20% rain, +20 degrees



Desert

Hole in the sky is somewhat of a misnomer when the party approaches because what they will see is a large circle in the ground that stretches some 120' or more across. The eastern most side has a narrow set of stairs cut into the earth and descending quickly lower. From the top, the party can see the walls of the stairwell as they descend into the ground, including the last semi-circular drop to the bottom. The bottom of the stairwell is far enough beneath the surface of the earth, roughly 100', that it is dark.

1. **Entrance:** The stairs descend roughly 50' into the ground over the course of about as much distance—making the drop quick, but not treacherous. There are tall walls on either side of the stairwell, but there is no ceiling, meaning the light is dim.

2. **Spiral to the Sky:** From the bottom of can see straight up and the canyon gives the impression that the sky is perfectly circular from the bottom.

There is one locked gate inset into the stone wall of the canyon. It is the front of a cage that contains a **pseudodragon**. The party's goal is to free the pseudodragon and return with it to **Bell Rock**.

When the party investigates the lock, they will discover that any one of the colored keys will open it. The lock is otherwise un-trapped. Ba-cho'wakan will willingly go with the party back to **Bell Rock**.

There is a false bottom in the pseudodragon's cage that is detectable with a DC 16 **Perception** check. It contains a charge (2) for the **firestick**.



Boynton Canyon (12)



-20% rain, +20 degrees



Desert

Even in the driest of weather, a small stream runs along the bottom of the canyon floor, flanking a path on the eastern side. The stream is crystal clear, and runs fast, though it is shallow. The water is drinkable, but there are no fish. The trail is extremely narrow, forcing the party to walk single file between the canyon walls and the swiftly flowing stream.

1. **Trailhead:** As the party walks along the path, they will find it otherwise relatively easy to walk along—other than having to be single-file. The canyon otherwise seems devoid of any plant life.

As the party reaches the halfway point to a bridge and small dam, they will be passing an underground lair of a **dragon turtle** that is beneath the surface of the water on the eastern side of the creek. Although dragon turtles are often found in the oceans, this one has somehow gotten trapped inland and makes its home under the creek bed.

The turtle will have advantage on a surprise attack and will wait to attack until the last person in the party has walked past its lair. Its first attack will

be with *Steam Breath*. If the party runs deeper into the canyon, the turtle will not get an **Attack of Opportunity**.

If the party somehow defeats the dragon turtle, they will discover that it has been collecting large amounts of treasure in its under-water lair. Because the turtle initially swallows treasure and then later regurgitates it in its lair, the party will discover an **loun Stone of Regeneration** in its stomach.

The turtle's lair is little more than large enough for it and its treasure. It would appear that the turtle has largely preyed on local miners as its treasure consists largely of platinum ore. The party will be able to carry 2,500 PP of ore out of the lair with them.

If the party flees the dragon turtle before defeating it, they will either have to return to face it a second time or discover a hidden way out of the canyon located on **Boynton Island**.

2. **Bridge:** There is a small dam beneath the bridge that holds back the water that is **Lower Boynton Lake**. The water at the bridge is as crystal-clear as the creek, and it's easy to see to the bottom where there appear to be **large pearls** in the sand. If the party spends too much time on the bridge or in the water, they will attract the



attention of a **purple worm** that will quickly burrow from the surrounding area and attack players first in the water and then on the bridge.

There are 1d8 large pearls in the water each worth **250 GP**. If the purple worm is defeated, the party will discover the creature has ingested a jeweled ankle bracer worth **2,500 GP**, a platinum ring worth **7,500 GP** and a **ring of evasion**.

3. **Lower Boynton Lake:** A small dam holds back the creek to form this crystal-clear lake. The waters are placid, reflecting the sky above. Characters looking into the water will become absolutely enchanted by the waters and must make a DC 16 **Wisdom** save or walk into its depths. They may re-attempt the save at the end of every turn. By a second turn, the water will be over their head, and players will take 1d6 damage from ingesting water. Once they succeed on a save, they will take one final turn of **1D6** damage.

Party members attempting to save an individual from the lake must make a **DC 12 Strength** save which will also break the curse of the lake. In the process of saving their companion(s), however, they will be attacked by that companion.

There is nothing of value in **Lower Boynton Lake**.

4. **Boynton Dam:** This is an enormous dam constructed entirely of stone. It stands over 50' above the desert floor at its height. At this time of year, a fair amount of water runs over dam, cascading across each level of stone. A larger body of water is visible at the top of the dam: Boynton Lake.

The stones that make up the dam are terraced, and each level is wide enough for members of the party to stand on in a single file fashion. The amount of water is copious, but the flow of the water is moderate enough to not cause the party any difficulty if they walk on the dam.

If the party is at the dam at sunset, the light from the setting sun reflects across the water as it crosses the dam and gives the impression that it is liquid gold as it cascades into the creek below.

The party might choose to retreat to the south side of the dam to defend themselves. If they do, the dam grants them partial cover.

5. **Boynton Island:** The island is long, narrow and sandy. It sits on the southern shores of **Boynton Lake**. There is a small thatched hut sitting on the southern tip of the island, which otherwise is devoid of life or vegetation. If there are inhabitants in the hut, they are not visible to the party. There is also a small fishing boat on the extreme northern end of the



island that is not visible to the party until they explore the island.

The cabin is home to an elderly man who is dressed in tattered fishing clothes. His hair is bedraggled, and he is barefoot. He will introduce himself as **Kitwan-Mikwa** and will be quite welcoming to the party and invite them to stay for dinner. He will feed them well with a fish stew that he cooks on the island over a fire and will serve them with a coriander farm ale that he keeps protected in the shade of his cabin. Kitwan-Mikwa also has a guitar-like instrument that he will pull out and will play and sing for the party. His goal will be to keep them up late, feed them, and offer them significant drink so that they go to bed quite impaired.

After the party goes to sleep (the necromancer will encourage them to sleep on the beach), Kitwan-Mikwa will assess the situation and react in one of two ways. If he feels as though he is overpowered, he will try to quietly collect his treasures and leave the island. If he wakens the party—or if they have set a watch—he will tell them that he is setting out for some late-night fishing as it is always best when the moons are full.

Alternatively, Kitwan-Mikwa may determine that he can surprise the sleeping party, quietly kill one or more of them and steal from them—before escaping in his boat. If there is any sense that his plot to steal from the party will not succeed, he will flee before he stays and fights them.

Van Deren Cabin (13)



+30% rain, +0 degrees



Swamp

As the party approaches the cabin, they will see a small, non-descript wooden building at a fork in the path. The foliage around it is relatively light, so they will be able to see it from a distance and can easily estimate that it is roughly 10'x10' in size. It appears to have been sitting abandoned for many years. Constructed entirely of wood, it is in very poor repair: there are holes visible in every side, and in the roof. The dry desert air means that it is devoid of moss, vines or any other growth. The wooden siding has gone light grey, almost white, with the years of glaring sun and wind.

There is no porch on the front of the cabin, nor is there a door on the entryway.

1. **The Cabin:** The first floor of the cabin is completely devoid of all furnishing. The floor is wooden and in-tact. The only feature is a stairwell in the north-east corner that leads down, presumably to a cellar.

The first floor is completely quiet and absent of signs of life.

2. **Cellar:** The cellar is dark and unremarkable; there are a small number of crates and burlap sacks with basic staples in them.

There is a plain wooden flight of stairs that descend lower.

If the party inspects the south eastern corner of the cellar, there is a secret door. Requiring a DC 18 **Perception** check to find, there is an almost unnoticeable sliver of mortar that is loose between the bricks. The mortar is trapped and will require that the party slide it aside with a dagger blade, leaving the dagger between the bricks when they do so. Either a **Wisdom** or **Perception** check of DC 16 will reveal a thin pressure plate below the mortar.

If the party fails to find the pressure plate, the two bricks will collapse into each other when the mortar is removed, causing a 5' x 5' stone plate to collapse from the ceiling. The 1d4 (maximum) players in the area will need to make a DC 18 **Dexterity** check or take damage 1d12 from the stone plate (half on a save), which has a number of embedded spikes in its surface. The saving throw is higher than it might normally be because of the tight quarters, the speed, and the quiet nature of the falling plate.

3. **Secret Entrance:** This is a secret entrance or exit to the cabin, roughly 50' in length. It ends in a secret door which is extremely easy to identify from inside the passageway, DC 6 **Perception** because it should be

obvious to the party what the nature of the passageway is. If the party is exploring the exterior of the cabin, on the other hand, the secret door will be much more difficult to find, requiring a check of DC 18 **Perception**.

4. **Sub-Cellar:** The sub-cellar contains additional supplies, and is so full of boxes, crates and sacks that it is nearly impossible to move around the space.

For the party, to find the secret door that leads into the mine area they will first have to move a number of boxes and crates to the site. There are a couple of very small holes on each side of the door. With a roll of a **Perception** of DC 14 the party member will see what appear to be tiny mirrors behind each of the small holes. The secret door is light activated: the holes on the left should be covered up so that those mirrors are dark, and the mirrors on the right remain in whatever light the party is using. The trigger is designed so that the door never activates when it is either light or dark in the room: but an intentional combination of both.

If the party is unable to figure out the mechanism for the secret door, they might conclude that they are leftover holes from some kind of ornamental ironwork around the door that has long since disappeared.



5. **Mine Entrance:** The entrance to the mine will appear to be centuries old to the party. The walls are rough rock, worn smooth over time. There is some evidence of mining activity in the entrance area: a couple of pickaxes, hand carts, and a few miscellaneous crates. There is otherwise nothing of value in the entrance.

There is an ancient wooden door on the eastern wall that is closed, but practically hanging off of its hinges. It is unlocked.

As the party progresses down the hallway to either storage area (6 and 7), they will note that the smooth walls and floor are in stark contrast to the entrance—almost as if someone were trying to disguise whatever they might discover beyond the door.

6. **Storage Area:** The northern of the two storage areas, this is also a more newly constructed part of the mine. The reason for the new construction will remain a mystery to the party.

There are only a few supplies in the area currently: a couple of handcarts, tools and burlap sacks. However, if the party investigates, they will see clues that this also is or was a mithril mine. There is not enough mithril to be of any value.

Both doors are of wooden construction but are very light. Were the party to barricade themselves in

this storage area, the doors would not withstand much damage at all (AC 9, HP 4).

7. **Storage Area:** Isolated from the rest of the mining complex, this area looks like storage for mithril ore before it gets shipped out for other destinations. There appears to be room for as many as nine handcarts, though there are currently six in the area. They are full of mithril ore.

The party might note ([Perception](#) of DC 16) that it is more than a little unusual that there is a short hallway with doors on each end that lead to this storage area. What is unusual to them is that the doors are of very light construction, so they were not put in place to offer any level of security. The hall and doorways are also no more than 5' across, which means that the handcarts barely fit through the doorways-making the area not only relatively insecure but also inconvenient.

If the party notes the quirkiness of the hallway leading into this storage area it should be their clue to investigate the hallway more closely. However, it is not trapped in a traditional sense—but cursed. To be clear: if the party detects traps, they will find none. If, however, they detect magic (or evil), the hallway will glow a faint green. There is no discernable source to the



magic glow. Nor will the party be able to discern how the miners may have ever disabled the curse in order to safely move mithril in and out of the room.

Once the party attempts to remove any quantity of mithril from the room, it will trigger the curse in the hallway, requiring each party member in the hallway to make a **Wisdom** DC 18 save or be cursed with *Van Deren's Wicked Greed*. Any member then passing into the hallway within the next **1D6** turns will also have to make the same saving throw.

The affliction (*Van Deren's Wicked Greed*) causes party members to be impacted in various ways by the mithril based upon their alignments:

> Lawful: Will be absolutely terrified by the powerful greed the mithril might cause and will run at least 50' from the storage area and remain there for at least 1 minute—at which point she or he will have to make another saving throw or flee the same distance (further) for the same amount of time, until which point they make a successful save. Upon saving, the party member will not have any recollection of the storage area, or any of Van Deren's Cabin.

> Neutral: The party member will stand immobilized, unable to flee or

fight. The affliction will last for 2 turns, at which point they may attempt their save again at the end of the second turn. Being attacked does not end the curse for these party members.

> Evil: The party member will immediately set upon the party member closest to them, using their deadliest attack out of fear that they are attempting to steal more than their fair share of the mithril. As per *neutral-aligned* party members, they may re-roll their saving throws every 2 turns, at the end of that second turn.

The handcart boxes are three feet wide, and five feet long. They are designed to hold 17lb of mithril ore. When smelted down, 17lb of ore will produce 17 mithril pieces, of varying value depending upon the quality and skill applied to the process. That value will range from 10 to 200 (**1D20**) GP per piece. The total value of the ore in storage, therefore, will range from 1,020 to 20,400 gp once smelted. If the party successfully removes mithril ore from the mine, they can sell it to a smelter for 40 percent of its value as the process of refining it is time-consuming and requires careful attention.

8. **Abandoned Mine:** This is the main part of the mine, and it is obvious to the party that it has been



abandoned. There are some miscellaneous mining tools lying about, but nothing of real value or significant use.

If the party has already encountered the **purple worm**, they will see evidence that the mine has been devastated by one or more of the creatures. On a **nature** check of DC 12 or better, a party member might recall from some past experience that purple worms seldom, if ever, return to the tunnels that they create.

If the party inspects the walls of this part of the mine, they will see faint traces of mithril. It appears as though it will take significant time and effort to extract any of it—and the amounts will be very small (trace) at best.

The northern end of the abandoned mine is bordered by an underground stream or river. As they approach it, they will see that it runs from the north east to southwest and in most places is no more than five feet across. It widens as it approaches the mid-point of the abandoned mine, and a small island sits in the middle, surrounded on all sides by roughly a five-foot channel.

9. **Van Deren's Island:** As the party approaches the island it is evident that what they thought was a hut is not: in fact, it is a large sand hill of sorts with a humanoid-size entrance to it, as though it were a burrow.

When the party disembarks from their canoes, **Misakakojish** will emerge from the burrow. As DM, adjust the encounter based on whether or not the players know this demi-god.

Whether he is their first demi-god encounter or otherwise, Misakakojish will challenge the party giving them only a brief amount of time to explain themselves and their role in the circumstances surrounding Mescalero and Sapelo Island. Identical to their encounter with **Chogan**, the effort will require a **Persuasion check** of DC 20 or better. They gain a **+2** for each of the items (firestick and mithril ball) they have found that will help with the final battle, **but only if they disclose having them**. If they fail, Misakakojish will attack. Immediately, he will summon **Makwa (Bear)** as a bonus option. Makwa will appear at the beginning of round 2, emerging from the burrow.

Neither Misakakojish nor Makwa will fight to the death; both will retreat if they are reduced to 50 HP, or lower.

The burrow is empty. It won't be evident to the party, if they enter it, but Misakakojish and Makwa use it as a way of disguising an entry-point to the astral-plane.

10. **Van Deren's Sunken River:** The river that runs through the mine is very narrow, extremely dark and slow



flowing. Because it is so narrow, the party might suspect that it is quite shallow. To the contrary: the river is exceptionally deep: often more than 200' in depth.

There are two small boats on the southern (8) shore of the river that will fit up to 3 characters each. They are of wooden construction.

The river was created by the purple worms that burrowed through the mines, flooding the main tunnel that extended many more hundreds of feet beneath the surface to what are the richest mithril mines of all of Mescalero and Sapelo Island. **This could serve as the jumping off point for an additional side adventure.**

The most significant challenge the river posts for the party will be if they attempt a retreat from the island (9). Players wearing armor who fall in the water will almost surely perish given the depths of the water. Once they drop more than 40', the effects of drowning will double; at 80' they will triple. Normally, after 1+con bonus minutes of holding one's breath, a player's HP will drop to 0, and can survive for another number of rounds equal to their con modifier or 1 round. After two rounds in the water, a character will reach 40' of water depth, which will remove their con bonus. At 80', they may only make one set of death saving throws.

Saving a character who has fallen in the river will require a significant combination of both **strength** and **dexterity**, or a check of **DC 16** that is successful for both. Attempts must be made on the same or very next turn after a character falls in the river—or they will fail.

If the characters attempt to flee along the river, it should be noted that it technically flows from north to south, even if there is no current. Without current, they can paddle the small boats 20' per turn in either direction. Once outside of the mine area (an additional 40' in either direction), they will not be pursued.

Secret Canyon – March of the 400 (14)



+30% rain, +0 degrees



Swamp

When the party emerges from the woods, they will notice that it is noticeably silent. Large stone statues, while covered in grass and vines, are visible. They are constructed of non-descript gray stone, and tower above the foliage that threatens to envelop them. There could be dozens of them, or even hundreds—it will be nearly impossible for the party to tell.

Upon closer inspection, the statues are all humanoid, though also clearly not human. In fact, they don't seem to be of one given



race, but of at least four or five. All of the statues depict creatures that walk on hind legs but have animal-like features.

As the party looks around the area, they will note that the statues are actually grouped by animal features and portions of the canyon have statues that have facial features resembling badgers, bear, coyote, crow, and deer. They should reasonably conclude that they resemble creatures that serve the gods of Mescalero and Sapelo. A **Perception** of DC 15 would suggest that the artist who created this garden-like area was depicting some kind of final battle. As the five armies approached to engage, they were frozen in stone for the rest of time.

The five armies are aligned to fight together as follows:

- Bear and badger
- Coyote and crow

The deer will not align or engage in battle until a victor starts to emerge at which point, they will side with that victor.

And the additional demi-gods will also appear to further complicate the battle, if it occurs:

- Morrigan – Will assist whoever the deer oppose.
- Quespa – Will assist coyote, regardless.

Each section denotes how many statues (n) and their type (n, type). The **Death Spiral (12)** will re-animate the stone statues of **Secret Canyon**.

Important plot-point for the DM: While the battle may well still take place, remember that the party is at a significant advantage if they are both able to prevent it and prevent the death of any or all of the demigods. The party can prevent the battle if they have already engaged with two of the demigods, one from each opposing side, and successfully persuaded them that they are not the cause of the destruction of Mescalero and Sapelo.

If the battle begins, and they have only engaged with Ziigwan-Miskwa (deer), the deer will give them two turns to observe before they will need to choose sides and engage in battle. If not, the deer will immediately attack them. To the contrary, if the party has only engaged with Misakakojish (badger) or Makwa (bear), they will be drawn to that side of the battle.

If the party were to choose to fight statues indiscriminately without choosing sides and kill at least one member of opposing armies, all of the statues will magically declare a truce against each other and seek to first destroy the party. This event is most likely to happen quickly at (12) if the party does not realize that the statues are engaged in battle with each other. It will be extremely difficult for them to escape through the armies at Mesa Bluff (9) and suicidal in almost any other direction.

They also can mediate a truce **if** it is becoming apparent that the battle will either not have a winner OR not have a winner without significant losses to all parties.



The only other alternative the party might have would be a visible display of at least one of the artifacts in such a way as to get the attention of more than one demigod. Only one demigod will not be able to persuade the others to stop the battle.

Otherwise, most of the descriptions below are intended to outline an initial strategy for each army in battle. The DM should adjust those strategies depending on the shape of the battle.

Hints to the DM About Managing a Battle: This is a large, complex battle and the players most likely will not be fully aware of everything that occurs around them. As the name of the area suggests, there are fully 400 statues that will engage in battle. Add to that, the players and the demigods, and there's a lot for a DM to keep track of.

Consider the following logistics in managing the battle:

- a) Treat the overall battle as *theatre of the mind*, only disclosing the general outcome of battles to the players;
- b) Do not disclose actual casualties, instead disclose the general size of individual armies that are visible to the players;
- c) Use the battle matrices in the Appendix to keep track of casualties, and the location of various armies and their demigods, but
- d) In the spirit of (b) and (c) treat the armies as though they were swarms in how you provide updates to your

players about their relative strength, location, casualties, and etc.

The End of Battle: It is important to remember that the battle is largely being waged by statues. They, therefore, will have no sense of retreat or surrender.

If a Demigod is killed, all of the statues it directs will be turned back to stone immediately. In this scenario, the remaining demigod will quickly assess if it is still possible to emerge as victor—at which time it will continue to fight. **However, as soon as it becomes apparent that loss is imminent**, that demigod will flee to the astral plane and the statues under its control will also return to stone.

Once there is a victor, the remaining demigods will return to the astral plane and their forces will also return to stone. Presumably, a side will consider it victory to have destroyed at least one of its foes. There are otherwise no apparent advantages in victory.

The challenge to the party is to conclude or prevent the battle and the destruction of any of the demigods waging war. If they do not, they go into the final battle with less supporting assistance. This is the true risk associated with engaging in battle in Secret Canyon!

This area is built in a combination of woods and swamp. The entire area subjects the party to **Sapelo Grave Rot**, though they only make one save when they enter: a DC 18 **Constitution** save.



1. **Canyon Entrance (10, badger):** The canyon entrance widens from a 10-foot narrow path into a large, lush area that is alternatively grass and groomed gardens. The entrance is flanked by steep canyon walls on both sides and five statues on each side of the entrance. The features of the first ten statues are badger-like.

Once animated, the badgers will race quickly to the crypt (6). There should be no enemies in the near vicinity, nearly assuring that they can consolidate forces with the bears.

2. **Overlook Garden (20, Badger):** This is a large garden area planted with a variety of flowers that overlooks Baylor's Lake. The party can count roughly two dozen statues in the garden with badger-like features. The garden is rectangular and comprised of five rows of four badger statues.

The badgers will retreat and regroup with the badgers at (3) as they move to (6). They will defend the bears at (4), as necessary.

3. **Garden of the Four Winds (51, Badger):** This is garden area sits at the entrance of Secret Canyon. There is a path around it that would allow the party to circumnavigate it, if they choose (there is no advantage regardless of their choice).

The garden was once surrounded by a fence. Every fifteen or so feet there is a badger statue, and there is wrought iron fence in the weeds between them that likely made up that fence. There is an additional ring of badger statues on the exterior of the fence.

Once inside the garden, the path dissects it into four equal quadrants. If the party takes the time to inspect the area, they will notice that the top right and bottom left each hold 9 statues each, and the top left and bottom right, 3 statues apiece. All are badger statues.

When the party reaches either the center of the garden or the eastern side, they will be able to see **Pauper's Field** which is comprised of **Bear** statues—this will be their first visual evidence that not all of the statues in this area are the same.

4. **Pauper's Field (25, Bear):** The bears will set up a defensive stance on the western side of Canyon Crypt (6).



5. **Baylor's Lake Centurions (5, Bear):**

The bears will defend the flank of the badgers from the garden (3) as they conduct their fighting retreat to the crypt (6). The bears will choose the shortest route to the east to swim across the lake. If they do not make it to shore in time, they will be attacked by crows at (7) and will be at disadvantage.

6. **Canyon Crypt (50, Bear):** The bears will initially defend the northern edge of the crypt. They will not, however, enter **Sordid Swamp (11)** because it is wet and dense enough that they will attack with disadvantage.

7. **Soldier Field (March of the One Hundred) (100, Crow):** The crow statues are truly terrifying in that they have the power of flight—although it is slightly slower than that of a small bird.

When the statues animate, the crows will move as swiftly as they can to attack the bears on **Baylor Lake (5)**, which they are able to attack with advantage as they swim to shore. Up to 4 crows can attack 1 bear in any given turn.

At all costs, the crows will remain in one large flock, and will not split up. They are the largest of the armies, but also inflict the smallest individual damage. **Note:** no more than 4 crows

can attack any one target in any given turn.

8. **Stone-master's Cabin (20, Coyote):**

The coyotes will move to quickly form a larger pack with the coyotes at Mesa Bluff (9). Their initial attack will be on the deer at the fringes of Sordid Swamp (11). Any deer less than 10' into the swamp will not have advantage, so the coyote move quickly to minimize that tactical advantage.

The cabin is a small, wooden structure roughly 10' x 10'. Anyone using it engaged in battle is almost assured that they will be seen entering. The cabin is indefensible, for the most part, as opposing forces will quickly set it on fire.

9. **Mesa Bluff (61, Coyote):**

If the party attempts to flee across and down mesa bluff they not only have to contend with the coyote statues (assuming they are enemies) but fend off any attacks as they descend the bluff.

The bluff is approximately 100' high and the cliff from the cemetery is a sheer drop. For every 10' of drop, a party member will need to make a DC 12 **Dexterity** check or fall, with no chance of recovery. They will take **1D6** for every remaining 10' they fall.



Remind the party that if they are fleeing down the bluff, they will not be able to defend themselves: attacks against them will be at the attackers' advantage.

10. **Forgotten Fen (25, Deer):** Because the deer will have advantage in any attacks in the Sordid Swamp (11), the deer in this location will quickly move and fortify themselves in (11).
11. **Sordid Swamp (10, Deer):** All of the deer will quickly move to consolidate in the swamp where they will have advantage on all ground attacks. Only out of necessity will they leave the swamp.
12. **Death Spiral (2, Deer):** In the center of the canyon is a sparsely populated oak forest. The only other stone monument is located here: a dark grey obelisk that towers more than 20' into the air, dwarfing all of the other statues. In a rough circle around the monument, is a spiral pathway to the center where the monument is located. There is one stone statue (**deer**) flanking either side of the beginning of the pathway.

When the statues animate and the battle commences, the two deer will not attack, instead quickly fleeing to the east to the **Sordid Swamp (11)**. They will be given immediate cover by the coyotes (9).

If the party decides to walk the pathway they will initially (DC 12 **Perception** check) hear the faint, and seemingly distant sound of stone grating against stone. As they progress closer to the center of the spiral, the scraping sounds will sound closer and louder. As they pass from south to north on the last spiral into the center, they will see that the **Mesa Bluff (coyote)** statues have begun to stir at the same time as the statues (**deer**) flanking the start of the path. In fact, the party notices that the **deer** appear to be turning and noticing the **coyote**. If the party hesitates for any period of time, the **deer** will begin a hasty retreat straight to the west. When the party reaches the center of the spiral, the battle will commence based on initiative. If a party member has initiative, they will not observe any movement of the statues until it is their turn.

It should be nearly impossible for the party to approach the central monument and inspect it with enough time and detail to notice anything unique about its exterior.

At the back bottom of the base there are three faded tiles made of gems that are the same color as those surrounding the lock at **Cathedral Rock**. This is a different kind of trap or puzzle in that the players merely need to figure out that they need to press the three tiles simultaneously; if they do, a small alcove inset in the base of



the monument opens. If they instead press any fewer of them, the monument crumbles, and is completely destroyed. It also destroys anything inside of it (not that the party will know this).

Inside the small opening in the base of the monument, is a small vial of powder. The powder is striated in the same color as the gemstones, and that were found on the lock in **Cathedral Rock**. The color of the powder is intended to give the party the visual hint that it contains charges for the firestick (**firestick charge – 2 charges**). If the party decides that it is important to keep the powder in its original layers, do not discourage them from doing so as it will likely complicate future battles and encounters; however, as long as the full charges are inserted into the firestick, they will completely function.

13. **Baylor's Field (21, Deer):** The deer in the field are out of the site of any of the armies, and to the party. Unlike any of the other armies and statues, staying where they are for at least 2-3 turns is their tactical advantage.

The deer will ultimately move to where they can provide the most significant support.

End

The adventure ends as soon as they have encountered Àtahasaia in battle,

successfully or otherwise. If any of the demi-gods had not joined the battle, they will appear with the others in final celebration of the defeat of Àtahasaia. They will first mourn the loss of any demi-gods, but with the understanding that those losses—however caused—were necessary to ensure the fate of Mescalero and Sapelo.

If all of the demigods remain alive, and Àtahasaia has been defeated, each party member will gain enough XP to go up two levels. If one or more demigod has perished—even temporarily, they will gain enough XP to go up one level.

Choose one of the surviving demi-gods to serve as a spoke-person for all of them. The demi-god will express undying gratitude to the party and will also offer a heartfelt apology to them for thinking that they were to blame for anything that had cursed Mescalero and Sapelo Island.

Under typical circumstances, the party of course has not completely destroyed Àtahasaia and the demigods will also recognize this unfortunate fact. They tell the party that they know Àtahasaia will someday return, but they trust and hope it will be many centuries from now when the demigods have grown stronger, smarter and more capable of defending the lands and the people of Mescalero and Sapelo Island. They show no fear or regret, but merely state this as a matter of fact.

As expression of their gratitude the demigods will also bestow the following upon each party member:



- Understanding of one new language;
- The ability to summon and keep a familiar, even if it is not a normal capability associated with their character class. Familiars have no restrictions placed upon them other than that their HD cannot exceed 7. Familiars that are destroyed cannot be re-summoned.

Collectively, as a party, the demigods will also share the following items with them:

- **Wand of the War Mage, +2**
- **Long Sword of Warning, +2**

Remember that the party has the option to sell the keys from the rock that held the firestick, or to keep them for their healing and other magical properties. As DM, you will also need to determine what you might elect to do about the CoP and other items the party may have collected that are more unique to Mescalero and Sapelo Island.



APPENDIX: MONSTERS

Aboleth

ABOLETH*Large aberration, lawful evil***Armor Class** 17 (natural armor)**Hit Points** 135 (18d10 + 36)**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6**Skills** History +12, Perception +10**Senses** darkvision 120 ft., passive Perception 20**Languages** Deep Speech, telepathy 120 ft.**Challenge** 10 (5,900 XP)**Amphibious.** The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 ft. of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS**Multiattack.** The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/day). The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth 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 aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Dragon, Adult Blue

ADULT BLUE DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon 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 dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

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.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Dragon Turtle, Young

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Dwarves, Cocoa

DWARVES, COCOA

Medium humanoid, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 82 (11d6+44)

Speed 30 ft.

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

Saving Throws Str +7, Con +6

Skills Intimidation +2, Perception +2, Survival +2

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Evasive. Against attacks/effects that allow Dexterity saving throws for half damage, dwarves, cocoa takes no damage, or half on a failed save.

Shadowstrike. Weapon attacks deal additional 9 (2d8) necrotic damage

ACTIONS

Multiattack. Makes two axe attacks

Axe. +7, 5' reach; *Hit:* 7 (1d6+4) slashing plus 9 (2d8) necrotic.

Darkness Insanity. Chooses a creature within 30' and assaults it with its mind. Must succeed on a DC 13 Wisdom save or be confused for 1 minute. Can repeat saving throw at the end of each turn.



Erinyes

ERINYES

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

ACTIONS

Multiattack. The erinyes makes three attacks

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Variant: Rope of Entanglement. Some erinyes carry a rope of entanglement (detailed in the Dungeon Master's Guide). When such an erinyes uses its Multiattack, the erinyes can use the rope in place of two of the attacks.

REACTIONS

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

Giant, Cloud

CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7

Skills Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.



Golem, Amorphous

GOLEM, AMORPHOUS

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

LEGENDARY ACTIONS

The flesh golem 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 flesh golem regains spent legendary actions at the start of its turn.

Amorphous Nature. The golem is completely malleable and amorphous and can expand and contract at will—and as it needs.

Gorgon

GORGON

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

Griffon

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Kitwan-Mikwa (Necromancer)

KITWAN-MIKWA (NECROMANCER)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
 1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

* The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Lost Minotaur

LOST MINOTAUR

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Saving Throws Str +7

Skills Acrobatics +4, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal

Challenge 5 (1,800 XP)

Charge. If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Millitaur

MILLITAU

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Acrobatics +4

Damage Resistances poison; bludgeoning and slashing from nonmagical weapons

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The millitaur makes two handaxe attacks.

Handaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 2 (1d4) poison damage.



Obsidian Mist

Obsidian Mist

Large elemental, neutral

Armor Class 14

Hit Points 119 (14d10 + 42)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Mist Form. The obsidian mist can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the obsidian mist or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) corrosion damage. In addition, the obsidian mist 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) acid damage and 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.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) acid damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Phase Spiders

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Pseudodragon

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

Variant: Familiar. The pseudodragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the pseudodragon senses as long as they are within 1 mile of each other. While the pseudodragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the pseudodragon can end its service as a familiar, ending the telepathic bond.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Purple Worm

PURPLE WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



Quesper, Mage

QUESPER - MAGE

Large dragon, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 84 (9d10+48)

Speed 40 ft., swim 15 ft.

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

Saving Throws Con +5, Int +5

Skills Arcana +5, Perception +3, Survival +3

Damage Resistances slashing; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 4 (1,100 XP)

Camouflage. The quesper - mage has advantage on Dexterity (Stealth) checks when underwater.

ACTIONS

Multiattack. The quesper - mage makes two bite attacks.

Bite. +5 hit, 5' reach; Hit: 10 (2d6+3) piercing damage. Creature is grappled (escape DC 13 strength) until it escapes. The quesper - mage can only bite grappled target (at advantage).

Hand Axe. +2, 10' reach; Hit: 9 (1d10+4, piercing).

Swamp Spells. Cantrips (at will): acid splash, guidance, swamp flame (sacred flame)

1st level (4 slots): chromatic orb, disguise self, jump, witch bolt

2nd level (3 slots): blur, darkness, misty step

3rd level (3 slots): fear, lightning bolt, slow



Quesper, Warrior

QUESPER - WARRIOR

Large dragon, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 40 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Str +7, Con +6

Skills Athletics +7

Damage Resistances slashing

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Draconic

Challenge 4 (1,100 XP)

Camouflage. The quesper - warrior has advantage on Dexterity (Stealth) checks when underwater.

ACTIONS

Multiattack. The quesper - warrior makes two bite attacks.

Bite. +5 hit, 5' reach; Hit: 10 (2d6+3) piercing damage. Creature is grappled (escape DC 13 strength) until it escapes. The quesper - warrior can only bite grappled target (at advantage).

Axe. +7, 10' reach; Hit: 16 (2d10+5, piercing). Can choose to push the target away if it fails a DC 16 Strength save.



Skin Walker

SKINWALKER

Medium humanoid (human), chaotic evil

Armor Class 13 in humanoid form, 15 (natural armor) in coyote or hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (40 ft. in coyote form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	11 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +7

Skills Acrobatics +7, Perception +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 30 ft., passive Perception 16

Languages Common

Challenge 7 (2,900 XP)

Shapechanger. The skinwalker can use its action to polymorph into a coyote-humanoid hybrid or into a coyote, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The skinwalker makes two attacks: one with its bite and one with its claws or spear.

Bite (Coyote or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with skinwalker lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



Statue, Badger

STATUE (BADGER)

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (17d10 + 85)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The statue (badger) is immune to any spell or effect that would alter its form.

Magic Resistance. The statue (badger) has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The statue (badger) makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Statue, Bear

STATUE (BEAR)

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (17d10 + 85)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The statue (bear) is immune to any spell or effect that would alter its form.

Magic Resistance. The statue (bear) has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The statue (bear) makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.



Statue, Coyote

STATUE (COYOTE)

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 75 (17d10 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The statue (coyote) is immune to any spell or effect that would alter its form.

Magic Resistance. The statue (coyote) has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The statue (coyote) makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Statue, Crow

STATUE (CROW)

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 75 (17d10 + 85)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	1 (-5)

Saving Throws Dex +6

Skills Acrobatics +6

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The statue (crow) is immune to any spell or effect that would alter its form.

Magic Resistance. The statue (crow) has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The statue (crow) makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Statue, Deer

STATUE (DEER)

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 75 (17d10 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	10 (+0)	1 (-5)

Saving Throws Dex +7

Skills Acrobatics +7

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The statue (deer) is immune to any spell or effect that would alter its form.

Magic Resistance. The statue (deer) has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The statue (deer) makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Thunder Mountain, Guards

THUNDER MOUNTAIN GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

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



Thunder Mountain, King

THUNDER MOUNTAIN KING

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather, shield)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +7, Dex +6, Con +6

Skills Athletics +10, Intimidation +7

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Brave. The thunder mountain king has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the thunder mountain king hits with it (included in the attack).

ACTIONS

Multiattack. The thunder mountain king makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The thunder mountain king adds 3 to its AC against one melee attack that would hit it. To do so, the thunder mountain king must see the attacker and be wielding a melee weapon.

Tôlbanski

TOLBANAKI

Medium elemental, lawful

Armor Class 11 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +7

Skills Insight +6, Perception +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities incapacitated, paralyzed, petrified

Senses darkvision 30 ft., passive Perception 16

Languages Common

Challenge 5 (1,800 XP)

Limited Magic Immunity. The tolbanaki can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The tolbanaki's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The tolbanaki can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, major image, suggestion

ACTIONS

Multiattack. The tolbanaki makes two claw attacks

Claw. +7 to hit, 5' reach; Hit: 9 (2d6 + 2) slashing.



Water Elemental

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 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 cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). 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 Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) 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 14 Strength and succeeding.

Will o' Wisp

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

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

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

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

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

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

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp 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.

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

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

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

APPENDIX: DEMIGODS AND GODS

A'doshlê

A'DOSHLÊ

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Con +8

Senses passive Perception 10

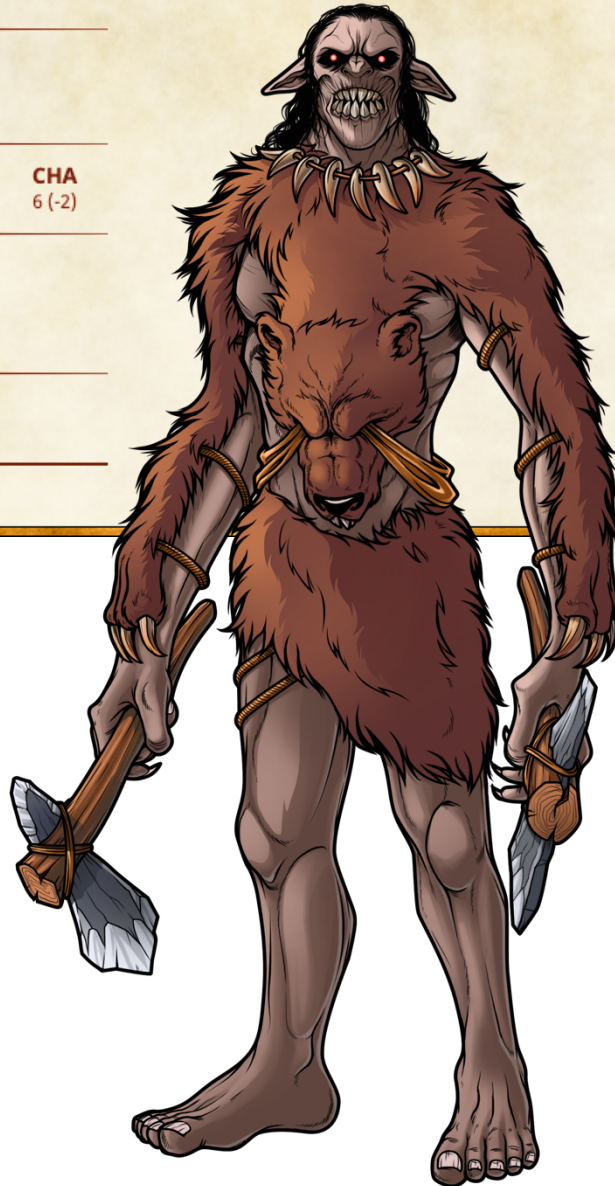
Languages Giant

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.



Àtahasaia

ÀTAHASAIA

Huge celestial, Neutral Evil

Armor Class 22 (natural armor)

Hit Points 313 (19d12+190)

Speed 50 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha +15

Skills Insight +13, Persuasion +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 23 (50,000 XP)

Legendary Resistance (3/day). Choose to make failed save.

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

Magic Weapons. Weapon attacks are magical.

Spellcasting. Charisma (Save DC 23 + 17 to hit). Can cast at will: fire bolt, disguise self, invisibility, shocking grasp

1st level (3 slots): detect magic, mage armor, magic missile

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): banishment, fire shield, stoneskin

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

8th level (1 slot): mind blank

9th level (1 slot): time stop

ACTIONS

Multiattack. àtahasaia makes 3 melee or ranged attacks

Marksman's Sword. *Melee Attack:* +8, 10' reach. *Hit:* 14 (2d8 + 5) piercing, +7 (2d6) poison. If target is creature, must succeed on DC 19 Strength or knocked prone.

Sharpshooter's Longbow. *Ranged Weapon Attack:* +10, range 150/600 ft. *Hit:* 13 (2d8 + 4) piercing plus 7 (2d6) poison.

REACTIONS

Parry. Adds 6 AC against 1 attack that would hit. Must see attacker and be wielding melee weapon.

LEGENDARY ACTIONS

3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Àtahasaia regains spent legendary actions at the start of his turn.

Strike. àtahasaia makes a marksman's sword attack or a sharpshooter's longbow attack.

Swift Stride. àtahasaia moves half his speed, or half the speed of any steed she rides.

Grapple. As a bonus action, if Àtahasaia grabs the player they must make a DC Strength Save against the Àtahasaia or be pulled to him and impaled on its chest for 4D10 damage. Can repeat save at end of turn, or remains grappled and impaled. Àtahasaia can still attack with his sword, but not bow.



Chogan

CHOGAN (CROW)

Large fey (crow), Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 161 (17d10+68)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	19 (+4)	18 (+4)	22 (+6)	21 (+5)

Saving Throws Str +8, Wis +11, Cha +10

Skills Acrobatics +11, Athletics +8, History +9, Perception +11

Damage Resistances bludgeoning, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder

Condition Immunities charmed, frightened, grappled, incapacitated, poisoned, restrained, stunned

Senses truesight 120 ft., passive Perception 21

Languages All, telepathy 120 ft.

Challenge 14 (11,500 XP)



Passive Perception. 21

Bird Passivism. No bird can willingly attack crow.

Flyby. Doesn't provoke an opportunity attack when she flies out of enemy reach.

Magic Resistance. Advantage on saving throws against spells and other magic effects

Rejuvenation. Reforms in 1d6 on asral plane

Shapechanger. Can use action to change into a platinum eagle, a medium, raven-haired human woman, or back into a crow. Statistics remain the same in each form.

Speak with Birds. Can communicate with birds

Innate Spellcasting. Charisma (Spell save DC 18, +10 to hit spell attacks); Can cast:

At will: dispel magic, gust of wind, spiritual weapon
3/day each: chain lightning, counterspell
1/day: control weather

ACTIONS

Storm Strike Weapons. Weapon attacks are magical. Attack deals an extra 2d6 damage as either lightning or thunder (part of attack).

Multiattack. Two attacks in eagle or humanoid form; three attacks as crow: one talon, two spear

Storm Spear (Crow or Human only). +11 to Hit, melee or ranged; 5' reach. Hit: 13 (2d6+6) slashing plus 9 (2d8) lightning or thunder. Target is grappled (DC 18 escape). Can automatically hit with talons until grapple ends. Grappled targets move with her.

Talons (Eagle or True Form). +11 to hit, 5' reach. Hit: 11 (2d4+6) slashing plus 9 (2d8) lightning or thunder. Target is grappled (DC 18 escape). Can automatically hit with talons until grapple ends. Grappled targets move with her.

REACTIONS

Parry. Adds 5 to AC against one melee attack that would hit.

LEGENDARY ACTIONS

Can only be used at the end of another creature's turn. Regains at the start of her turn.

Legendary Resistance (2/day). Can choose to succeed on a failed savings throw.

Soar (Eagle or Crow). Flies up to her flying speed.

Storm Spear (Humanoid or Crow). Makes a storm spear attack.

Swooping Death (eagle or crow only). Costs 2 actions; Attacks with talons. If the attack hits, can fly up to half her flying speed.

Makwa

MAKWA

Huge fey (deity), Chaotic

Armor Class 22 (natural armor)

Hit Points 253 (22d12+110)

Speed 60 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	10 (+0)	18 (+4)	18 (+4)

Saving Throws Str +14, Dex +10, Con +12

Skills Athletics +14, Intimidation +18, Nature +14, Perception +18, Stealth +10, Survival +11

Damage Resistances bludgeoning, force

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, prone, restrained, stunned, unconscious

Senses blindsight 30 ft., darkvision 80 ft., truesight 60 ft., passive Perception 28

Languages Celestial, Common, Primordial, telepathy 30 ft.

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the makwa fails a saving throw, it can choose to succeed instead.

Multiattack. The makwa can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Charge. If the makwa moves at least 20' toward a target and hits it with either a bit or a claw, the target must succeed on a DC 18 Strength save or be knocked prone.

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

ACTIONS

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the makwa's choice that is within 120 feet of the makwa and aware of it must succeed on a DC 19 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 dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The makwa exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Deflect Missiles (Humanoid Form Only). When makwa is hit by a ranged weapon, he can reduce the damage by 25 (1d10+20). If the damage is reduced to 0, he can choose to catch the missile, and then throw it as a ranged attack as part of the same reaction. The missile is +10 to hit and deals 18 (3d8+5) damage.

LEGENDARY ACTIONS

The [MON] 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 [MON] regains spent legendary actions at the start of its turn.

Detect. The makwa makes a Wisdom (Perception) check.

Tail Attack. The makwa makes a tail attack.

Rears Up and Entrenches (Costs 2 Actions). The makwa rears up on its hind legs and entrenches. Each creature within 10 ft. of the makwa must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The makwa can then move up to half its speed.



Misakakojish

MISAKAKOJISH

Huge fey (deity), neutral

Armor Class 20 (natural armor)

Hit Points 187 (15d12+90)

Speed 50 ft., burrow 60 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	15 (+2)	18 (+4)	19 (+4)

Saving Throws Str +14, Dex +10, Wis +12, Cha +12

Skills Athletics +14, Intimidation +20, Nature +18, Perception +20, Stealth +10, Survival +12

Damage Resistances bludgeoning, force

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, frightened, prone, restrained, stunned, unconscious

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30

Languages Celestial, Common, Primordial, telepathy 30 ft.

Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multiattack. The misakakojish can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Charge. If the misakakojish moves at least 20' toward a target and hits it with either a bite or a claw, the target must succeed on a DC 18 Strength save or be knocked prone.

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

ACTIONS

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the misakakojish's choice that is within 120 feet of the misakakojish and aware of it must succeed on a DC 19 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 dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The misakakojish exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The [MON] 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 [MON] regains spent legendary actions at the start of its turn.

Detect. The misakakojish makes a Wisdom (Perception) check.

Tail Attack. The misakakojish makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

Each creature within 15 ft. of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Rears Up and Entrenches (Costs 2 Actions). The misakakojish rears up on its hind legs and entrenches. Each creature within 10 ft. of the misakakojish must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The misakakojish can then move up to half its speed.



Morrigan

MORRIGAN (ELVEN ARCHER)

Medium fey, lawful neutral

Armor Class 17 (studded leather)

Hit Points 97 (18d8 + 14)

Speed 45 ft., climb 10 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +9, Con +6

Skills Insight +6, Intimidation +7, Perception +6, Stealth +9, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Forest Sense. While in forest surroundings, morrigan (elven archer) receives a +4 bonus on initiative checks.

Forest Transformation. morrigan (elven archer) can meld into any tree in her forest for as long as she wishes, similar to the meld into stone spell.

Innate Spellcasting. morrigan (elven archer)'s innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

3/day: *sleep*

1/week: *control weather*

ACTIONS

Multiattack. A vila makes two shortsword attacks or two shortbow attacks.

+1 Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Forest Invocation (2/Day). morrigan (elven archer) magically calls 2d6 wolves or 8d6 *Krake*. The called creatures arrive in 1d4 rounds, acting as allies of morrigan (elven archer) and obeying her spoken commands. The beasts remain for 1 hour, until morrigan (elven archer) dies, or until morrigan (elven archer) dismisses them as a bonus action.



Quespa

QUESPA

Medium undead (Human), Evil

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +7, Int +9, Wis +6

Skills Arcana +13, History +13, Insight +6, Perception +6

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonemage)

Damage Immunities cold, lightning, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 16

Languages any six languages

Challenge 10 (5,900 XP)

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



Legendary Resistance. Can choose to succeed on a failed saving throw (3/day)

Rejuvenation. Turn Resistance: Spell save DC 20 and +12 to hit with spell attacks; advantage on turn undead

Paralyzing Touch. +12 to hit, 10 (3d6) cold damage; save on DC 18 constitution or be paralyzed for 1 minute; can repeat save

ACTIONS

Spells. Cantrips (4): mage hand, prestidigitation, ray of frost

1st level (4 slots): detect magic, magic missile, shield, thunder wave

2nd (3): detect thoughts, invisibility, Melf's acid arrow, mirror image

3rd (3): animate dead, counterspell, dispell magic, fireball

4th (3): blight, dimension door

5th (3): cloudkill, scrying

6th (1): disintegrate, globe of invulnerability

7th (1): finger of death, plane shift

8th (1): dominate monster, power word stun

9th (1): power word kill

LEGENDARY ACTIONS

The High Priestess 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 archmage regains spent legendary actions at the start of its turn.

3 Legendary Actions. Cantrip: Casts a cantrip

Paralyzing Touch: Uses Paralyzing Touch

Frightening Gaze (costs 2 actions): Focuses gaze on one character who must make a DC 18 Wisdom save or become frightened for 1 minute. May repeat the saving throw at the end of each turn.

Disrupt Life (costs 3 actions): Each character within 20' must make a DC 18 constitution save or take 21 (6d6) necrotic damage, or half as much on a successful save.

Wiisagi-Ma

COYOTE

Large fey (Coyote), Chaotic Good

Armor Class 17 (natural armor)

Hit Points 175

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	17 (+3)	16 (+3)	18 (+4)	21 (+5)

Saving Throws Str +7, Con +8, Wis +9

Skills Acrobatics +11, Deception +10, Perception +9, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages All, telepathy 120 ft.

Challenge 13 (10,000 XP)



Legendary Resistance. (3/day) Can choose to make a failed saving throw

Safe Fall. If coyote falls, he lands on his feet and takes no damage.

Shapechanger. Can morph into a human male, or coyote. Statistics are the same for either.

Innate Spellcasting. Spellcasting is Charisma (spell save DC 19) Can cast:

At will: dispel magic, invisibility; 3/day each: counterspell, pass without trace; 1/day each: maze

Rejuvenation. If coyote dies, he reforms on the astral plane in 1d6 days.

ACTIONS

Multi-Attack. Makes two moon strike attacks in human form; in coyote form: two attacks with claws or one moon strike and one bite.

Bite. +11, reach 5'; Hit: 15 (2d8+6) piercing damage (coyote only)

Claw. +11, reach 5'; Hit: 13 (2d6+6) slashing damage plus 9 (2d8) radiant damage (coyote only)

Moon Strike. Spell Attack: +10 to hit, range 90', Hit: 22 (4d10) radiant damage. Succeed on DC18 dexterity or target glows and can't hide. Next attack against target then has advantage.

Keen Smell. Advantage on wisdom (perception) checks requiring smell

Magic Resistance. Advantage on all saving throws against spells and magic effects.

Pounce. If coyote can move 20' toward target, and hits with a clawed attack, target must succeed on DC 19 strength save or be knocked prone.

LEGENDARY ACTIONS

3 legendary Actions; can be used at any time; can re-use at beginning of turn Leap: Move up to speed, ignoring difficult terrain, if terrain is forest. Swipe: Makes a claw attack

Ziigwan-Miskwa

ZIIGWAN-MISKWA

Medium fey, lawful neutral

Armor Class 21 (natural armor)

Hit Points 221 (27d8 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	20 (+5)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Str +10, Wis +9, Cha +9

Skills Athletics +10, Perception +9, Survival +9

Damage Resistances acid, bludgeoning, piercing, slashing; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 18 (20,000 XP)

Legendary Resistance (3/day). If ziigwan-miskwa fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Lord of the Hunt's weapon attacks are magical.

Spellcasting. ziigwan-miskwa's spell casting ability is Charisma (Save DC 16). She can cast the following spells:

At will: druidcraft, hunter's mark, phantom steed

3/day: commune with nature, conjure volley

1/day: summon fey (only the other Demigods of Legendaria, bear, badger, crow, coyote)

ACTIONS

Multiattack. ziigwan-miskwa makes three melee attacks or ranged attacks

Stalker's Spear. *Melee or Ranged Weapon Attack:* +8 to hit, 5' reach, or range 60/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage or 14 (2d8 + 5) piercing damage if used in two hands, plus 7 (2d6) poison. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. As a bonus action, ziigwan-miskwa can cause his spear to magically appear in her hand, even if it is destroyed.

Sharpshooters Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

REACTIONS

Parry. ziigwan-miskwa adds 6 to his AC against one attack that would hit her. She must see the attacker and must be wielding a melee weapon.

LEGENDARY ACTIONS

Ziigwan-Miskwa 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. Ziigwan-Miskwa regains spent legendary actions at the start of his turn.

Strike. ziigwan-miskwa makes a stalker's spear attack or a sharpshooter's longbow attack.

Swift Stride. ziigwan-miskwa moves half his speed, or half the speed of any steed she rides.



APPENDIX: DM'S AIDS

Magic Items

Firestick – The firestick is one of two magic items that are important in helping to defeat Àtahasaia. Though it is possible to defeat the god without it, the party will find it much easier if it is in their possession and they use it properly.

By default, the **firestick** has only one charge, though there are a total of **(4) additional charges** that the party might find in *Devil's Bridge*. The charges are the equivalent of **Lightning Breath** from an adult blue dragon: 90' line, 5' wide. Creatures in the path must make a **DC 19 Dexterity** save or take 66 (12d10) lightning damage on a failed save, or half as much on a successful one.

Once Àtahasaia has been defeated, the party may think that the firestick no longer has any use—and that may in fact be true. However, it is up to you as the DM to determine if charges may be found for the firestick for future encounters.

Mithril Orb – Much like the **firestick**, the mithril orb is one of two magic items that will assist the party in defeating Àtahasaia. The globe is especially different and extremely powerful in that it imparts +2 AC to everyone in the party. In addition, it will provide immunity to magic attacks from Atahasaia for 1d4 turns.

Quest Items: Location Summary

Use the following charts as a quick reference guide to the location of key items for the quest as well as to keep track of the items that the party has found and will bring to their final encounter.

Firestick and Charges

Firestick	Secret Slick Rock
Charges (2 per location/vial)	Aerie Mesa, Hole In the Sky

Keys

Yellow	Cathedral Rock
Blue	Bell Rock
Green	Aerie Mesa, Boynton Canyon

Mithril Orb

Thunder Mountain



Chaos Dice

Chaos Dice are d6 with faces for: +1, +2, +3 and -1, -2, -3 and are designed to throw another element of surprise into *Devil's Bridge*. The dice are available from Tomorrow River Games, though you can substitute a d6, as you see fit.

When they are in play, have players roll the **chaos dice** in any or all of the following situations:

1. To Hit
2. Damage
3. Saving Throws
4. Ability Checks
5. Rolls for Random Treasure

Perception Checks

Have each member of the party roll a **D20** modified for perception twenty times, write them on a piece of paper and give them to you before the adventure begins. Use those rolls, whenever you need a perception check. If you run out of rolls, start again, but reverse the order of the rolls.

Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Weather

Weather is a vital part of this adventure, and how the party deals with the various aspects of their environment will very much influence their relative success or failure. Weather will vary based upon local conditions and topography, so please use *Weather Adjustments* in conjunction with the chart below. The chart provides weather for up to 8 days; if the party's adventure extends beyond that, use a combination of location and a random roll (d8) on the chart.

Day	Temp (H/L)	Wind	Precipitation (%)	Notes
1	90/63	W 8	20	
2	91/64	SW 10-20	40 (evening)	20% chance severe
3	92/62	S 10	40	
4	22/62	S 5	50 (evening)	20% chance severe
5	94/60	S 10	20	
6	95/59	0	20	
7	94/62	SW 10-15	10	
8	98/63	SW 10-15	10	



Weather Adjustments

Depending upon the party location, temperature and weather will vary during this adventure. The following adjustments should be made based upon location.

Mountains	-10 degrees	+20% precipitation
Bell Rock	Chimney Rock	
Cathedral Rock	Secret Slick Rock	
Mines	54 degrees	0% precipitation
Thunder Mountain		
Swamp	+/-0 degrees (+ humidity)	+30% precipitation
Secret Canyon	Van Deren Cabin	
Desert Rock	+20 degrees	-20 % precipitation
Aerie Mesa	Deadman's Pass	Devil's Doorknob
Boynton Canyon	Desert Rock	Devil's Kitchen
		Hole In The Sky



Weather and Other Hazards

Extreme Heat – Extreme heat is defined as anything over 90 degrees. Use the following chart to indicate any adverse effects on the party:

90-96 degrees (F)	Light fatigue in no more than an hour
97-100	Moderate fatigue in 30 minutes
101+	Heavy fatigue in 15 minutes

Exhaustion – The party is susceptible to exhaustion from heat, lack of food, or lack of water. Characters wearing heaving armor make checks at disadvantage. For each hour of any extreme condition, party members make a DC 5 **Constitution** save that increases by 1 for each additional/consecutive hour. Every consecutive failing save (any save prior to a short or long rest) causes one additional level of exhaustion according to the following chart:

Level	Exhaustion Impact
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack and saving throws
4	Hit point maximum halved until rest (and HP reduced to same maximum)
5	Speed reduced to 0
6	Death

Flooding – Flooding is a risk in five locations: Boynton Canyon, Chimney Rock, Deadman's Pass, Devil's Kitchen and Oak Creek.

Storms and Wind – Storm damage will result in disadvantage on ranged weapon attacks and wisdom (perception) checks relying on hearing. Will extinguish open flames. Strong winds in the desert will result in disadvantage to wisdom (perception) checks relying on sight.

Becoming Lost – Any adventurers navigating for the party make occasional **Wisdom (nature)** checks, typically **DC10** but at the DM's discretion. If the party is moving at a slow pace, modify the check by **+5**. If they are moving at a fast pace, modify the check by **-5**. On a fail, the party will take a **minimum** of **1d6** hours finding their way again.

Health Hazards – The following diseases and maladies are numbered (and in a random order – **d8**) for a handful of encounters where the character may become infected with one of them. Some monsters are carriers of specific diseases, and this list serves as a reference for those encounters as well.



Yellow Fever (1) – After 24 hours from infection, the party member will report a feeling of general dizziness, and attacks will be at disadvantage. Any feats requiring dexterity will occur with a -2 modifier. After 48 hours, the party member will need to save at disadvantage (dexterity) after every attack or fall prone until making a successful dexterity check at the end of each of their turns. Yellow Fever can only be cured by **less restoration**.

Lyme's Disease (2) – The disease will originally manifest itself as a small, red circle on the party member's inner arm or leg. It will not hurt or itch. Within 24 hours, the party member will begin to report exhaustion and attacks will be at disadvantage. He or she will spend a sleepless night and will no longer receive the benefits of either short or long rests. Starting with the end of the first 24-hour period, and then every 24-hour period thereafter, the party member will lose 1 constitution point; the party member will also lose 1 strength point every 48-hours. When either strength or constitution reaches 0, the party member's HP will drop to 0, and they will need to make death throws to stabilize. Lyme's disease can only be cured by **lesser restoration**.

Scarlet Fever (3) – This disease will manifest itself within 24 hours of infection. It will start with a red rash that looks like sun burn on the face and neck. The character will become flush, especially around the face and will begin to run a high temperature. Within the second twenty-four hours, the character will begin running a higher fever and experience intense chills. They will be exhausted and will have to roll at disadvantage for all attacks and saving throws.

In the first forty-eight hours, other characters have a 50% chance of becoming infected with **scarlet fever**. If they become infected, they must make a **DC 12 Constitution** check or show the same symptoms as above. If they do not exhibit symptoms, they become a further risk of infection to the rest of the party, but at a slightly reduced chance of -10% per infected party member.

Complications from scarlet fever start to develop at the beginning of day 3, determined by 1d6:

- 1) Tonsils; no additional damage, and the fever will cure itself on its own in 1d4 days.
- 2) Lungs; 1d20 damage every 12 hours until cured.
- 3) Skin; 1d6 damage every 24 hours until cured.
- 4) Kidneys; 1d12 damage every 24 hours until cured.
- 5) Blood; 1d10 damage every 24 hours until cured.
- 6) Middle ear; no damage. The infected party member is unable to walk.

Scarlet Fever can only be cured by **lesser restoration**.

Sapelo Grave Rot (4, 5, 6) – Sapelo Grave Rot is not unlike leprosy, though it manifests itself almost immediately—within 12 hours of infection (1d12 hours). The infected party will first notice painful skin lesions on their arms, legs and torso. Within 1d6 hours of first noticing those symptoms,



they will become extremely painful and cause 1d4 damage. The infected party will also experience the following sensory loss based upon another 1d4 roll:

- 1 – sight
- 2 – touch
- 3 – hearing
- 4 – no sensory loss

Sapelo Grave Rot will quickly cause muscle weakness and the party member will attack and make all saving throws at disadvantage.

Regardless of sensory loss, Sapelo Grave Rot will cause 1d6 damage every hour that it remains uncured. One HP per hour is lost permanently from the party's maximum HP.

Sapelo Grave Rot is only cured by **cure disease**. Once cured, the scarring from skin lesions will be permanently disfiguring and debilitating based on how long the character was afflicted:

< 8 Hours	-1 Charisma
9-24 Hours	-1 Charisma, -1 Dexterity
25-48 Hours	-2 Charisma, -1 Dexterity, -1 Strength
+48 Hours	-2 Charisma, -2 Dexterity, -2 Strength

Additional **cure disease** spells will reduce the long-term effects of the disease. For example, if the disease persisted for +48 hours, an additional **greater restoration** will reduce the effects to the equivalent of having the disease for 24-48 hours (requiring 4 spells for full recovery in that example).

Scaled Skin (7) – The party member's skin will begin to scale upon contracting this disease. It is a mixed blessing as it causes -3 charisma but +1 AC (if the afflicted party member is not wearing any armor). Scaled skin can only be cured by **greater restoration**. Note: if a party member chooses to live with the affliction, it will start to resolve itself at 72 hours, at which time they will lose the +1 AC and the -3 Charisma will improve, but permanently be incurable at -1.

Gangrenous Sores (8) – Once afflicted, large infected sores will begin to appear within 12 hours. 1d4 new sores will appear every 8 hours causing an initial 1d4 damage per sore, and an additional 1d4-2 damage per sore for every additional 8 hours. The party member does not make death saving throws if their HP drops below 0, and their HP continues to drop. Once HP equals the negative amount of their original HP, they are permanently dead, and may not be resurrected. The sores can be healed by **lesser restoration**.



Dehydration or Starvation – As a wilderness adventure, the DM should use her or his discretion as to whether to keep track of water and food or to have the party do so. There should be at least a small risk that if they fail to plan carefully, they could run dangerously close to running out of both food and/or water.

Day 1	Attacks at disadvantage; movement reduced by 1/2
Day 2	Delirium, leading to death by the end of the day



Battle Grids

Badger (starting n=81)

Core Stats (n)	Location	AC	HP
10	Entrance (1)		□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75
20	Overlook (2)		□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75
51	Four Winds (3)		□ 75 □ 75

Bear (starting n=80)

Core Stats (n)	Location	AC	HP
25	Pauper's Field (4)		□ 75 □ 75
5	Baylor's Lake (5)		□ 75 □ 75 □ 75 □ 75 □ 75
50	Canyon Crypt (6)		□ 75 □ 75



Coyote (starting n=81)

Core Stats (n)	Location	AC	HP
20	Stonemaster's Cabin (8)		<div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> </div>
61	Mesa Bluff (9)		<div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75</div> </div>

Crow (starting n=100)

Core Stats (n)	Location	AC	HP
100	Soldier's Field (7)		<div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> </div>

Deer (starting n=58)

Core Stats (n)	Location	AC	HP
25	Forgotten Fen (10)		<div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75</div> </div>
10	Sordid Swamp (11)		<div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> </div>
2	Death Spiral (12)		<div> <div>□ 75 □ 75</div> </div>
21	Baylor's Field (13)		<div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75 □ 75</div> <div>□ 75</div> </div>



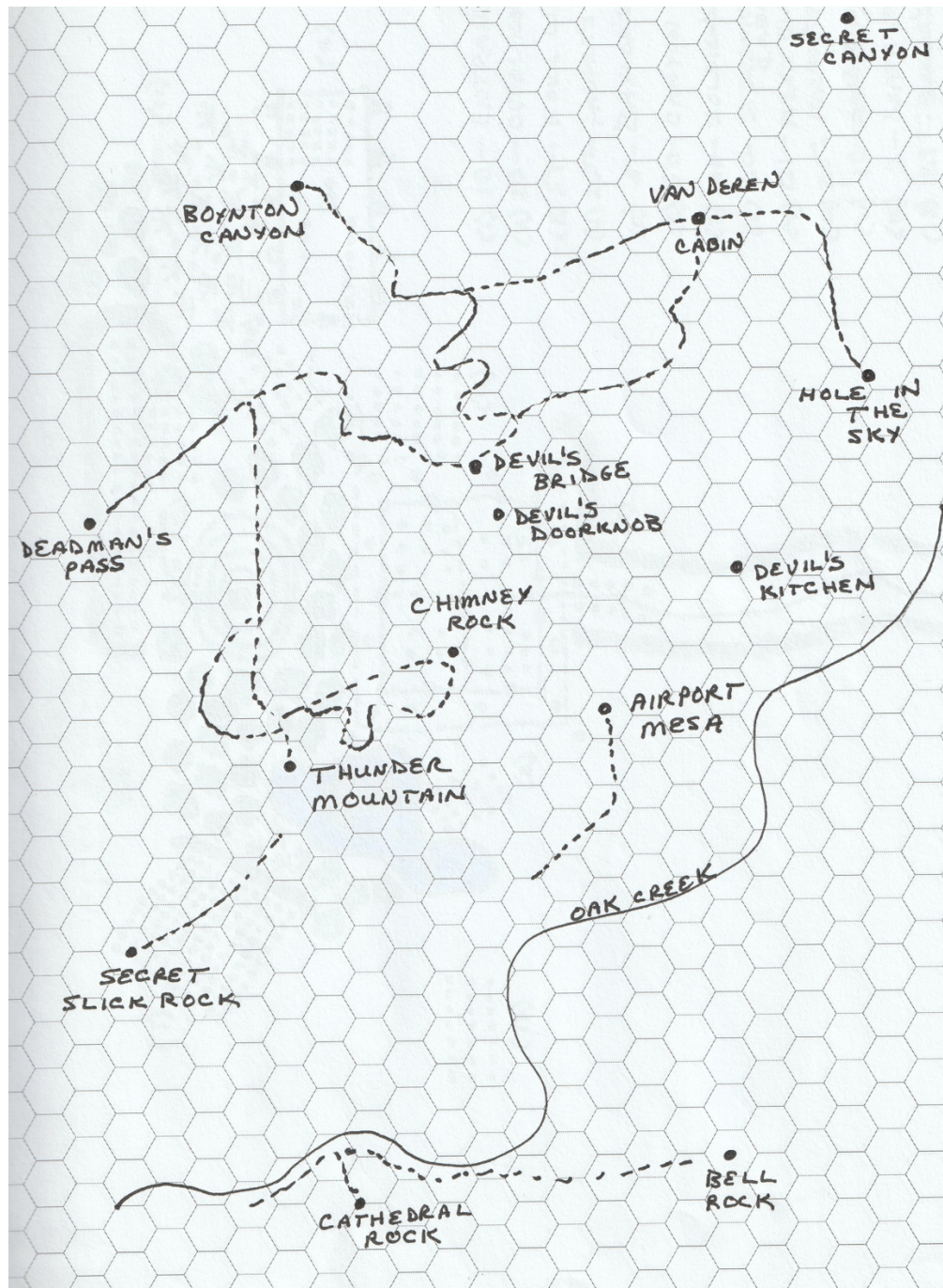
Map Distances

Start	End	Distance (mi)
Cathedral Rock (1)	Bell Rock (2)	10
	Secret Slick Rock (3)	6
Secret Slick Rock (3)	Thunder Mountain (4)	6
Thunder Mountain (4)	Deadman's Pass (8)	12
	Chimney Rock (6)	5
	Aerie Mesa (5)	9
Deadman's Pass (8)	Devil's Bridge (10)	11
	Chimney Rock (6)	8
Chimney Rock (6)	Devil's Doorknob (9)	3
	Aerie Mesa (5)	4
Devil's Doorknob (9)	Devil's Bridge (10)	1
	Devil's Kitchen (7)	5
Devil's Bridge (10)	Boynton Canyon (12)	9
	Van Deren's Cabin (13)	7
	Hole in the Sky (11)	9
Devil's Kitchen (7)	Hole in the Sky (11)	5
Hole in the Sky (11)	Van Deren's Cabin (13)	6
Van Deren's Cabin (13)	Secret Canyon (14)	6

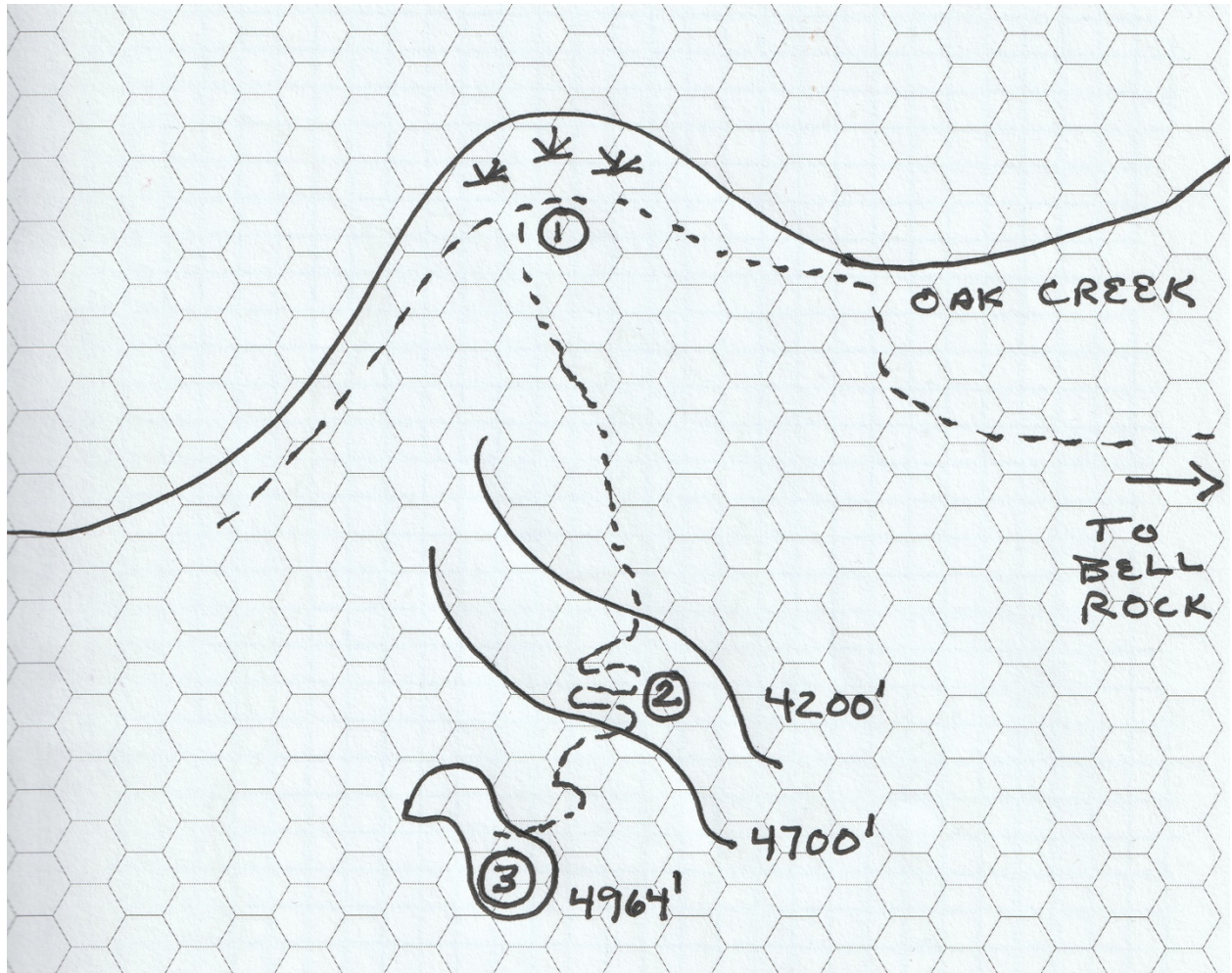


APPENDIX: MAPS

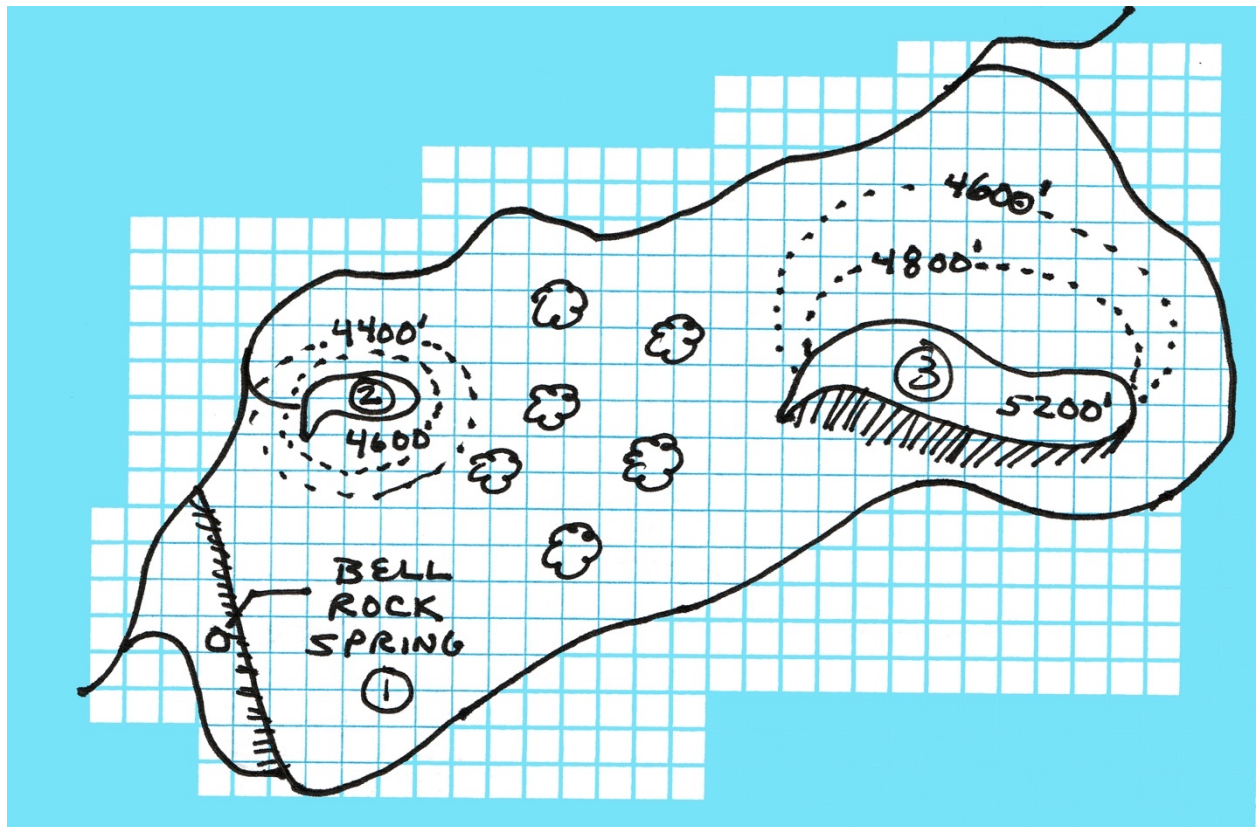
Area Map: Devil's Bridge



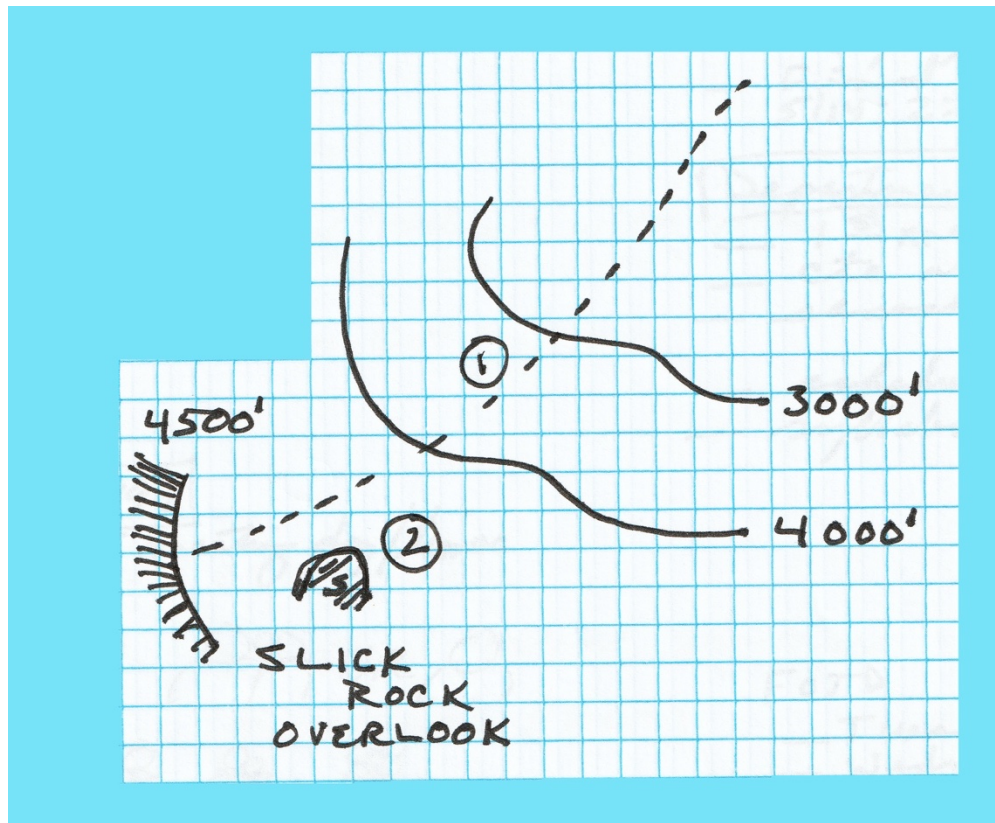
Cathedral Rock



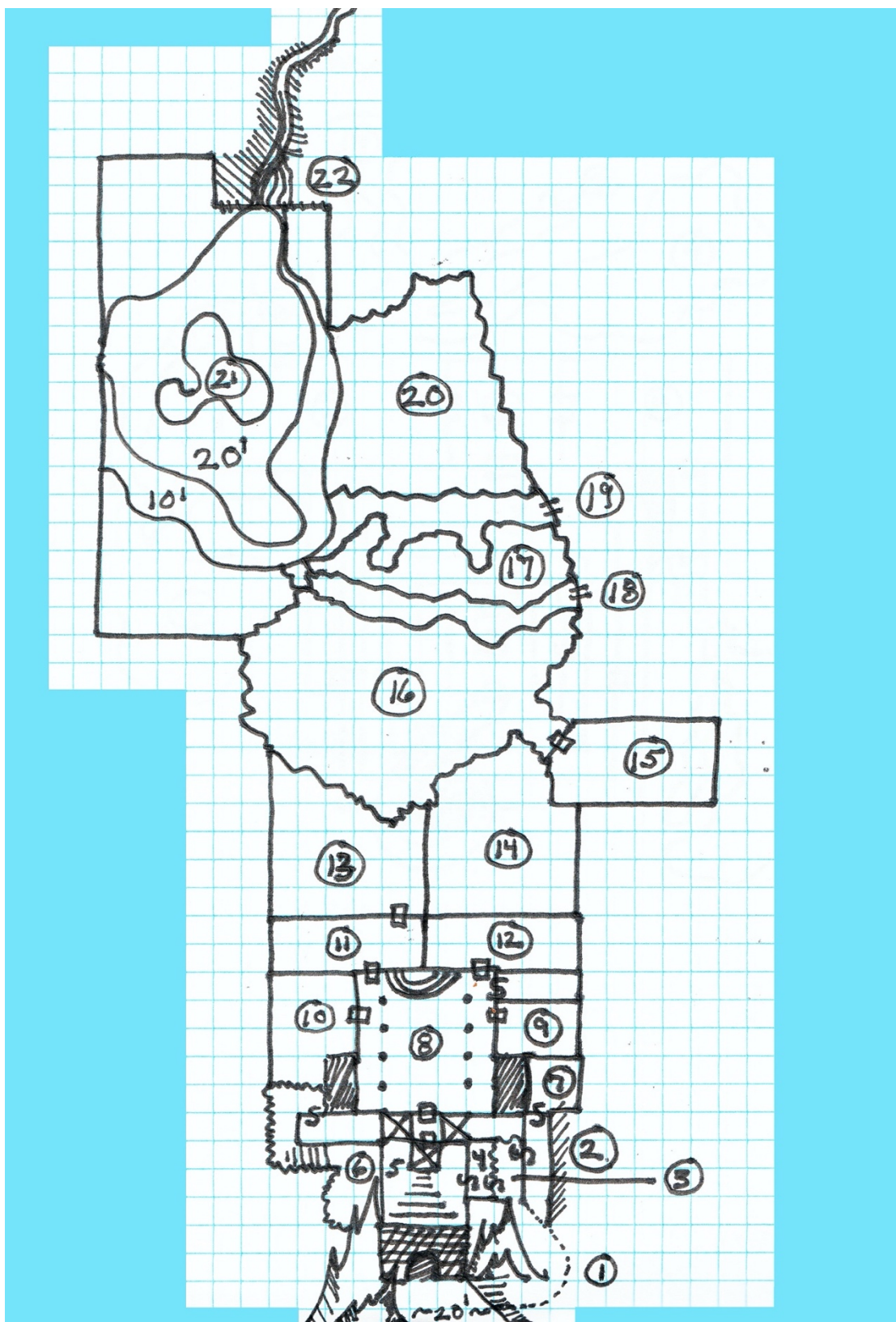
Bell Rock



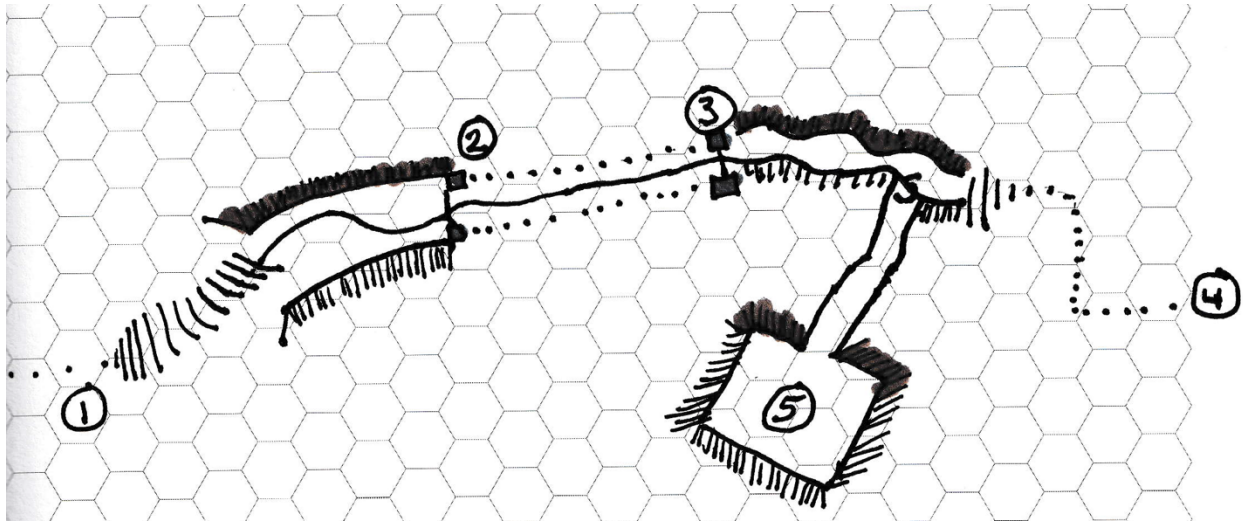
Secret Slick Rock



Thunder Mountain



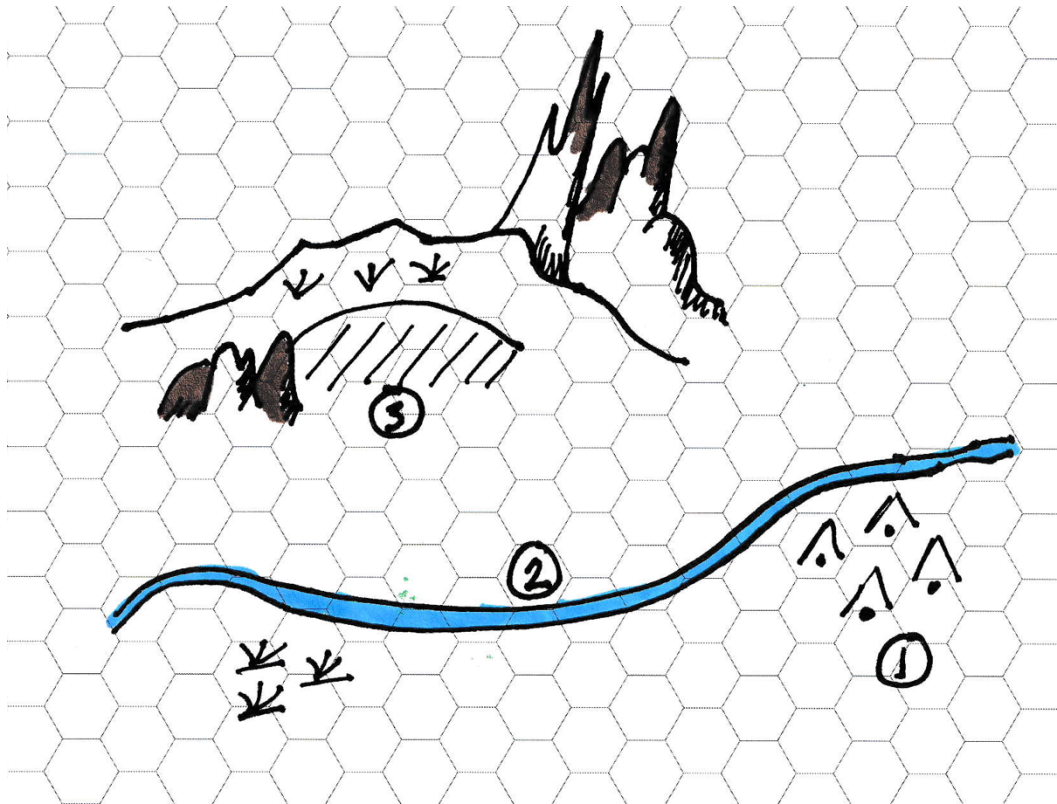
Aerie Mesa



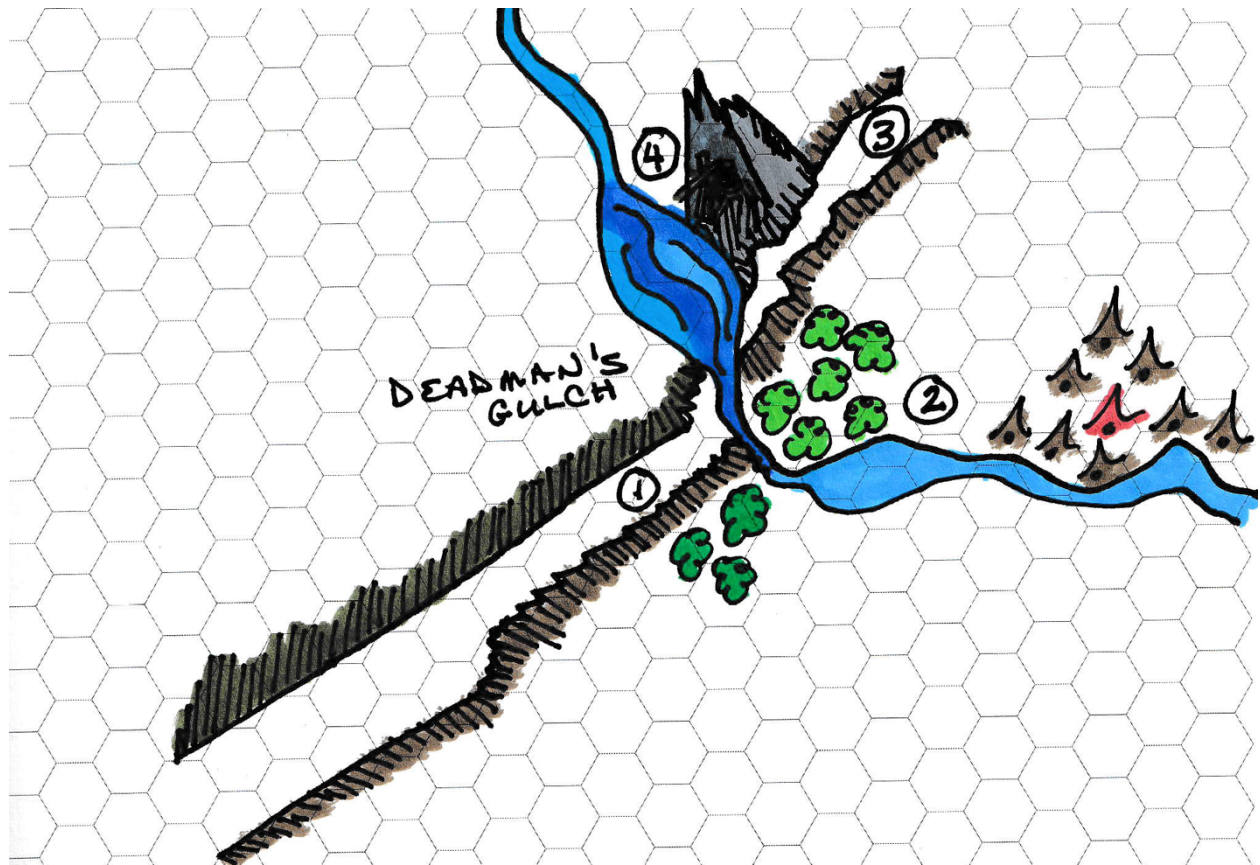
Chimney Rock



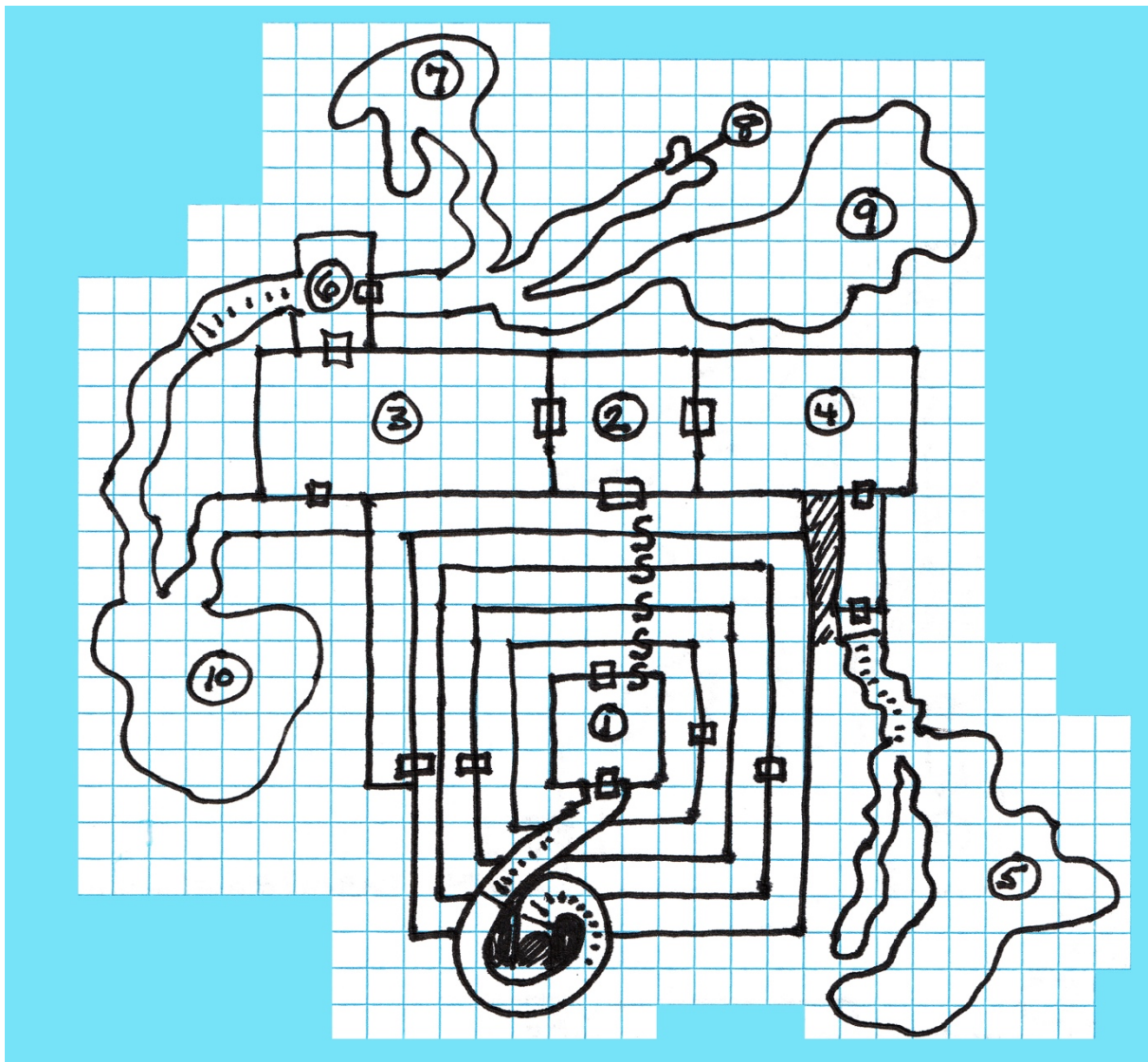
Devil's Kitchen



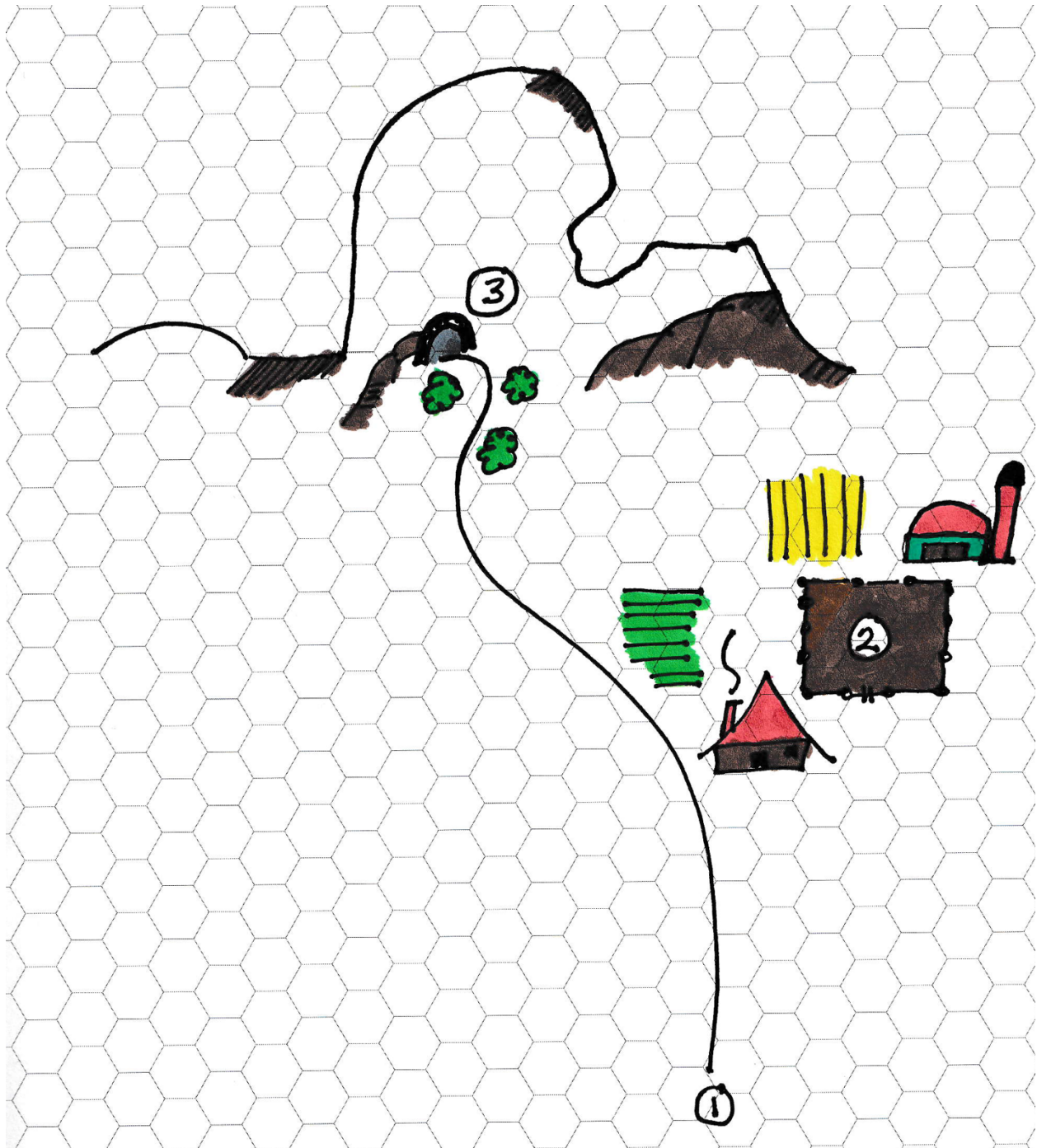
Deadman's Pass



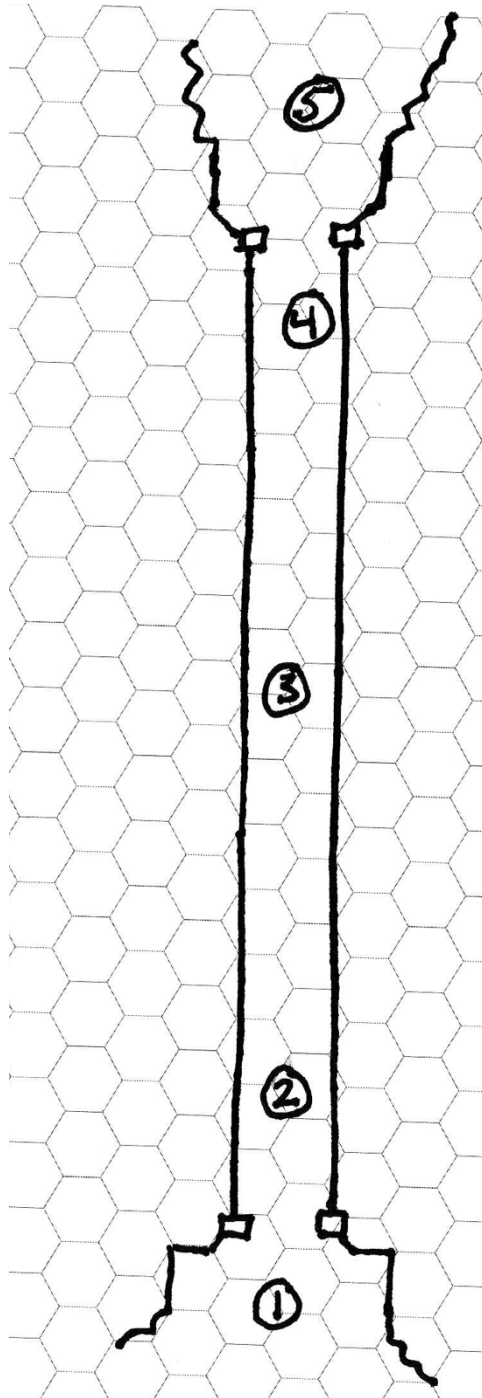
Deadman's Mine



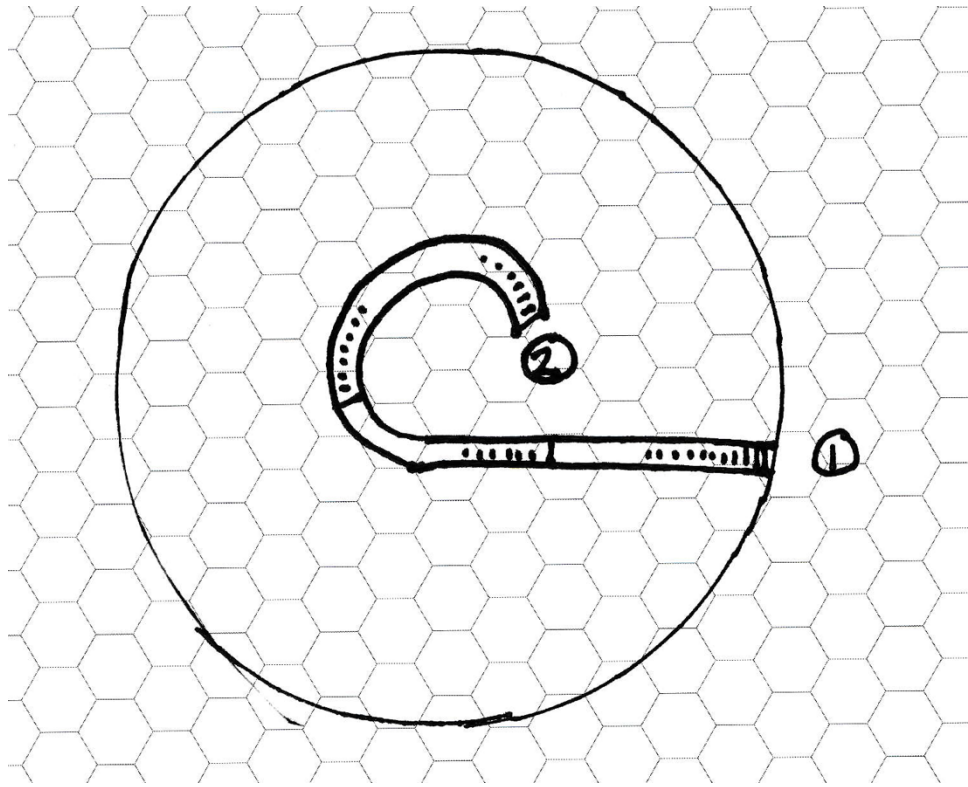
Devil's Door Knob



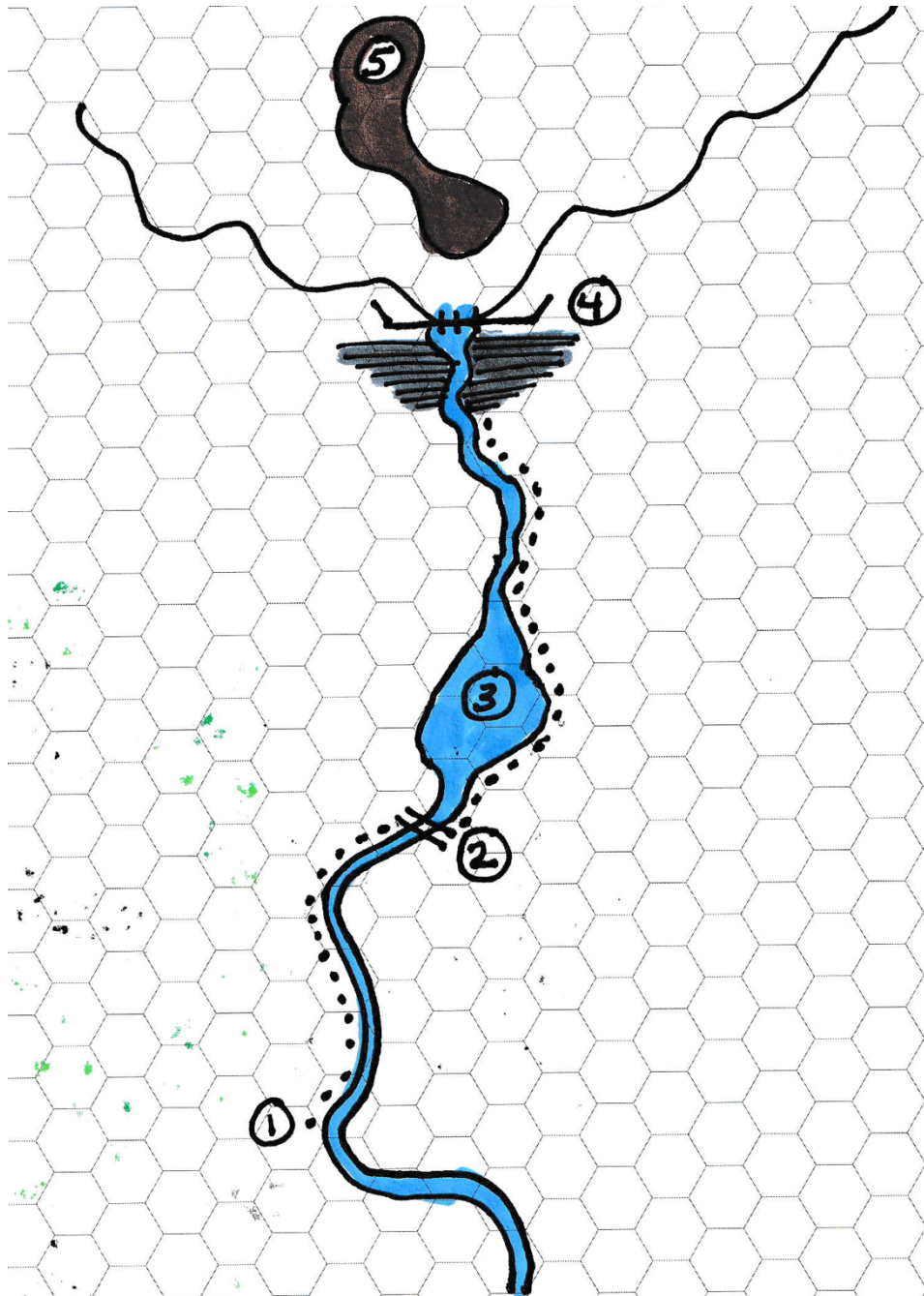
Devil's Bridge



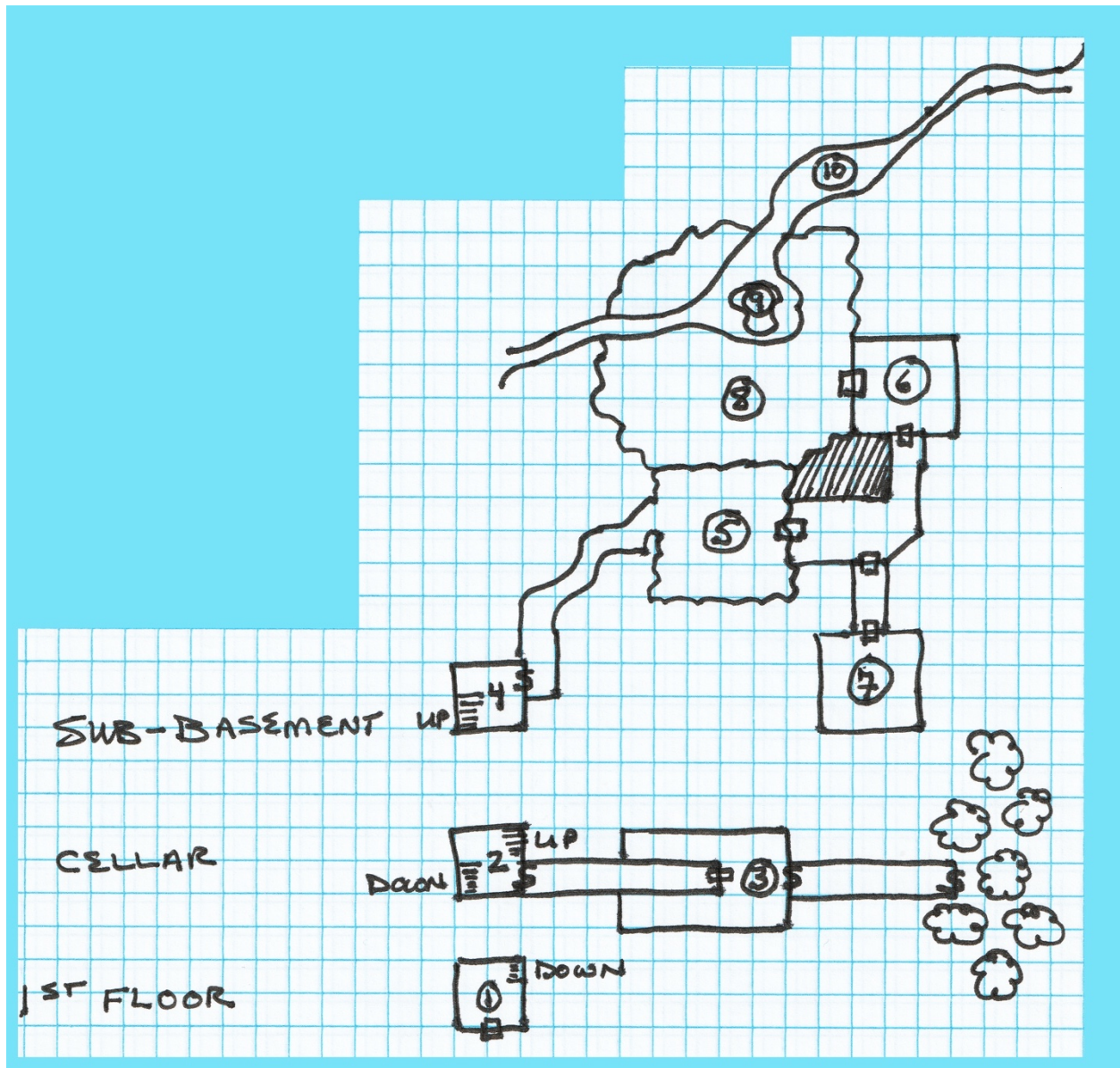
Hole in the Sky



Boynton Canyon



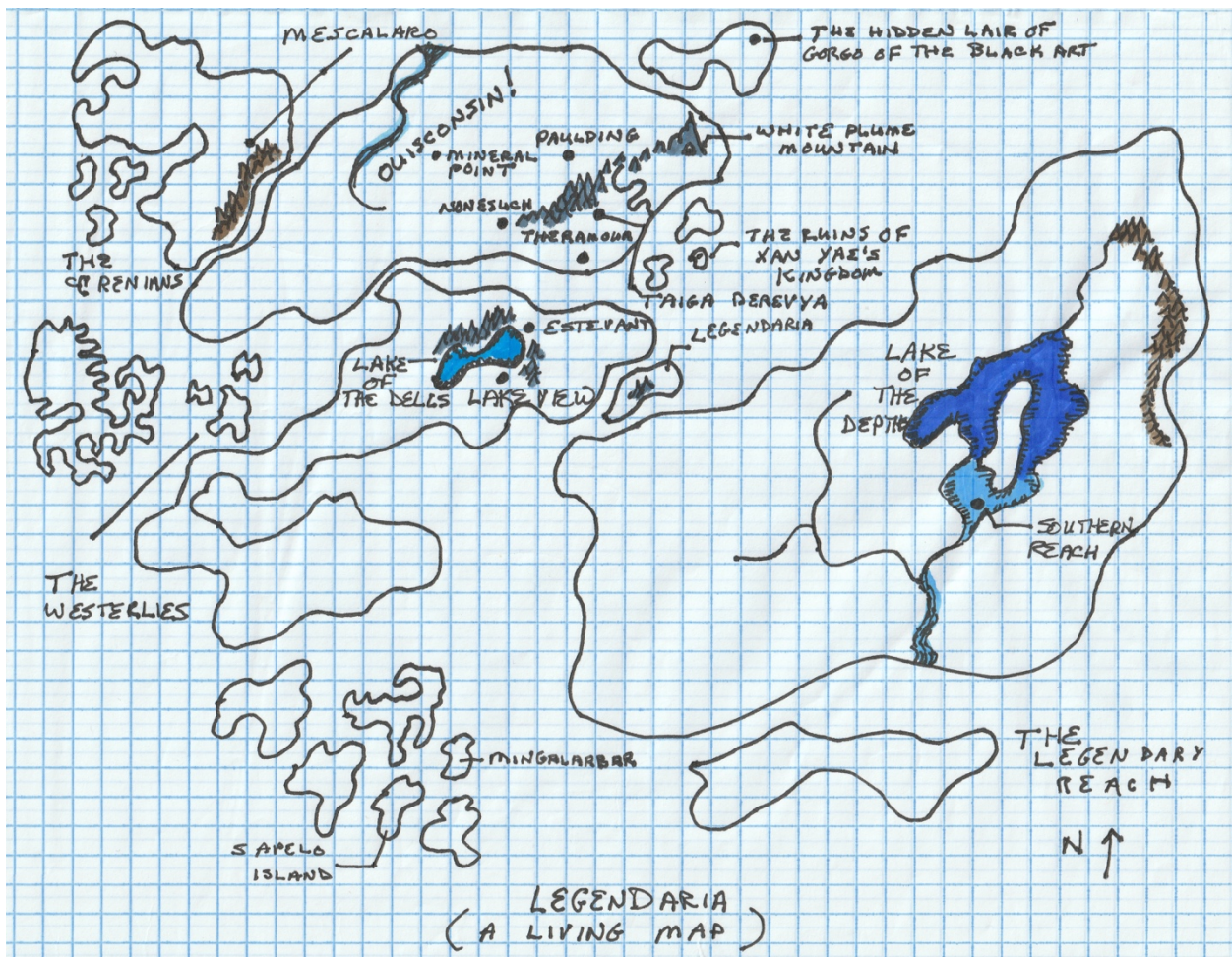
Van Deren Cabin



Secret Canyon



APPENDIX: LEGENDARIA



APPENDIX: BONUS MODULES

Gorgo's Labyrinthian Library

Overview

This is an ancient library, older than any part of Mescalero or Sapelo that the party has encountered prior to this. The exterior is made of faded red stone that matches the area around *Devil's Bridge*. Vines that have long withered in the desert air hang off the roof of the library.

Although the party may not be able to explain the feeling, they get the sense that the library is abandoned, and likely fell into dis-use centuries ago, or longer. There is no sense of life surrounding the building.

Possible Locations: As a bonus adventure, *Gorgo's Labyrinthian Library* could feasibly fit just about anywhere the party finds itself in its journey. It could also serve as an alternate starting point for their adventure.

Otherwise, place the library between **Secret Slick Rock** and **Thunder Mountain**, or between **Devil's Kitchen** or **Hole in the Sky**. Remember that this adventure is not as time-bound as the other adventures in this series, so if the party needs to adventure some distance it should not interfere with the rest of the game mechanics.

1. **Entrance:** As the party approaches the entrance to the library, they will see two large wooden doors, flanked on either side by three plain pillars (a

total of six). They extend from the dirt ground of the desert to the ceiling of the library. They are unadorned.

The exterior offers only a few insignificant hints about the library: it is roughly 150' x 100' in size, with little variation. About half-way back from the entrance, the east and west side are each adorned by one additional stone pillar.

Truly, this is an unremarkable building.

2. **Vestibule:** The main entrance to the library is immense and ornate. The area is constructed of different stone than the exterior: it is obsidian black, as are the pillars to the east and west side of the room, three to a side. The far north of the room is dominated by a long, stone flat surface that was likely used as a desk and entrance area. The top of the desk has an inkwell, quill pen and large book. Closer inspection reveals that it was used as a simple guest registry. With a simple **Arcana** check of DC 8, they will easily conclude that visitors were probably clerics, mages and other mystics from the area.

The back of the desk has a couple of aged wooden shelves built into it.



There are a couple of items on the shelves: (2) plain golden keys that appear to be for two different locks, and a small notebook.

The keys are for rooms are for two rooms apiece: (4 and 5) and (8 and 10), though the party will have to find the secret locks in order to use the keys.

The notebook appears to have been left behind. It is written in *Celestial*, so may be difficult for the party to read and use. It will reference a couple of key locations in *Devil's Bridge* including:

3. **Relic Room:** This room is unlocked, but one of a couple of intake areas for the library. An **Arcana** check of DC 10 will alert the party to the fact that this area was used for the library to process new books and relics. None of the relics necessarily have any resale value, but the librarians have nevertheless cursed the room and its contents. If the party removes even one item from the area, they will need to make a **Wisdom** save of DC 14 or will suffer a drop in Wisdom of -2 as long as those items remain in their party. As the DM, they should not be made aware of the curse until they need to apply their Wisdom bonus to an action.

The relics include ancient leather-bound tomes, some of which appear to contain spells; a hooded lantern, a

staff (possibly used by a shaman), and a small ring. There are also a variety of other books and scrolls. All of the items in the room will glow of magic.

4. **Storage:** This room is locked, but this is a more mundane area of the library used for storing items that might be of interest to clerics and spellcasters in the party. The lock is concealed by a secret lid that requires a DC 12 **Perception** to identify. It is not trapped.

It is safe for the party to take any items they find useful. At the DM's discretion items could include any or all of the following: small daggers (2), abacus, vials (4), scroll case, chalk, component pouch (2), wooden staff, small flask, holy symbol, paper (12 sheets), ink (2, 1 oz bottles), quill pen, small pot, sealing wax, and a small signet ring. The party may take as many or few of those items as they choose.

5. **Intake and Processing:** This room is identical in shape to (4) and is concealed by a similar secret lid. It requires a DC 12 **Perception** to identify, but +2 if the secret lid at (4) has been found.

The room has three small wooden tables, each with two wooden chairs. The surfaces of the table are covered with what appear to be less valuable



relics than those the party found in (3). Mostly books and scrolls, they appear to be accounts of local lore and legend.

6. **General Collections:** The largest of the main rooms of the library, this is a general collections area full of shelves and small study desks. Other than (3) and (7), it appears to be the only other “public” space in the library where visitors likely worked unsupervised.

The collections are comprised of maps, local legends, histories, religious rites, nautical logbooks, zoologies, and family histories. There doesn't seem to be anything of value or interest in this area.

7. **Grand Hallway Exhibit:** The hallway has a number of long exhibit cases along both the north and south sides of the hallway. They contain artifacts like fossils, bones, small animals (stuffed), and manuscript pages. Artwork hangs from the walls—mostly portraits.
8. **Closed Stacks and Scriptorium I:** Unlike the front of the library, which was almost pristine in its cleanliness, the stacks are anything but. A heavy layer of dust covers everything: from the stacks and books to the small scribes' desks.

If the party is willing to take some time, they will discover that there are three books that are especially ancient and magical. Suitable to their spellcasting class, characters can each discover **1d4 spells at the 5th or 6th level** that they can scribe into their spell books or memorize. The books themselves are prohibitively large and the party cannot travel with them.

9. **Spiral Staircase:** The door to the spiral staircase is a large iron wrought wooden door made of mahogany or something similar. The room is enormous given that it is otherwise devoid of any features other than the staircase.

The staircase itself is constructed of the same mahogany-colored wood. It is dusty, and full of cobwebs. The room and the stairs are pitch-black and because it descends in a spiral quickly, it is impossible for the party to determine how far the stairs descend.

As they descend the stairwell, the party will notice the air turn noticeably cooler and damper, as though they are entering a cave. By the time they reach the bottom they will have descended nearly 200' into the ground.

10. **Closed Stacks and Scriptorium II:** This room is nearly identical to (8) though the emphasis on the books seem less focused on spellcasting and arcana,



and much more so on the martial arts. Each party member who did not benefit from the spell books in (8) has a 50% chance of finding a martial arts book that will reveal the secrets of the first level of one of the following based on the roll of either 1d8 or the discretion of the DM: Barbarian (1), Bard (2), Fighter (3), Monk (4), Paladin (5), Ranger (6), Rogue (7), or Roll Again (8). The class must be new to the party member, and attainable based upon their corresponding ability scores for multi-classing. If not, they find nothing of value. Alternatively, as DM, you may have the player re-roll for a different class if you choose. The effect of learning the secrets of a multi-class are immediate and do not require a long rest.

11. **Lower-Level Stairwell:** As the party reaches the bottom of the stairwell, it straightens out and ends in a narrow hallway that confronts them with the option to walk down a hallway to the north, west or south. All three lead into the **Western Maze (12)**.

12. **Western Maze:** The maze is pitch black; there are three secret doors at the end of this section of the maze. A **Lost Minotaur** is lurking in the hallway between those secret doors, and it will try and trick the party into fleeing to either (14) and cornering them or (11) where there is a second **Lost**

Minotaur.

The secret doors are not that difficult to find if the party looks for them: **Perception** checks of DC 12.

The minotaur has nothing of value.

13. **Eastern Maze:** The eastern maze is similar to the **Western Maze**, though note that there are (4) secret doors. They also require **Perception** checks of DC 12 to identify and open.

If the party hasn't discovered the **Lost Minotaur** in the **Western Maze**, they will discover the second one in this portion of the maze. It will adopt a similar strategy, attempting to force the party to either (14) and corner them, or force them to the **Western Maze**.

The minotaur has nothing of value.

14. **Hidden Scriptorium:** There are two traps leading up to the **Hidden Scriptorium**. There are switches on the wall that will deactivate them. They require a **Perception** DC 20 to find. Once found, a **Dexterity** save of DC 20 is required to deactivate them. Two things happen if this save fails. The first is that the secret door to the **Hidden Scriptorium** will lock and not open for another 2d12 hours. The second is that the person attempting to pick the lock needs to make a



second **Dexterity** save of DC 20 or be hit with 6 poison needles (alternatively, the DM can elect a saving throw, one per poison needle). Each fail results in 2d20 poison damage; needles will continue to hit even after the party member's HP are reduced to zero, even if they result in immediate death.

If a party member makes their death throws, and stabilizes at 0 HP, they continue to make **Constitution** saves of DC 20 per needle for any failed saves. This process repeats itself for 1d4 times before the effect of the toxin is mitigated. The traps protect a very powerful book, and are therefore extremely dangerous to the party.

The scriptorium is a large room empty except for a stone dais in the direct center, and across from the entrance. Light shines on the dais from the ceiling high above your party.

Set atop the dais is a large leather tome with the visage of a dragon on the cover.



If the party looks at the dais, they will see angular scorch marks around where the tome is sitting. The marks give the impression—or confirmation—for why the book sits alone on a stone dais as it likely would

cause other books to combust were they set too closely.

Although the book is obviously ancient, it shows surprisingly little age, wear, scratches or dust. In fact, the inner scriptorium feels almost ageless itself.

The dais is trapped, but in a very subtle way: there is a very small switch on the side of the dais that can only be found with a **Perception** DC 19 check. Activating the switch turns out the light in the chamber. The book can be removed from the chamber at that point.

Once the party has lifted the tome from the dais, they will discover that it is immensely heavy, and the leather has an earthy feel to it.

As they open the cover, they will find details about many ancient rites and rituals across various cultures—focusing primarily on horrifying sacrificial human rites. The book feels warm to the touch, and as it is opened the air fills with the slight odor of brimstone, ash and fire.

The book is cursed and will cause the holder of it to want to set it on fire and destroy it if the curse is not identified and destroyed.

The book's secret is not the book itself, but a hidden page near its center that identifies a variety of key

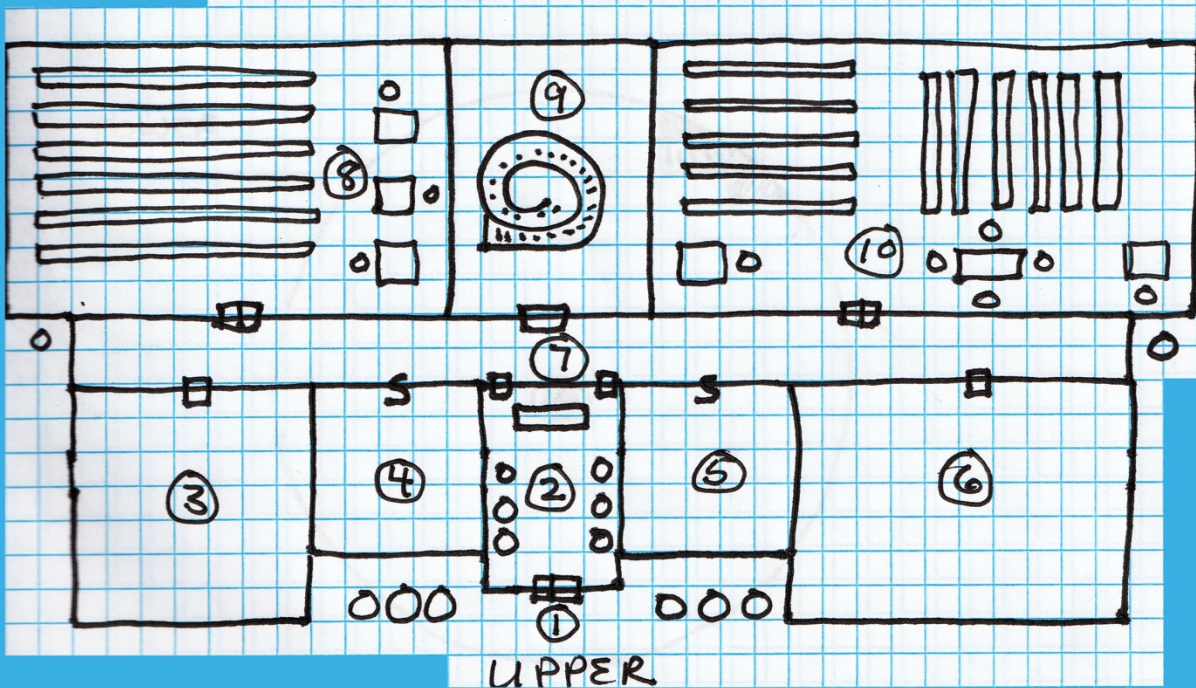
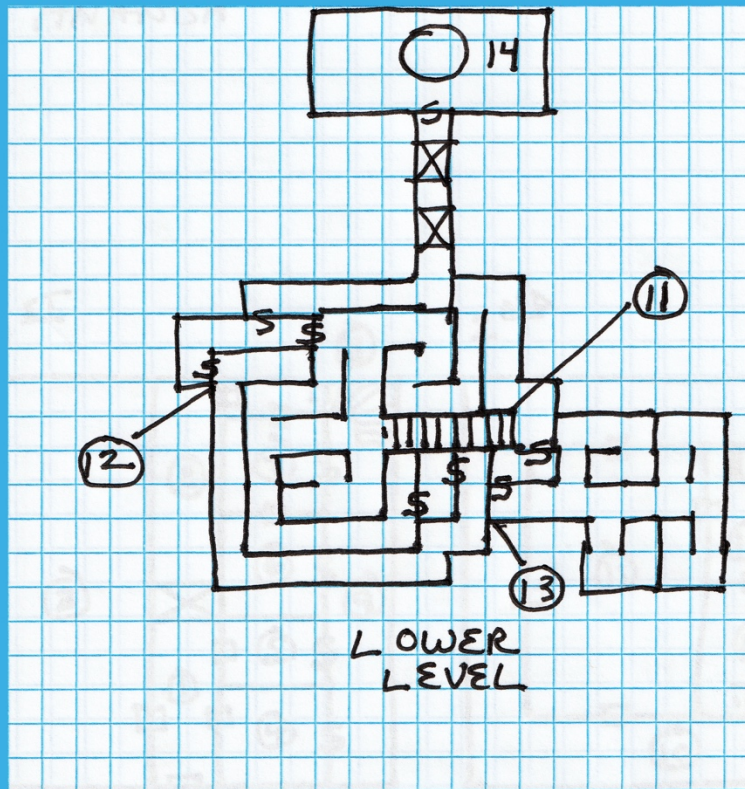


locations that are central in defeating the god at the end of *Devil's Gate*. They include:

- > yellow Cathedral Rock
- > blue Bell Rock
- > green Aerie Mesa
- > green Boynton Canyon

The passages of text after the list of locations will reveal that the book also has the power to transport the party to any or all of the locations where the keys are hidden—making it an extremely powerful item for the party to discover.





The Camp of the Quesper

DM Note: This is a side adventure that you can either explicitly place on the map for Devil's Bridge or could use as an encounter after the party finds themselves lost in the wilderness.

The party will wander into the Camp which initially will be described to them as follows:

After wandering in the desert for some period of time, the party notices some tan structures on the horizon that appear to be made by humans. You are fairly certain this is not just a desert mirage because, as you approach, you begin to make out a number of tents.

From a distance it would appear that there are approximately 10-12 tents. The tents appear to be located around the edges of a small oasis of palm trees and a small pond of bright blue water that shimmers in the dessert sun.

Most of the tents look like they are large enough for an individual or small family—roughly 6-7 of them. There is one larger tent on the northern end of the camp, and an extremely large tent that might loosely be considered the epicenter of the camp. The party can see that there are a couple of low-burning campfires near the large tent.

The southeastern edge of the oasis has a large fenced off area that appears to hold a menagerie of livestock: a couple of camels, elephants, horses, sheep and goats.

When the party first notices the camp, there are no humanoids visible. The day is frightfully hot and the party might quite reasonably assume that if the camp is still inhabited, that everyone has escaped the mid-day sun.

This is the **Camp of the Quesper**. They are a semi-nomadic tribe that preys on whomever and whatever they encounter in their travels.

If the party has encountered Quesper in the past, they will be in for a rude surprise as many of the Quesper are a peaceful race who have lived under the curse of Quespa the witch for centuries. This camp, however, has been led astray by an evil Mage (6), and this camp has turned to looting and murdering whomever they encounter as a way of surviving in the desert.

They have camped in the general area because they have found the Tolbanaki to be easy prey—something they might discover as they engage with the camp.

There are two opportunities for the party in their encounter with the Quesper. The first is basic survival: the Quesper will attempt to either attack the party in their sleep or engineer an ambush after the party leaves their camp.

The party's larger goal, should they discover that the Quesper are an enslaved race, is to free them from that slavery.

The Tents

1. **Main (Chieftain) Tent** – The leader of the camp is a Chieftain named Waru.



Waru has the statistics of a **Quesper Warrior**. The camp is fully aware of their reputation as a race and will welcome the party when they arrive. They will extend their warmest hospitality to the group. They have no knowledge of the quest that the party is on and will politely deflect any questions that the party may ask of them.

If the party is lost, Waru will offer to help the party find their way again. Depending upon where the DM locates the camp, Waru will at best misdirect them, and at worst, will try and setup an ambush for the party.

The Quespa will encourage the party to spend the night—as either a short or long rest—and will leave them unattended if they do (alternatively, the Quespa could attack at night, but given that the party will likely be on guard, an ambush might be more appropriate).

Should the party decide to stay, they will slowly discern that the Quespa seem distant from them, if not somehow distracted. As the evening wears on, they will recognize that the conversation and engagement with the Quespa is limited to the point where they begin to suspect that there are other forces at work here—and that some outside power (the mage) is controlling the warrior-race. This is the only clue of significance

that the Quespa are controlled by other forces.

The main tent is divided into three rough zones or areas and are separated from each other by brightly colored cloth drapes that are in sharp contrast to the drab tan exteriors of the tents. They stretch from the top of the tent to the dirt floor, and afford visual privacy, though sound carries easily between the zones of the tent.

A) Sleeping – Waru has two wives, and six children. They are relatively peaceful and can be found spread out in any of the three zones of the tent. They will not attack or defend the party. If the party attacks them, assume an AC 8, and HP 1 (instant death if hit). Depending upon the alignment of the party, the DM may elect to reduce XP if the women and children are attacked.

B) Cooking – This more of a food preparation area as the Quespa rely predominantly on the cooking fires located just outside of the tent. The Quespa are voracious carnivores and will eat whatever they can find or kill—sometimes cooking what they eat, but seldom cleaning or field-dressing it (meaning that they eat skin, bones, internal organs—everything).



If the party does choose to take Waru and the Quespa up on their hospitality, their hosts will make at least some additional effort to make their food palatable—but the party will find it disgusting at best.

C) Living and Storage Area – This area of the tent faces the cooking fires for the camp and is likely the area where Waru will first receive the party. There has been some effort at comfort here, but like the rest of the tents it is absolutely filthy. There are cushions and low tables, but everything is covered with a heavy patina of slime and dirt. The Quespa seem to have little time for hygiene or cleanliness as the table tops not only hold scraps from previous meals—but the maggots and flies suggest those meals may have been from weeks ago.

If the party does share a meal with the Quespa, they risk contracting **gangrenous sores** from the filthy conditions. For every meal, party members must make a **DC 16 Constitution** save.

While in the tent, the party will get the sense that they are in some strange combination of a bazaar run by a hoarder. Although there is not a lot in the tent, what is there is in terrible disarray and condition—in part from

constant movement, and in part from Quespa live.

It would take significant effort for the party to explore the tent, but if they do they will discover a few items of some value: a small, but virtually flawless pearl (1,000 GP), a set of rare purple shells (2d4, 250 GP each), and a headdress made of feathers (2,500 GP).

2. **Warriors** – The tents of the warriors are filthy, crowded affairs. They each hold 1d4 warriors and only enough room for bedrolls, and small sacks for their belongs. The warriors have basic survival supplies and weapons, but nothing of value.
3. **Warriors** – This tent belongs to a warrior and his small family, consisting of a wife and child (same stats as 1). For that reason, the tent is located in close proximity to the cooking fires: both for safety and so that the warrior's wife can assist with cooking for the camp.

This tent is marginally, but visibly, larger than the tents that house warriors that do not have families. It is still very small and contains little more than the supplies the warrior and his family need to survive in the extreme desert conditions.



4. **Warriors** – This tent is similar to (2), though it is larger in size and houses 2d4 warriors. Located on the outskirts of the camp, the warriors are collectively responsible for the outer perimeter of the camp as well as ensuring the safety of the livestock, which are in a penned off enclosure directly to the south of their tents.

5. **Family Tent** – Another small family tent, nearly identical to (3). It is also home to a warrior and his small family, in this case a wife and two small children. The supplies in this tent are a little different as this female Quespa has additional responsibilities for mending clothing, tanning hides, and other domestic chores for the camp.

There is nothing of significant value in this tent.

6. **Mage's Tent** – Set off from the rest of the camp, on the far northern reaches, is the mage's tent. The mage, Lonin, is a **Quesper Mage**, who is under the direct control of Quespa the Witch. This camp is the latest in her experiments to not only control the Quesper, but to expand her reach in Mescalero and Sapelo.

The rest of the Quesper fear Lonin, but his powers are too great to resist him. Lonin uses his own control of the Chieftan, Waru, to stay in power.

Lonin's tent by contrast to the rest in the camp is magnificent. Where filth abounds in all of the other tents, Lonin's is spotless. It is decorated with colorful silken cloth that looks foreign in this environment. A corner of the tent is setup to receive guests, though it looks seldom used: the wood of the tables is a highly polished dark grain, and the cushions surrounding them are soft and lavish.

If Lonin is discovered, he will attempt to persuade the party that he is the protector of the camp, and a benevolent leader who hides behind the strength of Waru. However, Lonin is both highly intelligent and protective of himself above any other concerns. If he feels at all threatened, his first effort will be to summon **Quespa**. Failing that, he will use all methods, especially magical, to flee from the party. As a last resort, Lonin has the advantage of camouflage when submerged in water, so would flee to the **Oasis** to hide, as a last resort.

Although Lonin's tent is lavish, there is nothing that the party might readily loot or take with them. The only item of immediate value is Lonin's **spell book** which contains a variety of cantrips, 1st, 2nd and 3rd level spells.

If summoned, Quespa will aid Lonin for as long as she does not feel as though her own life is in danger. If her



HP drop below 50, she will use plane shift to flee—and will leave Lonin behind to fend for himself if she must.

Should the party somehow defeat Quespa before she can flee, the immediate result will be that the Quesper will be freed from their curse. Quespa has only a couple of limited items in her immediate possession as most of her truly valuable treasure is located in her planar lair (including a wondrous **spell book**). She is, however, wearing a **robe of protection +3** and is possession of a couple of **potions**, assuming that she did not use them in combat with the party: **potion of resistance**, **potion of vitality** and **potions (2) of supreme healing**. Quespa will not hesitate in the least to use the potions if they are necessary in saving her life.

They will be certainly grateful to the party and will inform them that they can already feel a transformation: as the scales start to drop from their skin and they start returning to their original human form. They will also show immediate repulsion at their living situation and tell the party that they have much work to do to regain their lost dignity.

They will express some remorse that they have little, if anything, to offer the party in gratitude for being saved by them. Waru will, however, share with the party that Lonin had entrusted him with a small vial of

varied and brightly colored sand. He was told to protect it with his life—though he was never told what the sand was for.

If the party has discovered other charges for the **firestick**, they will recognize this sand immediately as another (2) charges.

7. Family Tents – The family tents are located in the far reaches of the camp, to the southwest and roughly adjacent to the oasis so that the families in these tents have access to fresh water.

There are a total of three tents, each home to a warrior and families consisting of their wife and 1d4 children. The warriors will fight if summoned, but if they are encountered in their tents, will defend their families, even if it means sacrificing themselves so that their wives and children can flee the camp and save themselves.

Livestock – The livestock area is a large enclosed area because what few animals the Quesper have graze here. There is low scrub in the fenced area that likely benefits from a limited amount of moisture from the nearby oasis.

For the most part, the livestock do not factor into the adventure in the camp other than in a couple of minor ways. If the party engages with the Quesper, and women and children flee, there is a reasonably good chance that



they will attempt to flee and hide among the livestock. If they do, the party will be able to readily identify them among the animals. The animals provide no cover against attack.

If the party requests, (or if they steal) the Quesper would be willing to part with a camel and a pack mule as part of their gratitude for being saved from Quespa the Witch. They will express regret that they cannot spare more of their livestock than that—but they will resist any additional requests for their animals as they are a significant part of their livelihood.

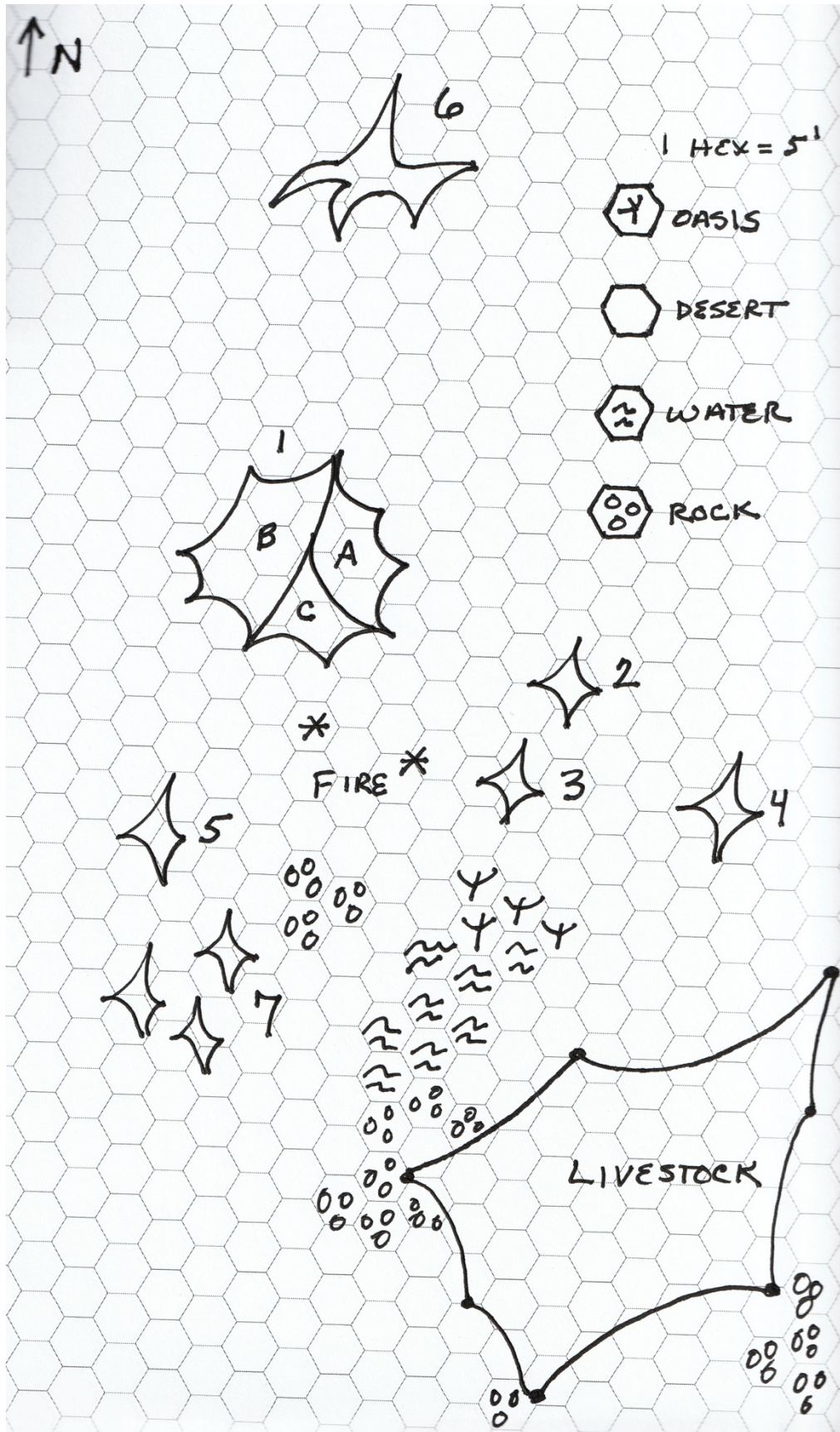
The Oasis – This central area of the camp is absolutely essential to the survival of the Quesper. The water is crystal clear, drawing its source from springs that the party suspect probably bubble up from many hundreds of feet in the ground. Party members proficient in **Nature** would probably conclude with a DC 18 check that the Oasis is also evidence of not only underground water sources, but of vast caverns and mines in the surrounding mountains.

The apparent role of the Oasis is to provide water and a lifeline to the Quesper who call this area home—for the time. Unknown to them, however, is that the Oasis serves a more sinister power. It is the source of Quespa's transformation and ability to enslave them as it is their drinking and bathing in the Oasis that allows her to maintain her control.

Should the party bath in, or drink, the water from the Oasis (a certainty if they share a meal with the Quesper), it does not have the same control over them: Quesper's domination of the Quespa initiated with a powerful spell, and the water extends the effects of the spell. However, the water still may have an effect: whether they bath in, or drink, the water, each party member makes a DC 20 **Constitution** check or suffers the effects of scaled skin. Party members making the save are immune from any further effect from the waters.

If the party determines the effects of the water, they can bottle it in vials and use it as a poison to the same effect.





APPENDIX: DCC STATS

Monsters

Monster	AC	HD	Attack	Notes	XP
Aboleth	17	18D10	+9, 2D8	Tentacles and tail	3
Erinyes	20	20D10	+10, 1D10	Sword or bow	3
Dragon, Adult Blue	21	22D10	+12, 2D8	Bite and claw	3
Dragon Turtle	21	24D10	+14, 3D12	Bite, claw, tail	3
Dwarves, Cocoa	14	12D10	+7, 2D10	Axe, +9 necrotic	1
Giant, Cloud	20	17D10	+24, 4D8+12	+12, 2d8+10 stones	3
Golem, Amorphous	13	12D10	+7, 2D10	Slam attacks	2
Golem, Stone, Badger	18	18D10	+10, 3D10		2
Golem, Stone, Bear	18	18D10	+10, 3D10		2
Golem, Stone, Crow	18	18D10	+10, 3D10		2
Golem, Stone, Coyote	18	18D10	+10, 3D10		2
Golem, Stone, Deer	18	18D10	+10, 3D10		2
Gorgon	20	14D10	+10, 3D10	Hooves, gore	3
Griffon	17	7D10	+9, 2D6	Beak, claws	3
Guards, Human	16	15D10	+7, 2D6		1
Guard, King	18	17D10	+7, 2D8		1
Kitwan-Mikwa	13	18D10	+6, 1D4	Dagger	3
Lost Minotaur	19	14D10	+6, 2D12		3
Millitaur	15	10D10	+6, 2D10		3
Obsidian Mist	15	15D10	+6, 2D8		3
Phase Spiders	14	6D10	+4, 1D10		3
Pseudodragon	13	2D6	+4, 1D4		1
Purple Worm	20	18D20	+9, 5D8		3
Quesper, Warrior	16	14D10	+5, 2D8		2
Skinwalker	14	12D10	+4, 2D6		3
Tolbanaki	12	13D10	+7, 2D8	Claws	1
Water Elemental	15	12D10	+7, 2D10		1
Will O' Wisp	20	9D10	+4, 2D10		2



Gods and Demigods

Monster	AC	HD	Attack	Notes	XP
Adoshle	18	14D10	+8, 3D10		3
Atahasaia	20	22D10	+8, 2D10		4
Chogan	20	19D10	+11, 2D8		4
Makwa	26	24D10	+15, 3D10		4
Misakakojish	24	16D10	+15, 3D10		4
Morrigan	20	20D10	+9, 1D10		3
Quespa	18	20D10	+12, 3D8		3
Wiisagi-Ma	22	20D10	+11, 2D10		4
Ziigwan-Miskwa	22	28D10	+8, 2D10		4



APPENDIX: AD&D STATS

Monsters

Monster	AC	HD	Attack	Notes	XP
Aboleth	0	12	6-36		1,800
Erinyes	0	12	6-36		1,800
Dragon, Adult Blue	0	12-14	6-36		1,800
Dragon Turtle	0	12-14	(3) 2-12/2-12/4-32	Attacks: claw (2) and steam	1,800
Dwarves, Cocoa	2	12	6-36		1,500
Giant, Cloud	2	12	6-36	Hurling rock: 2-24 damage	1,300
Golem, Amorphous	5	10	3-24		900
Golem, Stone, Badger	5	10	3-24		900
Golem, Stone, Bear	5	10	3-24		900
Golem, Stone, Crow	5	10	3-24		900
Golem, Stone, Coyote	5	10	3-24		900
Golem, Stone, Deer	5	10	3-24		900
Gorgon	2	8	2-12	Breath turns to stone	375
Griffon	2	8	2-12		375
Guards, Human	3	7	2-6		400
Guard, King	2	8	2-8		500
Kitwan-Mikwa	5	12	3-24		400
Lost Minotaur	0	14	2-24		800
Millitaur	2	12	2-24		800
Obsidian Mist	3	12	2-10		400
Phase Spiders	5	8	2-10		300
Pseudodragon	2	2	1-3		20
Purple Worm	6	15	2-24/2-8	Bite/Sting	2,400
Quesper, Warrior	4	10	2-8		400
Skinwalker	4	12	2-12		400
Tolbanaki	6	10	2-8		400
Water Elemental	4	3			60
Will O' Wisp	-8	9	2-16		1,200



Gods and Demigods

Monster	AC	HD	Attack	Notes	XP
Adoshle	0	16	2-12		1,800
Atahasaia	-2	18	2-12		5,000
Chogan	-2	18	2-8		3,000
Makwa	-4	24	3-24		4,000
Misakakojish	-6	20	3-24		4,000
Morrigan	-6	18	3-24		4,000
Quespa	-4	18	2-12		1,800
Wiisagi-Ma	-6	18	3-24		3,000
Ziigwan-Miskwa	-6	18	3-24		4,500



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