

TMP 1-2-3 Adventure For Character Levels 4-8



Compatible

The Mescalero Trilogy

Tim Krause

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Foreword

When I started this project nearly a year ago life was different: I was recovering from a stem cell transplant and writing 5E adventures as a way of coping with a life that had been turned upside down. In many respects, it wasn't supposed to be like that. I was supposed to still be teaching at the University, and I most likely wasn't supposed to be devoting so much time to writing. But there it was.

I've said some of this before in various places, but this Trilogy marks both a turning point and a culmination of work. I started playing Basic *Dungeons & Dragons* in 1984, and my journey as a writer of modules shortly thereafter when, at the age of 15, I was unhappy with the ending of the classic module, *White Plume Mountain*. It wasn't just that the module was, I thought, lost to time, but that I had forgotten about even writing it. That is, until I moved homes in the summer of 2017 and discovered it in back of a stack of books on a long-abandoned bookshelf.

Friends encouraged me to publish that module, and it was reasonably well-received on Kickstarter. And then I was diagnosed with non-Hodgkins follicular lymphoma and started writing again.

This Trilogy came together roughly from June 2019 through March 2020, after I was well enough to travel again and became enamored of the myths, legend and geography of the southwestern part of the United States.

It also afforded me an opportunity to pull together what I had learned about writing modules, working with some amazing artists, and DM games for friends that they genuinely seemed to enjoy. It also allowed me to focus on games that were different: that weren't just hack and slash (not that I don't mind a good dungeon crawl every once in a while). They also weren't epic, year-long campaigns either. As busy professionals, my friends and I didn't necessarily want to make that kind of time commitment.

Most of the adventures that I had been writing focused on local lore and legends and were intended to be played in just a couple of sessions. *Mescalero Prophecy*, *Sapelo Island*, and *Devil's Bridge* were never intended to be more than additional adventures in the same spirit. But they fit together well and are the basis for this trilogy.

For me, this module fits in the old spirit of the *Against the Giants* (G1-2-3) trilogy that is arguably

the best module ever written for AD&D. I don't have illusions about how this trilogy fares in comparison, but I hope that you and your players find that it sits in a fine location between one-shot dungeon crawls and year-long campaigns.

At nearly 300 pages of adventuring, and featuring dozens of new monsters, magic items, traps and surprises, my hope is that *The Mescalero Trilogy* offers you and your players hours of compelling and fun adventuring.

Like any other undertaking, books are never solo endeavors, but adventures that involve many. In that spirit, I leave you with simple parting words as you and your players embark upon what I hope will be an adventure that will make their characters legendary heroes in the lands of Mescalero:

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

Tim
April 23, 2020



Dungeon Module TMP1

The Mescalero Prophecy (TMP1)



by Tim Krause

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

The design of this module blends the look of old-school modules of the 1980s with 5E rules. Your party has encountered a small tribe of fishermen on the banks of a large lake. Their twelve stories have been stolen from them by Coyote. You have seven days before first frost to recover the stories, and the Mescalero Prophecy. If you don't, the tribe will enter their final days and likely perish.

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Dedication

This is the ninth game for Tomorrow River Games. A year ago, we had written and published our first, *On Ouisconsin*. The journey started with the discovery of a sequel to *White Plume Mountain* that I wrote about 35 years ago when I was 15 years of age, and just discovering the thrill of writing one's own modules. After years of moving, I had completely forgotten about it.

However, I had started playing *Dungeons and Dragons* again in the summer of 2016 and was hooked. When I moved houses in the summer of 2017, I discovered that lost module and friends recommended publishing it. The three *Keraptis* modules were the second published for Tomorrow River Games.

In the meantime, I was diagnosed with Stage IV non-Hodgkin follicular lymphoma. While I didn't know it at the time, the outlook was grim, at best. I write this dedication almost one year to the date of a preliminary diagnosis, and after many months of not feeling well.

So this is a different sort of dedication: it is a dedication to recognize everyone who has been on this journey with me, starting with that first diagnosis and continuing to this day. There are too many of you to think, and I risk missing one of you. Instead, as my thanks and dedication, I point you to a book that I just finished writing called *Ainle: A*

Journey. It's available on Amazon, and I'm working out the details for 100% of the proceeds (about \$10 per book) to benefit the Hope Lodge in Marshfield, Wisconsin. It's where I spent the first precarious weeks with Karolee, my wife, after a bone marrow transplant in April 2019. We met some amazing people there, all on their own difficult journeys. The Hope Lodge somehow made those adventures at least more bearable.

This dedication, then, is also about gratitude to everyone for the space that I have had this year to write. Although I have described this as a solitary journey, it would be fairer to say that no journey is ever traveled alone so long as one has language.

Tim
August 7, 2019
Pinetop, Arizona

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Background for Dungeon Masters

The Mescalero Prophecy is a different kind of adventure. For parties that are expecting a dungeon crawl, they're going to be in for a bit of a shock. As Dungeon Master (DM), you'll be guiding your adventurers on a wilderness adventure that is as much about self-exploration and discovery as it is about killing monsters.

Although you don't have to read the entire module before running this campaign, you should be familiar with the background notes and the **Appendices**. Your adventurers will be in some very rugged terrain, extreme temperatures and very few opportunities to get out of the elements. Those aspects of the adventure will make even some of the easiest seeming encounters much more challenging for them.

To help you keep track of these variables, each section begins with a visual reminder of both the terrain and weather:



Weather



Terrain/Monsters

The Appendices to this module have a variety of reference guides and charts for helping you to keep track of your party's overall health. Where things like rations, water and torches are often taken for granted, the risk of dehydration, starvation and other risks associated with an extremely dangerous terrain are very real challenges for your party.

The Mescalero Prophecy – Introduction

On your way back home, your party encountered a late afternoon storm. Everyone was confident they knew the way

and the path was clear: you were keeping the white mountains off of your right shoulder, leaving little doubt about the way forward.

As the storm rolled in, the skies became as black as night, punctuated by sharp bolts of lightning and earth-shattering thunder. When the hail started, and you ran for cover in the trees, the wind picked up and the trees bent in deference to the storm.

The storm doesn't last long, but it was fierce. The party was fortunate: no one was injured in the storm, though everyone is soaking wet and sore from pea-sized hail that struck their arms, faces and legs. There are trees downed everywhere and the path is impassable.

Night has already fallen, and there is enough cloud cover that there is no natural light. Even the elves in the party are finding it difficult to see very well much further than about 15' in front of them.

If the party chooses to camp for the night, they should set up their watch cycle. During the fourth hour of watch, the active party members will need to a roll **perception** check with the following results:

16 – The party member will hear a twig crack; it will sound like a squirrel or other small creature;

17 – The twig crack will seem unusual as the evening has been completely quiet up to this point;

18 – It sounds like a humanoid may be trying to quietly approach the party's camp site.

The humanoid approaching the campsite is the member of a local tribe; he will flee if attacked. If he is allowed to approach, he will introduce himself as Nartan, "He Who Dances in the Forest." He will readily tell the party that he is a scout for his village,



which is located nearby. He will also express concern for the party and will want to know that they have weathered the storm.

If Nartan is threatened, he will leave.

Otherwise, Nartan will offer the hospitality of his village. He tells the party that there is a large, open tent where they can pass the night safely. If the party wants to roll a **perception** check, they may do so; however, Nartan is so genuinely honest in his offer that there is no failing roll for this check.



If the party agrees to take up Nartan on his offer, he will lead them to his village which he tells them is called Mescalero and it is located on the banks of Hawley Lake. The party will note that the land steadily rises as they approach the village. Although they aren't certain, they are aware that the elevation has increased by hundreds of feet.

As the party approaches from the south side of the village, they will see enough dark shapes of tents to easily conclude that Mescalero is home to dozens of adults and children. As they approach the center of the village, there is a small fire burning down. There are no residents around, and the party is further struck that they have noticed no guards or sentinels.



Nartan will lead the party to a large stick hut, as promised. The floor of the tent is barren, packed red dirt. There are enough bear and wolf blankets for the party to stay warm. Nartan tells the party that there is a place behind the tent for them to hang their wet clothing. The air here is cool, but extremely dry and the party's clothing will be dry by morning.

As the sun rises, the village of Mescalero comes alive with energy and activity—making it impossible for the party to sleep in. Party members suspect that, while they may have only slept for a couple of hours, it was a very deep sleep. **The party will benefit as though this was a long rest.**

When the party leaves the tent, they will recognize that Nartan is one of approximately a half dozen or so tribal members gathered around the fire. If the party approaches, Nartan will gently nod for the party to join them at the fire. They will be offered small clay cups filled with a light brown tea that they don't recognize, along with warm flat bread that has been cooked over the fire.

After the party has had an opportunity to eat and drink, they will be greeted by one of the men at the fire. He introduces himself: "Hello. Welcome. I am Gurcharan the humble feet of the guru and these are our people. I see that Nartan has welcomed you, and we welcome you."

Ask the party to make a **perception** check. Anyone rolling an **8** or better will recognize that Gurcharan has paused, waiting for the party to introduce themselves.

After the party has introduced themselves, any party member who rolled a 12 or better will recognize that there is great sadness in Gurcharan and everyone around the morning fire.



Gurcharan has great insight and will not wait to then tell his tribe's story as it relates to the adventurers.

"As you can feel, there is great sadness among our people. An unknown force has stolen our stories. They have been stolen from our minds. They have been stolen from our hearts. They have been stolen from our souls."

"Trickster Coyote is surely responsible for stealing our stories, and we believe he has hidden them in our sacred White Mountains, extending far to the south. Time is very short, and we fear that if we do not get our stories back soon, they will be lost to Coyote for the rest of time. Summer draws quickly to a close. In seven days, seven short days, our stories will stop. They will not return to us until the first frost falls upon our sacred lands. And then, after those seven days, and after we wait for the sacred white wolf to bring the first frost, it will be too late: winter will fall upon our people and we will perish in the freeze prophesied by the loss of our stories, the loss of our memories."

"Nartan did not bring you to the village. The Raven brought you as it is foreseen that only strangers from another land can restore our stories to us. You are those strangers; you can restore our stories to us."

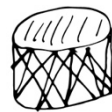
"We hope you have rested well, and we hope you will help find our stories. The stories are twelve, and all have been stolen, and all need to be returned as they will unlock the final Prophecy of the Mescalero. If even one story is missing, the Prophecy will remain incomplete and the final freeze will fall upon our people."

Gurcharan will offer the party some initial help if the party agrees to help. He will continue: "Our people have a few great talismans and we will entrust the one to you that you believe will aid you most in saving our stories."



Dreamcatcher will help you find rest and solace in the wilderness (**no attacks while resting**).

Peace Pipe may aid in persuading those who have stolen our stories to give them up to you (**+3 persuasion**). Bear Claw will aid you when you are in harm's way (**as ring of protection +1**). And Ritual Drum will embolden you in battle (**+1 to hit**). You must choose one but choose carefully." Although they will not know it at the time, the party will be able to keep the item that they select; it will count as one of the talismans that they may select should their quest be successful.



After the party has chosen their talisman, Gurcharan will fall silent. Another member of the community will speak. The party gets the impression that, other than Nartan, these are the elders and the leaders of the village. "When you return, we will reward you richly. As you recover our stories, you will learn much about yourselves. We will show you how to take what you learn and apply it to your inner energies and your spirit sides."

Gurcharan will tell the party, "As you search for our stories you might find obvious clues like glyphs carved into the rocks, Coyote himself may appear to you, you may have a vision. Remain open to those feelings and clues. If you do, places you visit that don't have stories will often quickly reveal





themselves to you. Free your mind and listen to your heart; listen to your soul.”

“Before your quest begins, Nartan will help make sure you are prepared for the journey ahead.”

If the party asks questions, they will be rewarded with the quiet shaking of heads, the shrugging of shoulders, and an overall sense that there is nothing else to learn.

Nartan will lead the party away from the fire to a very small tent. He will ask them what they might need for provisions, warning them that the weather promises to be extremely hot and windy. He tells them it may storm every day. Nartan will not permit the party to enter the tent, but is able to provide the following items, if requested:

1. torches (10)
2. Oil (2)
3. Rope (1, 50')
4. Tinder box (1)
5. Rations (2 weeks)
6. Water Skins (2 per party member)

Nartan will not volunteer that the party take anything in particular. At this point the DM should note in the Appendix the number of rations and water skins that the party possesses.

Nartan will tell the party that there might be a couple of options for how they start their quest. To the west, in the mountains is **Poverty Point**. Or they might choose to follow the **White River** to the south to **Blevins Lake**. If the party thinks they will head to Poverty Point, Nartan will make a brief sketch in the dirt describing what the Point looks like. He will describe a number of sheer rock cliffs that he believes cannot be climbed. Directly to the east of them, however, is a steep, rocky path that ascends to a valley, just below the summit. Nartan is

not aware of any other way to ascend the Point.

On the other hand, if the party plans to follow the White River to Blevins Lake, he will tell them that the general way is easy in that the river flows directly to the south and into the lake—so it will be easy to find. He does tell the party, however, that they will need to follow the banks of the river, which are strewn with rocks, because the tribe cannot spare any of their dugout canoes and because his people believe that the river itself is haunted and not navigable.

As the party prepares to depart, Nartan asks the party to return to the fire. Everyone else has mysteriously left—leaving the party and Nartan. Nartan will speak: “It is customary before a party departs on a quest, to bless them, and I offer our blessing with your permission.”

If the party agrees, the blessing has two parts. The first part is not a blessing to the party (but to the village) but places a curse (with no saving throw) on the party. Should the party decide to attack the village, or any of its members, they will do so at a **-5** and disadvantage on all attacks, saving throws, and other rolls directly related to such attacks.



The second part is a blessing: for the duration of the quest, every party member will receive a **+1** on all attacks and saving throws. Whenever a party member **succeeds because of the blessing**, the DM should tell the player that their character feels as though they are somehow being aided on the quest. They should not be told specifically that the blessing is a **+1**.



The last thing Nartan will tell them is that **Baldy Mountain** is a sacred place to them, and that as they approach it they should say the following prayer as they pass through the canyon draw:

*Now for you there is no rain
For one is shelter to the other.
Now for you there is no sun
for one is shelter to the other.
Now for you nothing is hard or bad,
For the hardness and badness is taken by
one for the other.*

The Mescalero Prophecy – The Quest

Baldy Mountain (1)



+20% rain, -10 degrees



Mountains

After the party crosses two shallow streams, they will encounter two different approaches to Baldy Mountain. One heads directly south into the mountains and will take the party through Dead Horse Draw and near Porter Mountain Overlook—both sites of recovery for the tribe’s stories. However, this is an extremely hot, rocky and treacherous approach to Baldy Mountain—especially given the steep ascent.

The alternative is to proceed southwest and then straight east through the foothills of Baldy Mountain before ascending to its summit. If the party chooses this approach, they will find that descending directly on the trail to the north is far easier than it would have been to approach from that direction.

Baldy Mountain is the highest point the players will ascend, though it is around 7,000’. It is surrounded by mountains, though the vistas are absolutely stunning. The mountain itself is not so much a point,

but a wide-open expanse that stretches about ½ mile north to south, and another ½ mile east to west. Nothing grows on the mountain top.

The party will find nothing on Baldy Mountain, though they will note that it looks like a relatively safe place for a long or short rest because there is just the one trail that enters and exits from the north and south, make it easy to protect.

After the party has spent at least 2 hours on Baldy Mountain, the DM should randomly roll to select a character. There is no saving throw for them to fall into a trance. The other characters will notice almost immediately as the character will immediately stop what she or he is doing, their eyes will glaze over. If they are standing or sitting, they will not change position, but go into a trance.

While in the trance, they will tell the:

Apache Creation Story

*In the beginning there was nothing;
darkness was everywhere.*

*From the darkness emerged a thin disk,
suspended in midair. Sitting in the disk sat a
small, bearded man, Creator, the One Who
Lives Above. When he looked out, light
appeared everywhere. Tints of many colors
appeared in the west.*

*A small girl appeared sitting on a cloud, and
the Creator asked Girl-Without-Parents
where she was from.*

*“From the east where it is light” she
responded.*

*“I am thinking, thinking, thinking what I
shall create next” the Creator sang. He sang
four times, which is the magic number.
When the Creator flung his arms open, there
stood Sun-God and Small-Boy.*



Together, the four gods created Tarantula, Big Dipper, Wind, Lightning-Maker and clouds.

Creator sang again: "Let us make earth. I am thinking of the earth, earth, earth; I am thinking of the earth," he sang four times.

And so together, the four gods created the earth. When their work was nearly done they created twenty-eight workers to people the earth, and then disappeared into a great billow cloud of smoke that at once drifted skyward.

To this day, Sun-God travels with the sun. Girl-Without-Parents lives on the far horizons. Small-Boy made his home in the clouds to the south. And Big Dipper can still be seen in the northern skies at night.

After the story ends, the character will return from his or her trance, and will not remember any details of the story. Members of the party may choose to share the story, or not.

If the party has found all of the Mescalero stories and myths, they will know that they need to return to the village; otherwise, there are no additional clues offered at this location.

Panorama Trail (2)



+0% rain, +0 degrees



Forest

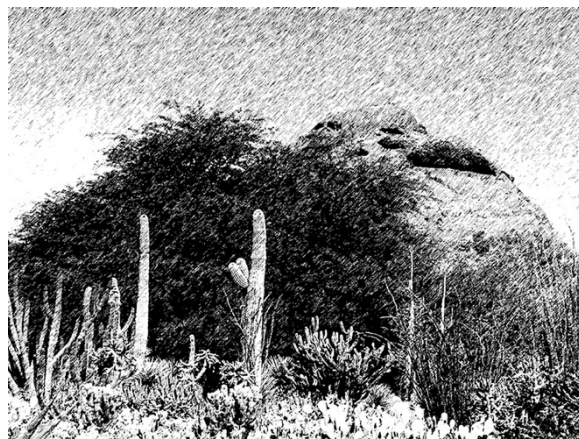


From a distance, the skyline of panorama trail resembles a very gradual climb to a long summit that gives what appear to be

breath-taking views of the rising and setting of the sun. The trail runs north to south.

This is mis-leading as the ends of the summit are an extremely sharp rise from the desert floor, and it is unlikely that the party can ascend the cliff.

However, if they approach from the east, they will see a ridge with exposed rock that is sheer and rises for hundreds of feet, surrounded by pine and other small trees. If they look closely, there is a smaller outcropping around the center of the cliff across which Panorama Trail runs. On the extreme northern end of the outcropping, the party will see a faint trail that starts at the base of the ridge and appears to run to the top. Hiking up the trail will be considered difficult terrain and it will take at least twice as long for the party to ascend to the top of the ridge.



After the party gets about half-way down the trail, a large crow lands in a tree. It will caw at the party. Any character making a **nature DC 12** check will be able to understand that the crow is asking them if it can tell them the story of the *Coyote and Bobcat*:

Coyote and Bobcat Scratch Each Other

While on his travels, Coyote met Bobcat and they stopped to talk to each other. "Let's scratch each other's backs and see who has



the sharpest claws,” Bobcat said. “I have no claws,” he told Coyote. He had claws, but they were sheathed, and Coyote could not see them.

“Let me see!” said Coyote. Bobcat let him see and it appeared he had no claws at all. Then Coyote let Bobcat look at his claws and there was far more of them showing.

“If I scratch your back nothing will happen. It will just pull a little hair and skin off of you. But if you scratch my back, you will rip me right down,” Bobcat said. “I want you to scratch me first,” Bobcat said.

“No” Coyote said, “you come first.” Finally, after a long argument Coyote thought it would be all right to do it first, because he thought it was going to be easy for him. He told Bobcat to sit up so he could scratch him from neck to tail. When he was ready Coyote raked him down the back as hard as he could and pulled a lot of fur and hide off Bobcat’s back.

“Aye! You hurt me, my cross-cousin!” Bobcat said. Coyote just laughed at him and thought it was funny. It really did not hurt Bobcat at all, but he made believe it did. Now it was Bobcat’s turn, and Coyote sat with his back to him. “My fingernails are not long; you will barely feel them,” Bobcat said. But when he got ready, he unsheathed his claws and gave Coyote a terrible rake with them, taking off hide and flesh.

Coyote jumped up and yelled, “You have killed me, my cross-cousin!”

After the black bird tells the story, it will ask the party if it would like to hear other stories. If so, it will cryptically tell them:

“There are stories to the west of me, and many more stories to the south of me.”

The large crow will then fly off.

Black Canyon Spring (3)



+0% rain, +0 degrees



Mountains

Black Canyon Spring runs along the base of the mountains and is sheltered from some of the worst of the heat. The trails here are very light and difficult to follow, but they seem to run along a small creek that is very dry given the time of year. The trail runs from down to upstream and ultimately ends in the Black Canyon Spring.

There is a lone dead oak tree standing at a bend in the Black Canyon Spring. Hanging from it is an extremely large spider web. Upon closer inspection, there is an enormous, dead ant caught in the web. There don’t seem to be any spiders about.

The party will immediately recognize that the ant is made of papier mache. In order to trigger the *Apache Fox Story*, however, they must break the papier mache ant. It contains **12-18 Acid Ants**. Once the party kills all of the ants, the next story will be revealed to one of the party members (selected at random by the DM).

Apache Fox Story

As Fox was going along he met a Deer with two spotted fawns. “What have you done,” he asked, “to make your children spotted like that?”

“I made a fire of cedar and placed them in front of it. The sparks from the fire burned the spots which you see,” answered the Deer.

Fox was pleased with the color of the fawns, so went home and told his children to gather cedar wood for a large fire. With the fire burning well, he put the young foxes in a



row before the fire, as he expected the Deer had done.

When they did not change color, he pushed them into the fire and covered them with ashes. As the fire burned out, he saw their white teeth gleaming where the skin had shriveled away and exposed them. "You will be very pretty now," said Fox. Fox pulled his offspring from the ashes expecting them to be much changed in color. And they were: black, shriveled and dead.

Fox sought revenge upon the Deer which he found in a grove of cottonwoods. He built a fire around them, but they ran through it and escaped. Fox was so disappointed that he set up a woeful cry, a means of expression which he has retained to this very day.

If the party hasn't visited **Moore's Canyon**, they may get the sense that there is a story about a dead fish a short distance to the west along a dry river bed.

Rock Shelter (4)



+20% rain, -10 degrees



Mountains

Rock shelter towers over the canyon floor. It is made up of soft limestone rocks, and it gives the appearance of approximately 6-8 boulders stacked one upon the other. A **DC nature** check of **12** or better means that the party member knows that this is an illusion caused by centuries of erosion due to the flooding of the canyon floor. The party estimates the tower to extend approximately 75' above the canyon floor.

Sitting atop the tower is a flat rock, approximately 12' and 12'—large enough for the entire party to make camp for an evening. The party will easily recognize that

there are a few hand and footholds for the first six feet of the tower. Although they will need to make a **DC 8 dexterity** save or fall, there is no damage at this height.

If the party decides to ascend the tower, they will need at least (4) pitons, (1) grappling hook and (2) 50' lengths of rope. One party member may ascend the tower to make it easier for the others to reach the summit. For every 10', the climber will need to make a **DC 10 dexterity** save or fall, taking **1d10** damage for every 10' that they fall.

Once the climber has reached the summit, subsequent party members may attempt the climb, aided by the rope. They will need to make **DC 6 dexterity** saves, or fall, taking the same damage noted above.

For party members who successfully reach the platform: they will automatically have the benefit of a short rest. The party will also have a 75% chance of a successful long rest. If they succeed, the night passes quietly and uneventfully. If they do not succeed, the party will be awakened many times in the night to the sounds of wolves howling, and bears growling. They will also hear other noises, like what sounds like wailing children, that make them wonder what else lies in the White Mountains.

Dead Horse Draw (5)



-20% rain, +20 degrees



Mountains

Dead Horse Draw is one of the hottest parts of the adventurers' quest, and they will need to manage their water and rations carefully. The tall, dark canyon draws trap in the day's heat, and it is oppressive in the draw.

If it rains at all while the party is in Dead Horse Draw, the odds of a flash flood are



50% higher than they would be in other places in the White Mountains. Players can make a **nature** check of **DC 12** or better to recognize the threat of flash flooding.

This is the draw that Nartan referred to that approaches **Baldy Mountain**. If the party (or any member) recites the following prayer they will be told the story of **Raven and Buffalo**:

*Now for you there is no rain
For one is shelter to the other.
Now for you there is no sun
for one is shelter to the other.
Now for you nothing is hard or bad,
For the hardness and badness is taken by
one for the other.*

Raven and Buffalo

*They say that Raven had the buffalo hidden,
but the people found out about it and went to
his house.*

*The house and Raven's children were
covered with ashes and were gray and dirty.
The people persuaded the smallest child to
take away the stone from the opening to the
lower world, releasing the buffalo in a large
herd on the plains.*

*Raven cried in anger to the people, "You did
me wrong. I lived on the buffalo. You took
away the stone and cause me to be without
anything to eat. You have made me poor and
I will starve."*

*"The eyeballs and the fat between the
shoulders of the buffalo shall be mine,"
Raven said, before continuing "And I will
eat whatever else anybody kills."*

At the conclusion of the telling of this story, the party senses that there is an overlook a short distance to the south from which they will be able to see Baldy Mountain. A faint vision of it will come to them, and you may

choose to show the party the illustration for (7) so that they recognize **Porter Mountain Overlook** as they approach.

Moore Canyon (6)



-20% rain, +20 degrees



Mountains

The Canyon is extremely warm and treacherous. The soil is dark red sand, and the ground is strewn with boulders. There are no trees, no over-cropping, or other protections from the elements.



If the party members decide to explore the dry river bed, they will note that there are still some extremely deep pockets of isolated water. A **DC 14 wisdom (perception)** check reveals that there are fish in them. There is a 25% chance per party member per turn that they will catch a fish. They are safe to cook and eat.

If the party decides to cook the fish, a random party member will get the sense that the Mescalero would want them to sacrifice the largest fish in thanks for the catch. If they do not, no harm will come of them.

However, if they sacrifice the largest fish in any fashion (including saying a prayer over it), then one of the cooked fish will begin to speak and tell the story of:

The Monster Fish

A monster fish lived in a lake and swallowed anyone coming near it. A young warrior named Naiyenesgani came there and was swallowed by the fish, which then swam to the center of the lake and lay in deep water.

Naiyenesgani sat inside the fish and began singing a ceremonial song so that the fish



might move to the lake shore. When the young warrior finished his song he cut out the heart of the fish as it raced with him toward the shore. The wake from the enormous fish threw the smaller fish and water far away.

When the fish collapsed on the shore of the lake, Naiyenesgani took his obsidian knife and cut opening sin the neck of the fish through which he climbed out, carrying the heart in his hand. This is why fish have a series of openings on the sides of their necks.

Naiyenesgani went home to his grandmother.

If the party has not been to the east, to **Black Canyon Spring (3)**, they will have a sense that a myth about **Fox** might be down the branch of the river that split off to the south-east.

Porter Mountain Overlook (7)



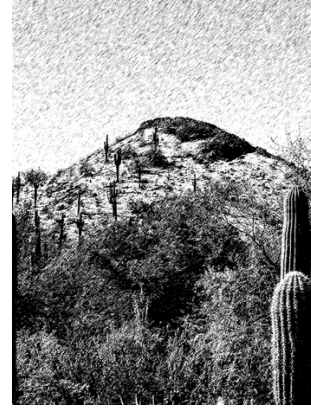
+20% rain, -10 degrees



Mountains



Porter Mountain Overlook stands out from the rest of its surroundings because it is characterized by a relatively gentle rise above the canyon floor for a great enough distance as to be almost imperceptible. At its peak, however, the ground will open up and the party will find themselves standing atop a short but vertical cliff of about 20 feet.



From the top of the Overlook, the party can see **Baldy Mountain** to the south about ½ of a mile. While they are looking, they realize that their feet have become stuck to the ground.

It would appear that there is a huge network of roots on the Overlook that they did not notice. If any party member attempts to free themselves (**strength DC** save), they will fail, and the roots will further constrict doing 1HP of damage per attempt.

If any party member attempts to burn the roots, they will burst the bark causing flaming sap to fly into the air. Freed party members can make a **DC 10 dexterity** save or take 1d4 fire damage, or zero damage upon success. Party members still trapped by roots will automatically take 1d4 fire damage. There is no other way to free themselves.

Once all of the party members are freed, a stump will slowly emerge from the center of the Overlook. In the center of the stump is a petroglyph of a flame. The first party member to look into the flame will have a vision in which they will see a phoenix with many colored feathers. The phoenix will relay the following myth:

The Origin of Fire

In a time before fire, long ago, the animals and trees talked with each other. At the time,



clever Fox tried to find a way to create fire for the world.

Once on an adventure, Fox discovered a firefly village where a fire constantly burned in the center. Fox needed to find a way to escape from the village and persuaded two fireflies to help him. They showed him a cedar tree that would bend down upon command and catapult him over the village wall.

That evening, Fox suggested the fireflies have a festival where they could all dance around the fire. Fox offered to produce the music.

The fireflies built up an even greater fire. Secretly, though, Fox tied a piece of cedar to his tail. As he danced, he moved closer and closer to the fire. He finally thrust his tail into the fire, lighting the cedar.

Fox ran straight to the cedar, with the fireflies in pursuit. When Fox tired, he gave the burning bark to Hawk who gave it to Brown Crane, who flew far southward, scattering fire sparks everywhere.

This is how fire first spread over the earth.

White River (8)



+0% rain, +0 degrees



Swamp

The White River is one of the defining bodies of water in the White Mountains. Its banks are rock-strewn and difficult to traverse, but there are no trails along the river that the party can find.

Approximately ½ mile south along the White River, the party will encounter a large stone outcropping that extends out over the river before it drops about 10-15' in a small

waterfall. It is located at a bend in the river, and there appears to be a very high, solitary pillar of rock to the east and a medium-sized lake to the south. The bend in the river obstructs the view of both, but the party thinks they can get a better view if they step out onto the outcropping.

If the party steps onto the outcropping, a **DC 12 wisdom** (perception) check will reveal that the river below it is slowly starting to rise. It will rise to about 6 inches about the outcropping.

The water is full of a small swarm of **quippers**. If a party member is attacked successfully by a quipper they also make a **DC 12 dexterity** save or fall into the river, taking an additional 1d4 damage.

When all but one of the quippers have been killed, the fight will be interrupted and the quipper will speak to the party:

Apache Flood Myth

Many years ago, the people of earth lived under the ground. But there came a time when there was no food, and the people had to send a hummingbird above the ground to see what he could find for them to eat.

The hummingbird found the deep roots of a grapevine, which he followed up to the surface of the earth. The people followed him and began living above ground.

One day a man looked down the hole made by the vine, and saw that water was rising up through it. When he told the wise ones, they knew that a great flood was coming and that they had to do something to save the people.

They cut down a great tree and made a canoe, placing a young girl in it. The canoe floated high on the rising flood waters until there was nothing but water to be seen in every direction.



Finally, the canoe touched ground and the girl emerged. All of the world had been drowned, and the girl wondered if she had been left alone. She climbed into the mountains to rest.

As the girl lay down to rest, the sun shone on her, warming the waters that dripped down on her from the rocks. The magic water impregnated her and she gave birth to a daughter who was conceived in the same way. All of us are descended from her.

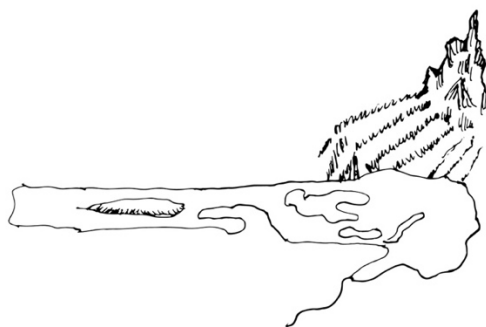
Blevins Lake (9)



+0% rain, +0 degrees



Swamp/Water



Blevins Lake is a much smaller lake, though the water is cold and deep. It is a rich blue and fed by underground springs and run-off from late-season rains. The shoreline is sandy, and amenable to camping. It is safe for the party to refill their water skins.

As the party explores the shore of the lake, one of them will eventually find a scattering of gold coins. On their surface they have the profile of a coyote stamped upon them.

If they inspect the coins, they give every impression of being gold. There are roughly two dozen of them. Once they are held, the holder must make a **DC 14 intelligence** check or the coins will take control of the

holder's mind. If the holder is in possession of the talisman granted the party from the village of Mescalero, he or she will throw it into the water. There is only a 25% chance of recovering it.

For others holding the talisman, they will be given a vision that they should leave the area and return to **Rock Shelter** and spend a full day resting. The party or party members can return to **Blevins Lake** after the long rest.

One of the coins is blank (random roll for those holding coins). Whoever is holding it, will be told the following by the vision of a coyote, IF they are still at **Blevins Lake**:

Coyote Gets Rich Off the White Men

Coyote was always thinking about ways to swindle someone and get rich off of them. Having previously stolen a burro from a miner, he had an idea. He returned to his old home in the mountains and put a lot of money up the burro's rear end; then he kicked the animal in the belly and it expelled all the money. He tried it again and it worked as before.

Coyote put his money back in the burro's rear end and started for town, where he went to the man in charge. "Look at this amazing burro! He shits money, and it comes out of him every day."

When the head man wanted to see the burro do it, Coyote told him "Alright, see for yourself. The first money that comes out is mine, but after that it's all yours."

Coyote started kicking the burro in the belly and his money fell out. He gathered it up and said "Now the rest is yours. Tomorrow at the same time, he'll do it again." The head man paid him a lot of money and Coyote went on his way.

The following day the head man kicked the burro. He merely farted. They kicked him all



day and finally decided to kill the burro and look inside him. So they cut him open but there was no sign of money inside.

Bear Springs (10)



-20% rain, +20 degrees



Forest

When the party gets back to Bear Springs, they will see a series of perfectly round holes in the rocky canyon floor. Each hole is approximately the size of a small to medium humanoid and hot, dark blue water gently swirls in each. Should party members decide to soak in one of the holes, they will start to feel increasingly rested as they spend time in them. They will heal 1d4 health for up to 4 turns before the effect starts to wear off.

As the party explores the springs, have each roll a wisdom (perception) check. Whomever rolls the highest, will find a beautiful shell in the sand along the springs.

The shell will emit low whispering sounds, and the character will be compelled (no save) to hold it against his or her ear. The shell will tell the following story:

The Origin of Curing Ceremonies

Long ago, just after the earth was formed, the Creator planned for each person to have a piece of land to live on and call his own.

Shortly after settling on their land, two men among the people became sick, and grew weaker and weaker by the day. No one knew how to do anything for them.

Four men among the people happened to be standing one to the east, one to the south, one to the west, and one to the north. The Creator told them "Everything on Earth has the power to cause its own kind of sickness, but there is a way to cure these things."

On the first night, the man standing to the east began to chant a prayer by himself.

On the second night, the man standing to the south started to drum and sing lightning songs.

On the third night, the one to the west, chanted a set prayer.

And on the fourth night, the one to the north began to drum and sing lightning songs.

The Creator had put this pattern in their minds and after the fourth night told them "Go to the two sick men and say some words over them to make them well."

The men were cured, and from that time on, the people understood the curing ceremonies and knowledge for curing the different kinds of sickness.

When the story ends, the character holding the shell will see visions that he or she will associate with healing: a tall pillar of rock, and a city built into the hills to the north-east.

Mabb's Ranch (11)



-20% rain, +20 degrees



Forest



The party will only know Mabb Ranch by name if it has been provided to them. Otherwise, they will still recognize that the area once was a ranch, though it has probably been one hundred years or longer.



Very little remains of the ranch, although a perceptive eye will see the bare remains of a very small house, barn and wooden fencing. The party might survive that the elements were far too hot and dry for a ranch to be successful here.

When the party arrives at the ranch, regardless, of the time of day, the sun will set, and it will be as dark as midnight—compelling the party to spend the night.

In the dark of night (depending upon how the party sets up their watch), they will be attacked by a **Bheur Hag**. When her HP is reduced by half, she will beg for her life in exchange for the telling of one of the Mescalero Myths. If the party kills her, a vision of the **Hag** will still tell the myth:

How the Buffalo Was Released on the Earth

In the very early days, a giant named Humpback owned the buffalo, and kept them in a corral. He would not release them for the people on earth.

Coyote decided that the buffalo needed to be released. He devised a plan and told the people: “For four days we have watched Humpback and his son, who owns no pet of any kind.”

Humpback changed himself into a small dog. He hoped the boy would want him for a pet and take him into the house as a pet. Once inside the house, Humpback was convinced the dog was not real. He took a coal from the fire and brought it close to the dog’s eyes so that it gave three rapid barks.

“It is a real dog” declared Humpback. As soon as Humpback and his son fell asleep, Coyote ran out into the corral barking.

The buffalo stampeded and broke out of the corral and were released to scatter the earth’s surface.

Vulture Peak (12)



+20% rain, -10 degrees



Mountains



From the top of Vulture Peak, the party can see for miles. They will see a mix of mountain peaks, desert floor, alpine vistas covered with scrub pine, and the occasional oasis of sparkling blue water.

As they linger, they will see what initially appear to be vultures circling the peak. As they circle closer, the party members can make a **nature** check of **DC 16** or better to recognize that the birds are actually **Golden Eagles**.

Eagles are what the local tribes once



recognized as **thunder birds**. If the party tries to shoot them, they will miss—as it will appear

that the thunder birds are under some kind of magical protection.

If the party inspects the boulders and cliffs, they will see red petroglyphs of the thunderbirds on them.



Every time they see one, they can roll a **perception** check of **DC 16** or higher to initiate a vision of *Why the Bat Hangs Upside Down*.

Why the Bat Hangs Upside Down

A long, long time ago, Coyote decided he should take a wife, but he did not know whom to choose.



“Why not marry the wife of Hawk Chief?” Bat asked. Hawk Chief was missing and had not been seen for more than a moon or more.

But Hawk Chief returned and learned of Bat’s terrible advice. He was so angry, he flung Bat straight into the juniper bushes.

Bat found himself hanging upside down in the bush, caught by his long, pointy-toed moccasins. No matter how he struggled, and twisted and turned, he could not free himself.

And from that day on, bats hang upside down—even when they sleep.



Hawley Lake (13)



+0% rain, +0 degrees



Swamp, Lake

Coyote, being the trickster that he is, decided to hide one of the tribe’s stories right in front of them: in Hawley Lake—where they fish on a regular basis. Most of the lake, including the areas fished most heavily by the tribe, is not that deep—no more than 20 feet at its deepest.

The southern and eastern regions of the lake, however, are considerably deeper reaching depths of more than 200 feet deep.

Although the party was originally told that the tribe did not have dugout canoes to loan to them, the tribe will make an exception if they learn that one of their stories may be

hidden somewhere in or around Hawley Lake.

If the party explores the lake, they will notice a small island in the center of it that is glowing a bright gold. The island is at the far east and is surrounded by marsh. The party may approach through the marsh—though it is difficult terrain, or they may approach by dugout.

The island is large enough for the entire party. In the center of the island is a makeshift bier made out of sticks. On top of the bier is a golden chalice. Surrounding the chalice are a number of goblets equal to the number in the party. The chalice is filled with what appears to be mead.

If the party inspects, the mead does not appear to be poisonous or have any other unusual properties.

If the party tastes the mead, they will become nauseous, taking 1d4 damage before passing out. They will sleep for half of a day. While asleep they will all have the following dream about **Owl** and **Coyote**.

Big Owl

Owl had arrows and a club that he used to kill men and eat them. When Coyote came along, Owl said “Only one of us may kill and eat men. The one who vomits human flesh will kill men.”

Coyote said, “Very well, shut your eyes.” Owl shut his eyes and vomited. When he did, Coyote put his hand under and stole the meat. The grasshoppers—which Coyote vomited—were put in Owl’s hand.

When Owl opened his eyes, he saw the grasshoppers in his hands. Coyote said: “See I told you! This is the meat I threw up!”



After that, everybody was afraid of Coyote, who went around killing off the people.

If the party completes their quest, the ravens will rescue them from the island. If they have not, and still have myths to discover, the DM may choose to offer hints, in the form of dreams, as to the location of those missing myths.

Grave Creek (14)



-20% rain, +20 degrees



Forest

Grave Creek is completely bone dry this time of year, though it will be easy for the party to discern the creek bed from the rest of the canyon floor.

As the creek turns to the west, about ½ mile in, the party will encounter an abandoned camp site. There is the site of an old camp fire. They will notice that the very thin layer of ashes from the fire sit atop a slab of hard wood. If the party investigates, it sounds like there is a hollowed out area below it.

Any attempts to remove the slab will fail, though a **DC 8 wisdom** (perception) roll will suggest that a fire will likely burn it away.

After the sun has gone down, the wood will burn through completely and the fire will fall through to the cavity beneath, which is filled with oil and fumes, triggering an explosion. Sleeping party members will take 2d8 fire damage; party members that are awake make a **DC 12 dexterity** save or take 2d8 if they fall, half if they succeed.

Whether they descend into the pit or explore from above, the party will see the skeletal remains of two children. Seeing the

skeletons will trigger one of the party members to have the following vision:

The Abandoned Children

Long ago, Porcupine was living with her two children, a girl and a younger boy. She was a widow. While her children were still very small, she started to gamble at a dice game played with three sticks.

Although her children followed her everywhere, Porcupine told them: “You smell! Stay away from me.” Finally, she abandoned them and did not come back.

An old woman and her son saw the two children who had been abandoned. Her son persuaded the old woman to let the children live with them—which they did for quite some time.

Much later, when both the girl and the old woman’s son were old enough to marry, they were all living well. The old woman made them marry and they all continued to live together.

They were doing so well, that they were giving away lots of food to eat, and people came from far to get food. The woman who was the real mother of the children heard about this and thought she would come to see for herself. But her two children felt badly about how they had been treated and never wanted to see their mother again.

When Porcupine arrived, she discovered that her daughter had given birth to a baby boy. She wanted the baby, but they would not give it to her. They also would not give her any food. Finally, Porcupine called “Why don’t you just throw me the scrotum.”

So, the daughter put some rocks inside the scrotum and threw it at her mother. It hit the woman on the head and knocked her over. But she picked up the scrotum and walked



under a tree. There she started to cook and eat it.

The vision will end with the two children, the girl pointing to the west and saying, “Buffalo roam near an old ranch” and the boy pointing vaguely to the south saying, “There is much danger on the way to what is the most sacred.”

Mound City (15)



+0% rain, +0 degrees



Mountains

Mound City may only be entered from the south by one of two entry-ways. There is a path leading to both, and both are equally easy to find. The small entry is intended for foot traffic, and the larger for horses, wagons and larger traffic.

Overview

Mound City’s past is a mystery that none of its residents can share. Although entry is by small cave entrance, the interior betrays such a modest point of access. All but the north-east corner indicates that this was a carefully planned and engineered space. Although underground, and cave-like, Mound City is anything but a cave. The streets are perfectly smooth, and the walls and ceiling were carefully carved out of the hill. The ceiling towers more than two dozen feet above the tops of the building.

There are no sources of visible light, but Mound City lives perpetually in day light.

The only corner of the city that is unfinished is the north-east corner where there is a source of water and an active mine.

In total, Mound City is home to about three dozen adults. The adventurers will notice that there are no children in Mound City.

Mound City Inn (1)

The proprietor of the Inn is a short human named Bertold. He will welcome the adventurers to Mound City and to his Inn. For 1 sp, he will offer a meat stew, thick black bread and a strong apple cider. Should the party choose, they may also for 1 sp each take a short or a long rest at the Inn.

If asked, Bertold will provide the adventurers with a brief description of the location of the Chapel (4) the City Square (8) and the Manor (7). He will offer them respectively for: healing, refilling their water skins, and for learning more about the area from the Mayor of Mound City. If prompted, he will tell the party that Mound City is a very small mining community. He will have no knowledge of how the city was constructed, or by whom, but will be able to tell the party that Mound City has been in existence for centuries.

Mound City Stables (2)

If the party has horses or other pack animals, they will be required to board them at the Mound City Stables for 5 cp per day. If they do not, local guards will stop them in the streets and direct them to the stables.

The Keep (3)

The guards of the Keep both protect Mound City from outside forces and help to maintain the peace. If the party starts breaking into houses, the guards will interfere and arrest them. They will also hold them longer than the seven days that the party has to accomplish their quest. As DM, you can decide how much you might want to deter the party from looting.



Chapel (4)

The chapel is very small, but very ornate. It gives the impression that the residents of Mound City are doing very well for themselves. There is stained glass in the two windows on the east and west side, as well as the large window that extends from floor to ceiling at the front of the church.

The altar is decorated with what appear to be very fine silk cloth, and gold candle holders. No expense appears to have been spared.

Upon entering, the party will be greeted by, and introduced to, Father Anselm, a short, round and extremely happy man. He offers to help the party in any fashion that he can. His services (spells and potions), however, are expensive:

	Spell	Potion
Cure Light Wounds	75 gp	75 gp (4)
Cure Wounds	125 gp	125 gp (2)
Cure Poison	200 gp	200 gp (1)
Resurrect	2,000 gp	-

The number of available potions is denoted as (n).

Father Anselm is also without shame: even if the party pays for some or all of his services, he will still ask for a contribution to help with the ongoing maintenance of his church.

Barracks (5)

Half of a dozen low barracks provide housing for the guards that maintain The Keep (3). These are small 10' x 10' units designed exclusively for sleeping. Each unit contains a bunk bed to sleep two guards, two storage chests and a small table. At any given time, roughly half the units are occupied. Other than their armor and weapons, the guards have nothing of value.

Housing (6)

There are a small number of houses along the eastern edge of Mound City. They are similar to the houses in the small neighborhood (12) to the northwest, however they are not in as quite good repair, nor do they have a small garden.

There is nothing of value in the houses, though the guard of Mound City will take a very active interest if the party starts looking around the housing in the city.

The Manor (7)

The Manor is home to the mayor of Mound City and his wife. They are a small, elderly couple and will invite the adventurers to sit for a spell on the porch that wraps around the west and south side of their Manor. The west side overlooks a small forested plot of land, and the party will be able to see the Keep to the south.

The Mayor will ask the party what brings them to Mound City. If the party tells him about their quest, the Mayor will tell them that he is familiar with the Mescalero. He will affirm that they live to the north on the banks of **Hawley Lake** and are a peaceful, quiet fishing village. He will not be aware of the Mescalero Prophecy.

The Mayor will, however, tell the party that he is fully aware that the Mescalero view much of the land in the White Mountains to be sacred places to them. In particular, he mentions an annual pilgrimage to **Poverty Point**. Although he will not immediately volunteer any information on Poverty Point, if prompted he will lead the party into the yard and sketch a very rough map into the dirt. He will tell the party that it is very easy to get lost in the forested mountain surrounding the point because the summit is largely hidden by the forest canopy. As he sketches, he will offer a verbal description of the way to the summit. As DM, you



should read the description but not offer a copy of the map.

The Mayor will describe the path to the summit as:

As you approach from the West, the trail will branch to the north and east. Both will border a small fen that is the headwater of the Tomorrow Creek.

There will be a number of intersecting paths along your way. When you see an abandoned Chapel and small graveyard, take the trail that leads to the south. If you can see it, the creek will follow the trail on the west side of the road, and you will pass an abandoned farm (O' Grady's Farm, he will tell you) on the east.

After a mile or two, you will come to a small bridge that has become known as the 5 GP Bridge because of how little expense was put into building it. The bridge was originally put into place because those who originally came to the area were expecting to farm the valley below Poverty Point. The bridge is extremely treacherous and great care should be taken crossing over it.

Immediately past the bridge there is a short trail off to the south east that ends on the banks of Tomorrow Lake. It is generally safe to camp there, and the fish in the lake are abundant.

The trail to the summit proceeds directly south of the bridge and will wind generally to the south. There are a couple of spurs off the trail, so stay on the main trail. You will know you are headed in the right direction when the trail passes through a small, abandoned pit mine. Much like the notion of farming in the valley, mining was also ill-fated. There are a couple of abandoned mine buildings. If you need cover from the weather, you might consider the buildings as a last resort. However, the mine is haunted,

and you'll want to keep your distance if you can.

After a mile or two, there will be a spur that cuts back to the north. Stay to the south. The trail will curve to the west and slightly to the north. Another spur will turn south, but you will continue to the west. You know you will be approaching the summit, when the trail starts to become much fainter and will only allow the party to continue single-file.

There are at least two spurs on the trail, one to the west (first) and then one to the east. Continue as northerly as you can, though the trail will turn slightly to the west at times. After a couple of miles, you will arrive at the summit.

There will be very little to indicate that you have arrived at Poverty Point as the tree canopy will hide any kind of view.

However, because this is a sacred place, if you search the ground you will see the remnants of beads, cloth and other gifts that have been left behind for the spirits of Poverty Point.

Other than being able to describe the way to Poverty Point, the Mayor and his wife will have no other advice for the party.

Mound City Square (8)

Mound City Square is a curious feature of the City. The center of the square is bordered by what might best be described as partly a maze and partly a labyrinth. Although the party may ask about its origins or significance no one will seem to know (this may be part of a mystery and future adventure associated with the mine in Mound City). Regardless, there is an entry-point at each of the cardinal directions in the city—suggesting a desire to make it accessible from each of the rough quadrants of the City. However, each, to varying length, requires the city's residents to



walking roughly an extra 100' before reaching the center of the square.

The center of the square is without any kind of ceremony or decoration other than a very plain looking water well. It has obviously been placed here as the sole source of water for the city. There is a simple hand crank, rope and bucket for retrieving water.

Whenever the party tastes the water from the well, it should be described as remarkably refreshing to the point that it seems as though they don't have to drink as much of it to feel completely refreshed. The well has limited magical properties and water skins filled from the well will last twice as long, should the party choose to trust their instincts and drink more sparingly of this water.

■ *Mine Master's Quarters (9)*

This is a larger home than the miners' quarters. During the day, the mine master will not be at home.

If the party visits in the late afternoon or evening, they will find that the mine master is a very gruff individual. He will not welcome the party in. If questioned about the mine, the party will suspect that he is withholding information from them, but he cannot otherwise be persuaded to share.

■ *West Gate (10)*

The stream that feeds the holding pond exits by way of a grate on the western wall of Mound City. The grate cannot be removed.

However, there is a secret door immediately to the left of the gate. Finding it will require a **Perception** check of **DC 14** or higher. The bar, one to the left of the end of the gate acts as a lever to activate the secret door, so it is more difficult to find.

The secret door is an emergency exit for Mound City.

■ *Miners' Quarters (11)*

Roughly a dozen small houses make up the neighborhood adjacent to the mine. The houses are made of wood and are generally in good repair. As the party is likely visiting during the day, all of the houses are empty and the miners are at work.

There is nothing of value in any of the miners' quarters.

■ *Residential Gardens (12)*

If the party ends up in this corner of the city, they will find themselves in a small little neighborhood with three modestly sized houses. They are larger than the miner's quarters (11), but not appreciably so. They are in better repair, and the neighborhood is both cleaner and much smaller. In the southwest corner of this part of the city there is a small swampy area near the stream and West Gate (10).

It would appear that the stream occasionally floods, and the receding waters leave behind rich soils that make up the garden beds that help to feed the residents who live in this part of the city. If the party lingers for more than a turn, one of the neighbors will appear and greet them. She will offer them a fresh cooked meal: a stew made from the vegetables in their communal garden.

Conversation with any of the neighbors will be friendly. The party will eat well enough to not need to use any more of their rations for the rest of the day. If prompted for any additional information about Mound City, however, the folks living in this neighborhood will have no new information to share with the party.

■ *North Gate (13)*

The stream that feeds the holding pond enters by way of a grate on the northern wall of Mound City. The grate cannot be removed.



However, there is a secret door about fifteen feet to the left of the gate, hidden in a small copse of trees. Finding it will require a **Perception** check of **DC 16** or higher. At the foot of the tree immediately to the east of the secret door is a pressure plate that is hidden by a heavy layer of leaves.

The secret door is an emergency exit for Mound City.

Mine (14)

If the party approaches the mine entrance, they will see a carefully carved spiral stone staircase that quickly descends into pitch black. Before they are able to notice anything else about the mine, they will be approached quickly by two miners who will ask them to please leave the area because of concerns about safety around the mine. If asked, the miners will tell the party that it is just the physical safety of others that they are concerned for.

On the surface, the miners will appear to be completely honest in their concerns. A **perception** roll of **DC 12** or better will cause a party member to believe that there is something about the mine that is more dangerous, and that the miners do not want to reveal the source of that fear.

Regardless of when the party visits Mound City the DM might remind the party of the tight 7-day timeline that the party faces. Although they may think they have more than enough time to explore the mine, they also have a general sense that they will not be recovering one of the tribe's stories in Mound City. If the party persists, treat the mine as "theatre of the mind" and allow them to explore for a full day, finding nothing of interest or value.

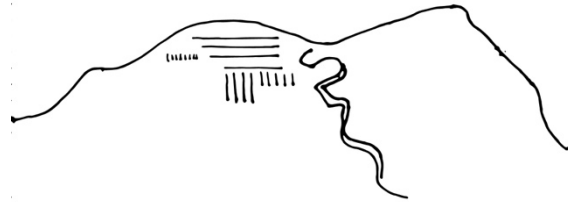
Poverty Point (16)



+20% rain, -10 degrees



Mountains



Poverty Point looks much as Nartan described it, though it is nestled deep in the mountain range. The party will need to travel through a series of canyons and gorges. Arriving from Mescalero will take a **full day of travel**.

Fen (1)

The Tomorrow Creek gets its humble start in this small fen, which is bordered on all four sides by trail. The fen extends to the north, and the trail is slightly raised to account for the low, marshy ground. The fen is the first landmark to indicate that the party is on the right path to **Poverty Point**.

If the party chooses to enter the fen, they will find the terrain extremely difficult as it is very wet. Every step gives them a 25% chance of sinking into the muck; it will take 1d4 turns to extract themselves from the fen if they get stuck. If they are attacked, while they are stuck, they will attack with disadvantage. The DM should use the **swamp** random monster encounter table, though the odds of an encounter in the Fen increase to 30% for every turn that one or more party members is in the fen.

Old Church (2)

The old church is a small, stone structure and it appears to have been abandoned for



many, many years. The church yard is completely over-grown, and it will be difficult for the party to even discern the handful of grave markers that stick out from the weeds and brush.

The door to the church appears to be unlocked; however, there is so much growth that the party will need to make a **strength** check of **DC 14** or better in order to



pry the door open. Upon entering, the party will recognize that there is enough brush and growth on the interior to make movement very slow and difficult.

Because of the growth on the exterior of the church, it is extremely dark to see inside. There is further growth inside though most of it has since died and become dry. If the party lights torches, there is a 35% chance that the brush inside will catch fire. On subsequent turns, the chance of fire is 20%. The party will have 1d4 turns to escape the church (They will need 2 turns as the terrain should be considered difficult) before suffering the effects of the smoke and limited fire, 1d4 per turn. There is no save against the effects of the smoke. The fire will never grow large enough to burn the structure down.

Provided that the brush does not catch fire, the party will observe that this is indeed a small church: there are three pews to each side, sitting roughly 4-5 parishioners per bench. There is a very small wooden altar at the front of the church. The building itself is otherwise unadorned, including the altar. If there was glass in the windows, it is long since gone.

If the party inspects the area around the altar, they will find 1d6 in cp, likely small portions of offerings that were dropped and

long since missed. There is otherwise nothing else of note or value in the church.

O' Grady's Farm (3)

The farm appears to have been abandoned for as nearly long as the church to the north. There are still the remains of a small, one story farmhouse, a small dairy barn and an old stone silo. There is nothing of value in any of the structures.

On the southeastern corner of the farm are the very faint remains of a large garden. Although untended for years, and overgrown with weeds and bushes, the party will still see the remnants of a variety of plants including corn, beans and squash. They will be able to forage enough that, with one day's ration of water per character, they will be able to make a vegetable stew that will sustain them for the rest of the day.

5 GP Bridge (4)

This bridge is little more than a pine log that has been cut flat on the top so that it is easier to cross by foot. It is too narrow for pack animals.

The top of the pine log is slick with pine sap and water, giving it a dark color. As party members cross the bridge, they will have to make a **dexterity** save of **DC 10** or fall into the Tomorrow Creek, taking 1d4 damage. It is a relatively easy climb out of the Creek, and party members can cross on the opposite side—avoiding having to cross the creek again.

Tomorrow Lake (5)

The Tomorrow Lake is a very deep, cold lake, fed by the Tomorrow Creek. The banks leading up to the lake are sandy and both shallow and long enough to allow the party to camp there. If they choose to fish from the lake they have a 20% chance per turn of catching a brown trout that is large enough to feed one party member.



The lake water is clear and clean enough to drink, and the party may also choose to fill their water skins with lake water as well.

Abandoned Pit Mine (6)

The abandoned pit mine largely serves as a landmark so that the party knows that they are still headed in the direction of the summit. If they choose to explore, there is a small storage building. It is in very difficult repair and entering it will further unsettle the structure resulting in a 30% chance that part of the roof will collapse. If it collapses, those inside will need to make a **dexterity** check of **DC 12** or more or take 1d4 damage from falling debris.

The floor of the storage building, like the outside ground, will provide hints that this was likely a small coal mine. There is very little evidence that the mine ever produced much more than the hint of coal.

This is the last landmark as the party proceeds toward the summit.

Summit (7)

Other than the fact that the trail abruptly ends at the summit, the surrounding tree canopy is so tall, that there are no views to otherwise indicate the party has reached the summit. However, if they roll a **perception** check of **DC 12** or more, they will notice a concentration of small beads, cloth and other items that have been left behind on what is the summit.



One of the sets of beads will require a **DC 12 intelligence** check, or the holder will feel compelled to put it on. Once on, she or he will try to persuade the party to offer up a small sacrifice on behalf of their quest and the Mescalero. The DM should communicate this to the player in a fashion that keeps this a secret from the rest of the party.

If the party is persuaded to make a sacrifice, the wearer of the bead necklace will have the following vision:

The Origin of Sheep and Cattle

Naiyenesgani went around looking in vain for monsters. When he failed to find any he started off toward Mescalero country and the White Mountains. From the mountains, he looked about in every direction in vain. There were no monsters.

He threw away his staff. "You will get your living by means of this," he said, and where he threw it became a yucca.

Then he washed from his hands the pollution of killing monsters and threw it in every direction. "With this you will live," he said. This is why sheep and cattle have a bad odor: the dirt he washed away from his hands became cattle and sheep.

All the monsters were gone. To this day, the Mescalero live upon the yucca, which grew from the staff he threw away. And this is why other people live upon the cattle and the sheep.



Cibecue Falls (17)



+20% rain, -10 degrees



Water, Mountains

Cibecue Falls is a long hike in a very narrow box canyon. Rather than cool the canyon floor, the tall sides of the canyon trap the heat so that the temperature is desert-like. There is only one way in and out to the falls, so the party has no concern with getting lost. Instead, they will need to manage their energy levels or risk extreme dehydration. At best, they will struggle to conserve their water supplies. At worst, they may struggle to have the energy to return from the falls alive.

Based on their pace, the party will expend their water supplies at the following rate, followed by the noted rates of dehydration and exhaustion.

At the end of the canyon is a turquoise-blue falls that drops over 20' from the canyon's height. The water is clear, clean and can be used to refill water skins, or to drink directly.

The falls itself is not reachable from the shore, but there is a boat moored on the sandy shore. If the party inspects the water, they see large shapes lurking in what is deeper water than they thought (**large sturgeons**). If the party swims to the falls, they will be immediately attacked.

However, if they take the boat, the sturgeon will leave the boat alone.

The party will note that there is a bronze head of a coyote on the bow of the ship. It faces the inside of the boat. A **DC 12 wisdom** (perception) check will reveal that the coyote head can be rotated.

If the coyote head faces the party, they will discover that as they row to the falls, they never appear to get any further than 10 feet from shore. However, if they rotate the coyote head so that it faces the falls, they will easily approach it. Upon return, the coyote head must face the shore, or the results will repeat themselves.

Once the party reaches the falls, they will notice there is a small cave behind it. They can beach the boat and enter the cave.

The cave is home to a **Crimson Mist**. Once it has been defeated, the party can explore the cave and will notice that there are petroglyphs of bats on the walls. The first party member to look at the petroglyphs will somehow recognize that they are arranged in such a way as to tell the following myth:

Why the Bat Has Short Legs

Long ago, Killer-of-Enemies vowed to save his people from the monster eagles that roamed the sky and carried off their children. Killer-of-Enemies tricked one of the eagles into carrying him up to its nest on the cliffs, where he killed the monster eagle and its family.

But Killer-of-Enemies did not know how to get down from the cliff. Just then, he saw an old woman approach: Old Woman Bat.

"Grandmother, help me down," Killer-of-Enemies said. Old Woman Bat looked around but did not see him. Killer-of-Enemies kept calling again and again and again. Finally, Old Woman Bat saw him high in the eagle's nest. She came over to the cliff and began to climb.

When she got to the top, she told Killer-of-Enemies to climb into her basket that she was carrying on her back. Its carrying strap was made of spider's silk. "The strap is too fine," he said. "It will break and I will fall."



“Nonsense! I’ve carried a bighorn sheep in this basket,” Old Woman Bat said. “Get in and close your eyes. If you look, we will fall.”

Old Woman Bat began down the cliff, singing a strange song. Her basket swayed wildly. Killer-of-Enemies thought the spider thread would break, and he opened his eyes to look. As soon as he did, he and Old Woman Bat crashed down from the cliff. Old Woman Bat landed first and broke her legs. Killer-of-Enemies fell on top of her and was safe. Old Woman Bat’s broken legs eventually mended but from that day on her legs were short.

Mescalaro: The Final Myth (18)



+0% rain, +0 degrees



Forest

Mescalaro is the beginning and ending to the adventure.

When the final myth has been recovered:
Coyote will reveal himself for one last battle.



The Mescalaro Prophecy – The End

Success: Overview

If the party succeeds in recovering all 12 stories and defeating **Coyote**, the DM should adjust the narrative based on the overall health and location of the party. If they are in reasonably good health, and they have time, you might recommend a **short** or **long rest**. The party should be told that they anticipate uninterrupted rest but are all excited to return to Mescalaro triumphant in their quest.

It is also likely that the party is suffering from any or all of **fatigue**, **hunger**, or **dehydration**. As DM, you should emphasize whatever ails the party. However, in general, they will have succumbed to the stress and exhaustion of the quest—feeling defeated that while they were able to save all of the Mescalaro stories, knowing full well that they will never return to the village in time. The party passes out in exhaustion.

Success: The Ravens

Regardless of how the party has managed to save all twelve of the Mescalaro stories, they will not be conscious when **The Ravens** arrive. The party will not be aware of their trip back to Mescalaro, but they will be flown back by The Ravens. As they are being set gently on the ground, they will briefly come to, and they will be aware that The Ravens have transported them, and that they have arrived in Mescalaro. They will not immediately know that they have been successful.

Nartan will speak little to the party but will escort them back to the tent they stayed in, earlier in the week, and they will be told to rest.



Success: A Celebration

After the party has been given the opportunity for a full rest, the entire tribe will hold a full tribal celebration. After the sun sets, the party will be led out by Nartan to the central fires under a full moon. The stars will be shining brilliantly in the sky and the cool mountain air will further enhance them.

As Nartan and the party approach the fire, they will see that it is surrounded by Gurcharan and the party elders. Gurcharan will motion for the party to join them at the fire. Nartan seats himself directly behind the elders, by himself. Behind Nartan is a ring of villagers with another tribal member seated behind them. The pattern of circle and tribal member repeats itself four times—suggesting that some of those in attendance have traveled to be here. From above, it would appear that the fire is the center of a spiral of tribal members that emanates out into the darkness.

Gurcharan begins: “Four. Four are the winds. Four are the seasons. Four are the talismans. And so four are we. Four connected circles, four tribes, four generations, in our fourth and final cycle. Four are we.”

Beginning at Gurcharan’s right hand, the first of the twelve elders around the fire begins by reciting from memory the Creation Story. As the story draws to a close, the elder’s voice slowly drops, and she takes a scroll with the story written in it, and places it into the fire. As the story returns to fire, the elder’s voice drops to silence and the next elder to the right picks up with the next story until the stories return to Gurcharan and all twelve have been told, and all twelve have been returned to fire.

Gurcharan’s voice raises from a whisper to the sky, “Our stories, the 12, have been told.

Our stories committed to heart, mind, soul and to fire. And so our stories may never again be stolen and so our Prophecy may finally be told.” Gurcharan pauses for 12 minutes, 1 minute for each story, before he continues:

*When the earth had been made, Killer of
Enemies put us down right
Here in the vicinity of White Mountain.
‘That which lies on this mountain will be the
land of the Mescalero.’
He said.*

*Then there were only Indians scattered over
the country.
From here down to the east and south and
north was then Indian country.
Where have they gone?
Now there remains only a handful of
Mescalero
And the white men have filled up that which
was the land of the Indians.*

*Long ago there were no white men.
The people of long ago spoke thus.
At that time they had seen no white men
here.
‘Only white men with blue eyes will live in
this country’ they said.*

Now it has become so.

*‘When there are only a few Indians left then
they will become white men,’ they said
It has become just like that.
‘Then the end of the world will be at hand,’
said the Mescalero old men.*

*In spite of that, [the Indians now] go the
way of these white men.
Now Indian men have cut their hair.
They wear only white men’s clothing.
Now those who were Indians cannot be
distinguished [from] white men.*

*The Indians of long ago said that we would
go the way of the white men.*



*None of them at that time had seen any white men in this place.
The people spoke this long ago.
They did not speak incorrectly.*

Starting with the outermost tribal member, she will stand, and walk away from the fire. As each tribal member stands to leave, she will depart by walking the spiral where the tribal members before her stood. Their departure will feel natural, though it will also take twelve minutes. Every tribal member will depart leaving only Gurcharan and the party.



When only Gurcharan remains, he will tell the party that the rest of the ceremony will involve only them. During the remaining ceremony, he will start by sharing the knowledge of their training, a talisman selected for each of them, and a tribal name selected for each of them.

Training will be one level in an area selected by the DM or at random from the chart below. Ideally, select an area based upon the character's performance in the adventure and tell each player a story about the selection. Make sure the player meets the 5E requirements for the level you select.

Once this part of the ceremony has been completed, the rest of the guests will return, bringing much food and drink. The celebration will last until sunrise.

In the morning, the tribe will make sure the party has basic provisions (see list from initial encounter) for their journey. Nartan will see them away from the village, and back on their path home. As a final gift, he will produce a small handful of **raven feathers**. There is one for each party member.

	Training
1	Bard
2	Cleric
3	Druid
4	Monk
5	Sorcerer
6	Mystic
7	Artificer – Alchemist
8	Ranger – Hunter Conclave
9	Barbarian – Ancestral Guard
10	Ranger – Primeval Guardian

Any additional XP rewarded, should be half of what was earned in the adventure.

“Use these raven feathers wisely, my friends, my brothers, sisters and tribal members” he tells them. “The ravens spoke to me in a vision when they brought you back to us, returned our stories, our prophecy and welcomed us into our most glorious and final of ages. But they spoke of a grave danger to all of you for aiding in our time of need. These feathers will return you to us one last time but use them carefully as they will only work once. Your need must be dire, your options gone, your hopes dashed, and your fears greater than you have ever felt.”

Nartan will then turn and walk away slowly from the party.

The end.

Failure: The End

For whatever reason, if the party fails in their quest, they may choose to return on their way home. They may also choose to return to Mescalero and report to Gurcharan that they have failed. Gurcharan will be gracious and give the party the opportunity to rest and re-provision before they are on their way.

On the last night, Gurcharan and the elders will gather around the fire. There will be no



other villagers or guests. Nartan will be absent.

Gurcharan will speak, “And so the whispering of the first frost, takes hold upon the earth, gentle and mis-leading. Brother frost will bite hard as sister moon waxes and looks on in silence and with great sorrow. The Ravens never arrived, and our stories are gone, our prophecy lost.

The once-fertile soil will freeze, the wolves will walk upon the river, and father sun will fail to rise.

We enter the final phase of the Mescalero. Our people will leave to the north, they will leave to the south, to the east and to the bitterly cold west. They will not return; we will not return.”

The elders will remain silent, their heads down. Gurcharan will rise first, and walk around the fire, passing each elder in silence. The next elder, and the next, will follow around the fire, until none are left. When the last elder leaves the fire, the fire will suddenly stop. There are no burning embers, no smoke. The fire has gone.

The end.





Appendices

Daily Check List

At the start of every day, the DM should confirm updates to the following. The party should be updated as appropriate. The first line illustrates how the DM might use the check list.

Character	Rations	Water	Torches
Sample	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Legend

- ☒ One unit (one day), used
- ☐ One unit, unused
- ☐ Not applicable

Weather

Weather is an extremely important part of this adventure, and how the party deals with various aspects of their environment, may very much influence their success or failure. Weather will vary based upon local conditions and topography, so please use Weather Adjustments in conjunction with the chart below.

Day	Temp	Wind	Rain	Notes
0	88/63	WSW 6 MPH	30%	
1	89/64	W 8	20%	
2	85/62	SW 10-20	40% (eve)	20% severe
3	82/62	S 10	40%	
4	80/60	S 5	50% (eve)	20% severe
5	85/59	S 10	20%	
6	89/61	SW 0	20%	
7	91/62	SW 10-15	10%	
N	91/63	SW 10-15	10%	

Weather Adjustments

Depending upon location, temperature and weather will vary during this adventure. The following adjustments should be made based upon location:

Mountains **-10 degrees** **+20% rain**

Baldy Mountain
Porter Mountain Overlook
Poverty Point
Rock Shelter
Vulture Peak

Valley **0 degrees** **0% rain**

Bear Springs
Black Canyon Spring
Blevins Lake
Cibique Falls
Hawley Lake
Mescalero
Mound City
Panorama Trail
White River

Desert **+20 degrees** **-20% rain**

Dead Horse Draw
Grave Creek
Mabb's Ranch
Moore Canyon



Weather Hazards

Extreme Heat – Extreme heat is defined as anything over 90 degrees. Use the following chart to indicate any adverse effect on the party:

90-96	Light fatigue in more than an hour
97-100	Moderate fatigue in 30 minutes
101+	Heavy fatigue in 15 minutes

Flooding – Flooding is a risk in only three locations: Dead Horse Draw, Grave Creek and Moore's Canyon. Water rises 1' every round, save DC 5 Dexterity +1 penalty per round or 1d6 bludgeoning per round (1/2 damage on save). After 3' water, add 1d6 suffocation damage. If player reaches HP 0, they have 1+ CON rounds before they drown (no death save). Maximum: 14' water.

Storms and Wind – Will cause 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.

Health Hazards

Dehydration or Starvation

Day 1 – Attacks at disadvantage; movement reduced by 1/2.

Day 2 – Delirium, leading to death by end of day.

Honorary Names

Male Names	Meaning
Naiche	Mischief Maker
Kawa	Great
Nantan	Spokesman

Female Names	Meaning
Chenoa	Pure Power
Hatiza	Footprint in the Sand
Kimana	Butterfly

Random Monster Encounters – Water

d	Monster
1	Sturgeon, Small (PH, 309)
2	Quippers, Swarm (MM 338)
3	Lizards (MM 332)
4	Sturgeon, Large (MM 331)
5	Sea Horse, Giant (MM 328)
6	Sturgeon, Medium (MM 328)
7	Lizard, Giant (MM 326)
8	Crab, Giant (MM 324)

Random Monster Encounters – Swamp

d	Monster
1	Rats, Swarm of Cranium (V 133)
2	Flail Snail (V 144)
3	Crimson Mist (CC 67)
4	Exploding Toad (CC 150)
5	Awakened Tree (MM 317)
6	Shambling Mound (MM 270)
7	Salamander (MM 266)
8	Sea Hag (MM 179)

Random Monster Encounters – Forest

d	Monster
1	Choldrith (V 132)
2	Tanarukk (V 186)
3	Acid Ants (CC 38)
4	Ghost Boar (CC 169)
5	Mammoth (MM 332)
6	Red Slaad (MM 276)
7	Triceratops (MM 80)
8	Gnoll Hunter (4) (V 154)

Random Monster Encounters – Mountains

d	Monster
1	Girallon (V 152)
2	Bheur Hag (V 160)
3	Were Hyena (CC 259)
4	Roggenwolf (2-4) (CC 320)
5	Polar Bear (2) (MM 334)
6	Saber Tooth Tiger (2) (MM 336)
7	Winter Wolf (2) (MM 340)
8	Umber Hulk (MM 292)

CC *Creature Codex*
MM *Monster Manual*
PH *Player's Handbook*
V *Volo's Guide to Monsters*

Monsters: Coyote

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

Monster Statistics

ANTS, ACID

Small monstrosity (ants), unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Saving Throws Str +1, Con +3, Wis +0

Damage Immunities acid

Senses blindsight 60 ft., passive Perception 8

Languages None

Challenge 1/4 (50 XP)

Passive Perception. 8

Explosive Death. When reduced to 0HP, explodes in a burst of acid. Creatures within 5' succeed on DC 11 Dexterity or take 5 (2d4) acid damage.

Keen Smell. Advantage on Wisdom (Perception) checks relying on smell.

Bite. +3, Hit: 3 (1d4+1) piercing, plus 2 (1d4) acid damage.

ACTIONS

Acid Spit. +3 ranged; Hit: 5 (2d4) and 1 acid damage at start of next turn unless target uses reaction to wipe off spit.

n=8-12, Forest

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

n=2-3, Swamp



BHEUR HAG

Medium fey (hag), chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Passive Perception. 14

Graystaff Magic. Carries a graystaff. Can ride as a broom of flying. When holding, can cast additional spells marked with *. Cannot be used by the party.

Ice Walk. Can move across icy surfaces without ability checks. Moving on ice or snow does not cost extra movement.

Innate Spellcasting. Charisma (spell save DC 14, +6 to hit with spells). Can cast:

At will: Ray of Frost*

3/day each: Cone of cold*, ice storm*, wall of ice*

1/day: control weather

Slam. +4, 5' reach; Hit: 10 (2d8+1) bludgeoning plus 3 (1d6) cold damage.

Maddening Feast. Can feast on corpse of one enemy that has died within 1 minute. Creatures that can see within 60' must succeed on DC 15 wisdom or be frightened for 1 minute. While frightened, becomes incapacitated. DM controls that creatures movements, which are erratic. Can repeat save at end of each turn.

n=1, Mountains

CHOLDRITH

Medium monstrosity (choldrith), chaotic evil

Armor Class 15 (studded leather)

Hit Points 66 (12d8+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Athletics +3, Religion +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon

Challenge 3 (700 XP)

Passive Perception. 12

Fey Ancestry. Advantage on saves versus charmed; cannot be put to sleep.

Spellcasting. Wisdom (Save DC 12, +4 to hit):

Cantrips: guidance, mending, resistance, thaumaturgy

1st level (4 slots): bane, healing word, sanctuary, shield of faith

2nd level (3 slots): hold person, spiritual weapon (Dagger)

Spider Climb. Can climb on difficult surfaces.

Sunlight sensitivity. In sunlight, disadvantage on attacks and Wisdom (Perception) checks requiring sight.

Web Sense. While in contact with web, knows exact location of creatures on the web.

Web Walker. Ignores movement restrictions caused by webbing.

Web (Recharge 5-6). +5, 30/60' range; Restrained by webbing; can make a DC 11 Strength check. Webbing can be attacked and destroyed: AC 10; 5hp; vulnerable to fire, but immune to bludgeoning, poisoning and psychic damage.

ACTIONS

Dagger. +5, 5' reach; Hit: 5 (1d4+3) piercing plus 10 (3d6) poison.

n=1, Forest



GIANT CRAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

n=10+, Water

CRIMSON MIST

Medium undead (crimson mist), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d8+32)

Speed 60' Hover

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	18 (+4)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Dex +8, Con +7, Wis +4

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages All

Challenge 6 (2,300 XP)

Passive Perception. 11

Pseudocorporeal. Weightless and can stay in a creature's space; can pass through a space.

Sanguine Feast. When it does necrotic damage, the creature's HP max is reduced by the same amount and the crimson mist regains HP equal to half necrotic damage dealt.

Vampire Weaknesses. Can't enter a residence without an invitation. Takes 20 force damage if it ends a turn above or within running water. Takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, disadvantage on attacks and ability checks.

Actions. **Engulf:** When moving, can enter a creature's space, which must make a DC 15 dexterity throw. On a save, the creature chooses to be pushed back 5' to the back or side. On a failed save, creature takes 15 (4d6) necrotic damage and is engulfed. Creature can't breath and takes 15 (4d6) at the start of every turn. Can escape with a DC 14 strength check. On a success, creature will be pushed back 5'. Creatures within 5' can attempt to pull out a character, on a DC 14 strength check, but will take 14 (4d6) necrotic damage on the attempt. May only engulf one medium creature at a time.

n=1, Swamp



EXPLODING TOAD

Tiny monstrosity (toad), chaotic evil

Armor Class 11 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	11 (+0)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Immunities fire

Senses darkvision 30 ft., passive Perception 9

Languages Goblin

Challenge 1/4 (50 XP)

Passive Perception. 9

Amphibious. Can breath air and water.

Standing Leap. Long jump is up to 10' and high jump is up to 5'.

ACTIONS

Final Croak. When reduced to 0 HP, explodes in a 10' radius sphere. Creatures must make a DC 11 Dexterity throw, taking 10 (3d6) fire damage on fail, or half on success.

Bite. +3 to hit, 5' reach; Hit: 3 (1d4+1) piercing damage.

Death Leap. Can turn an attack that missed it into a hit or turn a successful saving throw into a failure.

REACTIONS

Mad Hopping. Ranged attacks have disadvantage.

Selective Immunity. Toad can choose to take fire damage as though it were not immune.

n=8, Swamp

FLAIL SNAIL

Large elemental (flail snail), unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10+25)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Passive Perception. 10

Flail Tentacles. Snail has 5 tentacles and loses one tentacle for 10 or more damage in a turn. If all 5 die, it retracts into its shell gaining total cover and begins wailing, which can be heard for 600'. It dies 5d6 minutes later.

ACTIONS

Antimagic Shell. Advantage on saving throws versus magic. Attack spells are at disadvantage. If the snail succeeds an additional effect may occur (1d6):

1-2: if the spell has multiple targets, it fails. If it effects only the snail, it reflects back on the caster.

3-4: no additional effect.

5-6: Converts spell energy into a burst of force. Creatures within 30' make a DC 15 Constitution save or take 1d6 damage per level of the spell, or half on success.

Multiattack. Makes up to 5 tentacle attacks, all against the same target.

Scintillating Shell. Emits dazzling, colored lights for one turn. Bright light in a 30' radius and dim light for an additional 30'. Creatures that can see the snail have disadvantage on attacks against it. Any creatures within bright light must succeed on DC 15 Wisdom or be stunned until the light ends.

Shell Defense. +4 AC if it withdraws into its shell. Can emerge as a bonus action on its turn.

n=1, Swamp



GHOST BOAR

Large monstrosity (boar), unaligned

Armor Class 10 (natural armor)

Hit Points 68 (8d10+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Passive Perception. 11

Charge. If it moves 20' in a straight line and hits with tusk on same turn, takes additional 10 (3d6) slashing damage. Target must also succeed on a DC 14 strength save or be knocked prone.

Incorporeal Jaunt. When it moves, becomes temporarily incorporeal. It can move through creatures as if difficult terrain, but takes 5 (1d10) damage and pushed into unoccupied space if it ends a turn inside an object.

ACTIONS

Tusk. +6 to hit, 5' reach; Hit: 11 (2d6+4) slashing.

REACTIONS

Relentless. If it takes 15 damage or less that reduces HP to 0, it is reduced to 1 instead.

Tusk Swipe. When hit with a melee weapon, the boar can make one tusk attack against the creature.

n=2, Forest

GIRALLON

Large monstrosity (girallon), unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10+21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Passive Perception. 13

Keen Smell. Advantage on Wisdom (Perception) checks relying on smell.

ACTIONS

Aggressive. Bonus Action: can move up to its speed toward a hostile creature.

Multiattack. Five attacks: One bite, four claws.

Bite. +6, 5' reach; Hit: 7 (1d6+4) piercing.

Claw. +6, 10' reach; Hit: 7 (1d6+4) slashing.

n=1, Mountains



GNOLL HUNTER

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

Passive Perception. 13

Rampage. When reduces a creature to 0 HP with a melee attack, can use a bonus attack to move half speed and make a bite attack.

Multiattack. Two attacks with spear or two with longbow.

ACTIONS

Bite. +4, 5' reach; Hit: 4 (1d4+2) piercing damage.

Spear. +4, 5' reach; Hit: 5 (1d6+2) piercing, or 6 (1d8+2) when used with two hands.

Longbow. +4, 150/600'; Hit: 6 (1d8+2) piercing and target's speed reduced by 10' until end of its next turn.

n=4-6, Forest

LIZARD

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage.

n=10, Water



GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Variant: Hold Breath. The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30 feet.)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

n=4-6, Water

MAMMOTH

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

n=1, Forest



POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

n=2, Mountains

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

n=1, Water



CRANIUM RATS

Tiny beast (cranium rats), lawful evil

Armor Class 12 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Passive Perception. 10

Illumination. Can shed dim light in a 5' radius, or extinguish the light.

Innate Spellcasting (psionics). Intelligence (spell save DC 13).

As long as it has half HP, can cast:

At will: command, comprehend languages, detect thoughts
1/day: confusion dominate monster

Swarm. Can occupy another creature's space and vice versa.

Telepathic Shroud. Immune to any effects to sense emotion or read thoughts; immune to divination spells.

ACTIONS

Bite. +5, 0' reach. Hit: 14 (4d6) piercing or 7 (2d6) piercing if swarm has half HP or fewer.

n=1, Swamp

ROGGENWOLF

Medium monstrosity (roggenwolf), neutral evil

Armor Class 13 (natural armor)

Hit Points 60 (11d8+11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	5 (-3)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages None

Challenge 2 (450 XP)

Passive Perception. 13

Keen Hearing and Smell. Advantage on Wisdom (Perception) checks for hearing or smell.

Bite. +5, 5' reach; Hit: 7 (1d8+3) necrotic.

Howl (Recharge 5-6). Howl that can only be heard inside the minds of creatures within 30'. Save DC 13 Wisdom or become frightened and restrained for 1 minute. Can repeat save at end of each turn.

n=1-2, Mountains



SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

n=2, Mountains

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./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, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

n=1, Swamp



SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

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

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

n=1, Swamp



GIANT SEA HORSE

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Charge. If the sea horse moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

n=4, Water

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

n=1, Forest



RED SLAAD

Large aberration (red slaad), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 5 (1,800 XP)

Passive Perception. 11

Magic Resistance. Advantage on saving throws against magic.

Regeneration. Regains 10 HP at start of its turn if it has at least 1 HP.

ACTIONS

Multiattack. Three attacks: 1 bite, and 2 claws.

Bite. +6, 5' reach; Hit: 8 (2d4+3) piercing.

Claws. +6, 5' reach; Hit: 7 (1d8+3) piercing; Humanoids must succeed on DC 14 Constitution or be infected with a slaad egg. Over three months the egg enters the chest cavity and forms a tadpole. Within 24 hours before birth, host will feel unwell and have disadvantage on attacks ability checks and saving throws. At birth it chews into chest in 1 round, and kills the host.

n=1, Forest

STURGEON, MEDIUM

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 21 (5d6 + 4) piercing damage.

Keen Hearing. The sturgeon has advantage on Wisdom (Perception) checks that rely on hearing.

n=1-2, Water



STURGEON, LARGE

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12+55)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Passive Perception. 12

Keen Hearing. The sturgeon has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

n=1, Water

STURGEON, SMALL

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Pack Tactics. The sturgeon has advantage on an attack roll against a creature if at least one of the sturgeon's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Water Breathing. The sturgeon can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

n=3-4, Water



TANARUKK

Medium Demon, orc (tanarukk), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8+50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Passive Perception. 12

Magic Resistance. Advantage on saving versus spells or magic.

ACTIONS

Aggressive. As a bonus action, can move up to speed toward a hostile creature.

Multiattack. Two attacks: one bite and one greatsword.

Bite. +7, 5' reach; Hit: 8 (1d4+4) piercing.

Greatsword. +7, 5' reach; Hit: 11 (2d6+4) slashing.

REACTIONS

Unbridled Fury. If hit by a melee attack, can make one melee attack against attacker with advantage.

n=1, Forest

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage

n=1, Forest



UMBER HULK

Large monstrosity (umber hulk), chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER HULK

Challenge 5 (1,800 XP)

Passive Perception. 10

Confusing Gaze. Creatures that can see its eyes within 30' must make a DC 15 Charisma save or can't take reactions. Roll 1d8 to determine what happens during that turn. 1-4: creature does nothing. 5-6: no action, but moves in a random direction. 7-8: creature attacks a random creature, melee attack. Creatures can avert their eyes at the start of their turn.

Tunneler. Can burrow through solid rock at half speed. Tunnel is 5' wide and 8' high.

ACTIONS

Multiattack. Three attacks: 2 claws, 1 mandible.

Claw. +8, 5' reach; Hit: 9 (1d8+5) slashing

Mandibles. +8, 5' reach; Hit: 14 (2d8+5) slashing.

n=1, Mountains

WEREHYENA

Medium humanoid (human), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

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

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werehyena can use its action to polymorph into a hyena-humanoid hybrid or into a hyena, 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 werehyena makes two attacks: one with its bite and one with its claws or spear.

Bite (Hyena 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 hyena 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.

n=1-2, Mountains



WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

n=2-3, mountains



Map Distances

If the party travels along stream beds, trails, or along rivers, assume normal terrain. Assume any other terrain is rough and at half speed.

Start	End	Distance (mi)
Mescalero (18)	Poverty Point (16)	4
	White River (8)	1
	Rock Shelter (4)	3 ½
Rock Shelter (4)	Blevins Lake (9)	½
Blevins Lake (9)	Mound City (15)	1
	Cibecue Falls (17)	1 ½
Cibecue Falls (17)	Moore Canyon (6)	½
	Black Canyon Springs (3)	1
Mound City (15)	Mabb's Ranch (11)	4
	Panorama Trail (2)	1
Panorama Trail	Bear Springs (10)	2
	Dead Horse Draw (5)	1
Dead Horse Draw (5)	Porter Mountain Overlook (7)	4
Porter Mountain Overlook (7)	Baldy Mountain (1)	2
Baldy Mountain (1)	Vulture Peak (12)	1
Vulture Peak (12)	Mescalero (18)	14

Fastest foot travel 18 miles/day

Fastest pack travel 22 miles/day (due to narrowness of trails and canyons)

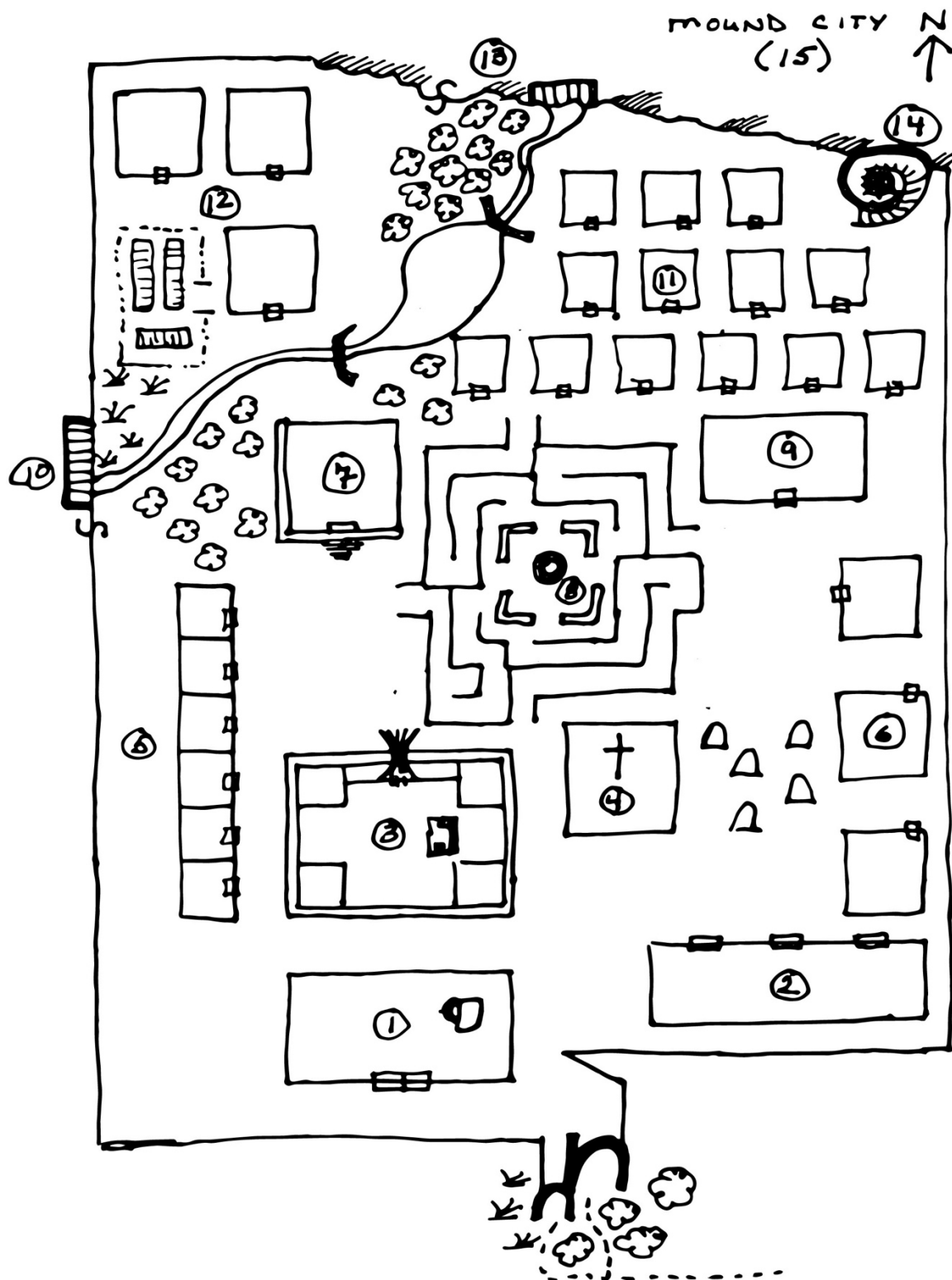


Maps: Mescalero Prophecy



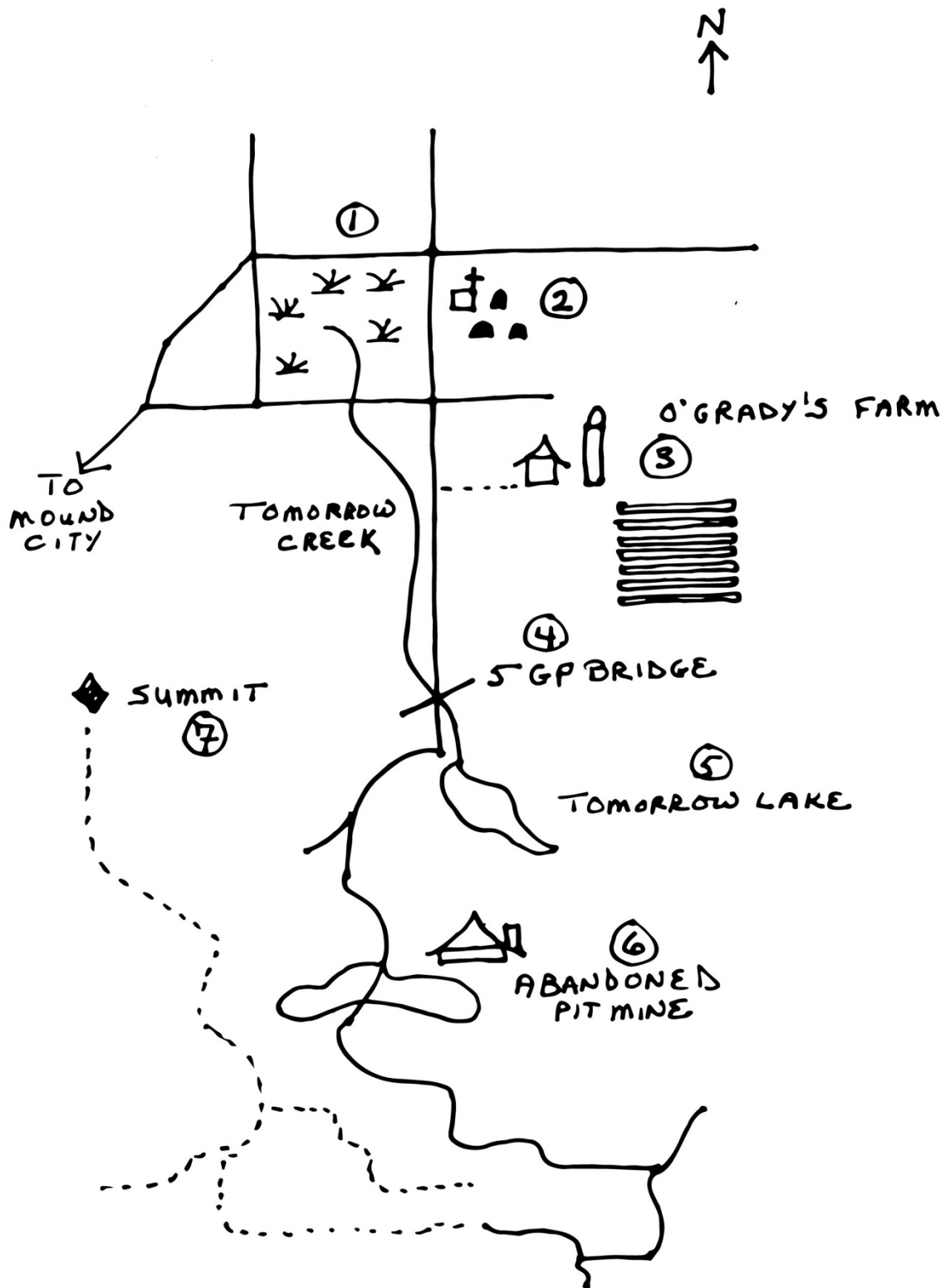


Maps: Mound City



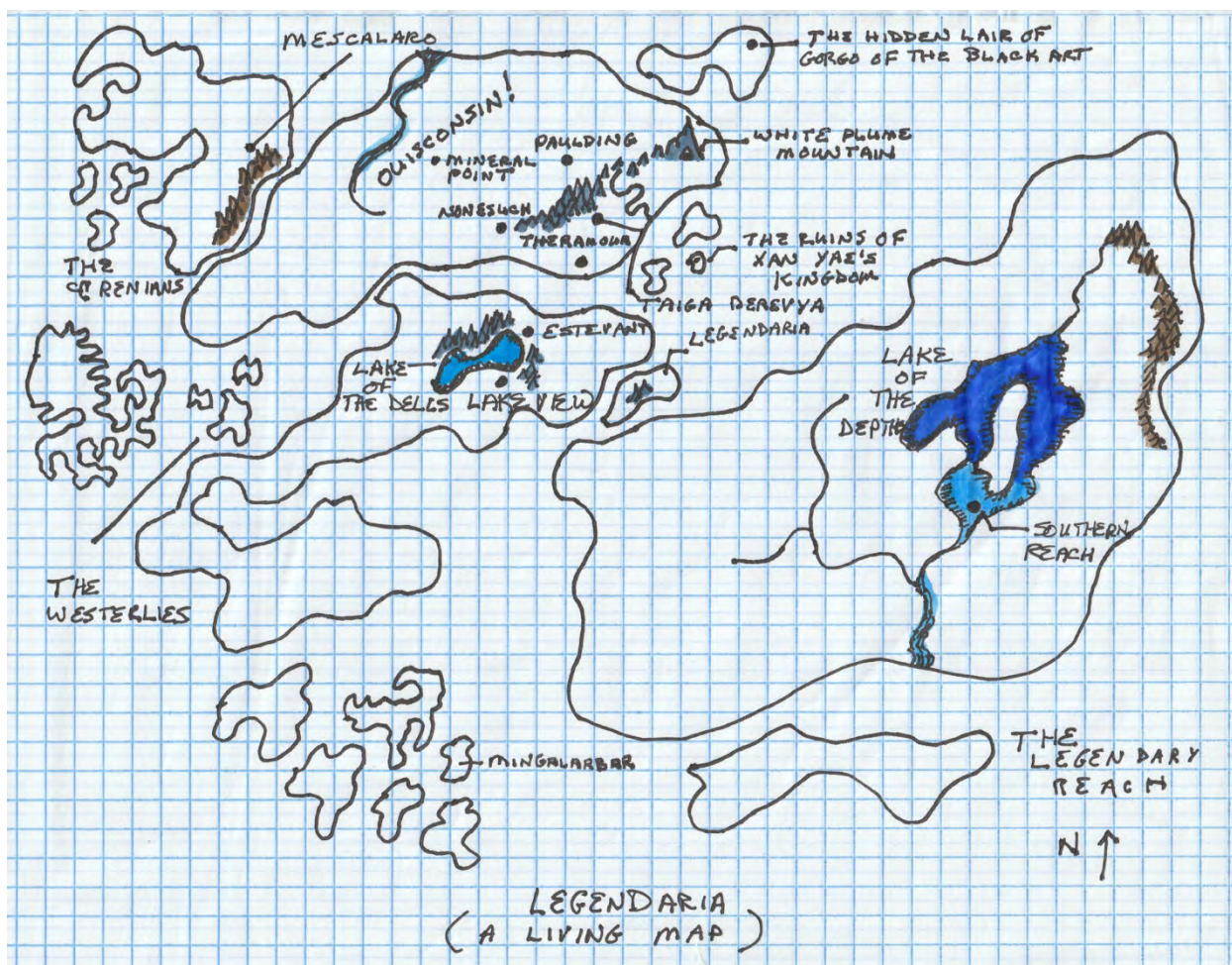


Maps: Poverty Point



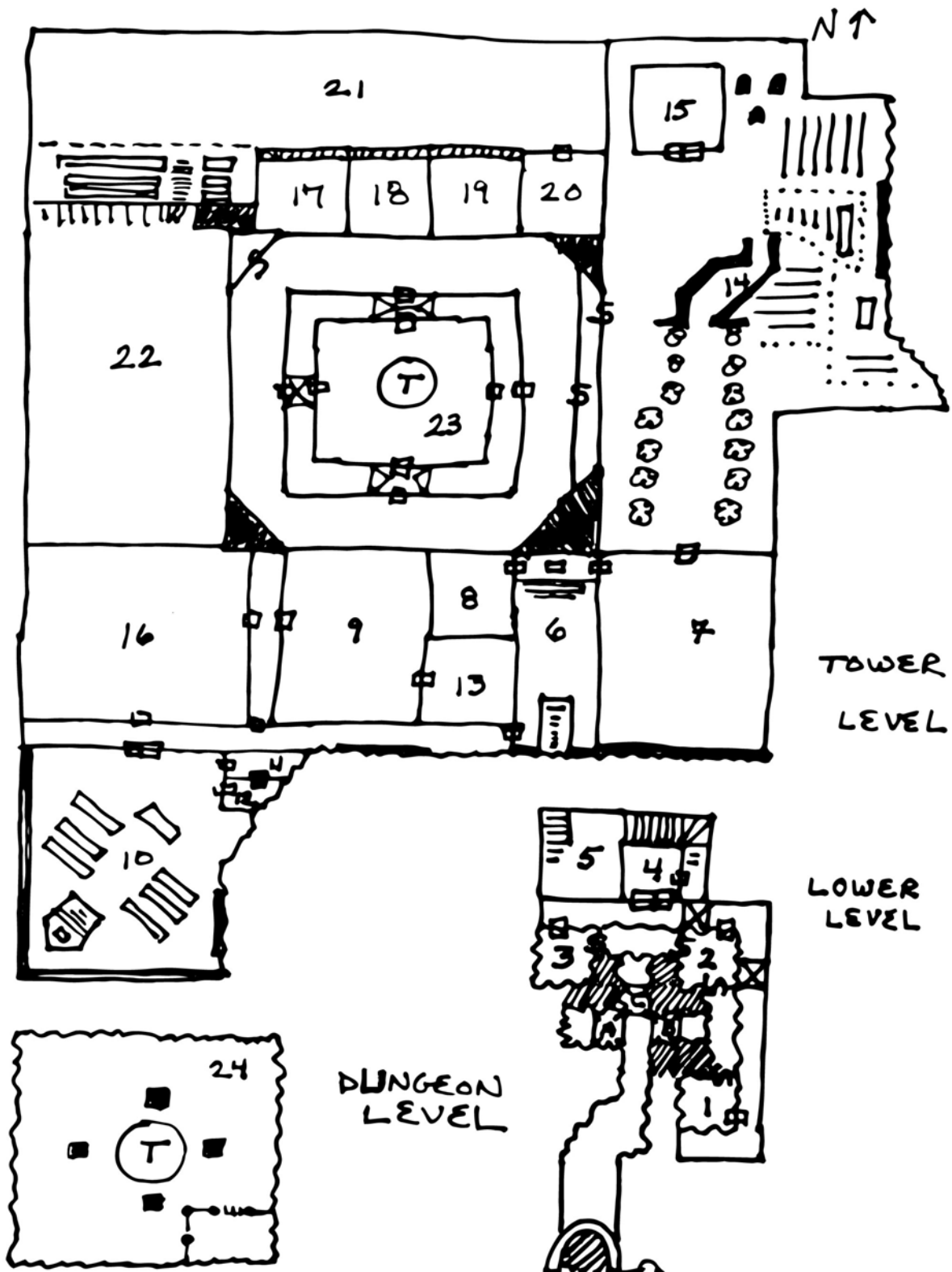


Maps: Legendaria





Bonus Adventure: Map





Bonus Adventure: Keep of the High Priestess Quespa

Overview: This bonus adventure might be used in a couple of different ways: as an extension to **Mescalero Prophecy** for the entire party, or as a side-adventure if you have a session to run where the entire party may not be able to play.

Place the *Keep of the High Priestess Quespa* on the map in a location that makes sense to your party's location. Otherwise, **Poverty Point** or the area around **Baldy Mountain** would be reasonable places for its location.

The Keep is unknown to the Mescalero people, but is home to an evil, reclusive high priestess. She is planning her own revenge by enslaving the Mescalero. While the party may not immediately be aware, their goal is to defeat her before she accomplishes that goal.

About XP: If this adventure is treated as a side-adventure, any XP earned by the party should be treated **in addition to** XP earned in the core module.

The Keep

The Keep is normally accessed by Quespa by magical means. The only other point of access is through a small tunnel system hidden by thick underbrush. The party will need to come within approximately 10-15' of the entrance and make a **DC 12 perception** check in order to find it.

The entrance is trapped in three locations. (A) and (B) are dead ends. (C) appears to be a dead end but the east-west corridor ends with a secret door on each end that are discoverable with a **DC 15 perception** check as the pressure plates are extremely well disguised in the stone wall. Prior to the traps, the east wall has a readily visible clue to help the party choose a direction, each of which is marked with a simple pictograph West – Wind (A), North – Star (C) or East – Sun (B):

At night I come without being fetched; by day I am lost without being stolen. [answer: star]

A – Smashing Floor Trap: The trap is activated by a pressure plated when at least 75 lbs of pressure is put on it. The trap sends the entire floor section slamming against the ceiling. Players caught by the trap and failing a **DC 14 dexterity** save will fall and take 1d6 damage. Players that make their save will be crushed against the ceiling and take 4d6 damage, and then 1d6 when the trap retracts, and they fall from the ceiling.

B – Sticky Floor Trap: A character can spot this trap with a **DC 13 perception** save and avoid it with a **DC 12 dexterity** save (this trap is a combination of first seeing, and then avoiding, the trap). If they fail, the trap will take 1d4 damage to pull each limb free. Subsequent players need not make the **perception** save but do need to make the **dexterity** save.

C – Smashing Floor Trap: The trap is activated by a pressure plated when at least 75 lbs of pressure is put on it. The trap sends the entire floor section slamming against the ceiling. Players caught by the trap and failing a **DC 14 dexterity** save will fall and take 1d6 damage. Players that make their save will be crushed against the ceiling and take 4d6 damage, and then 1d6 when the trap retracts, and they fall from the ceiling

1. **Storage Area** – This storage area provides hints that this area was originally intended to be a mine. The party will find the following items: pick axes (2), small pouches (4), large bags (2), torches (24), lantern (1), oil (4), 50' rope (1) and stakes (4). There are also a variety of crates and barrels stacked in the storage room.
2. **East Entrance** – The secret doors on the west and southern walls will allow the



party to avoid the traps and are discoverable with a **DC 14 perception** save. Like the rest of the entrance, the walls are rough-hewn rock, suggesting the area was intended for mining—a failed effort, however.

The traps to the north and east of the entrance are simple floor plate pressure traps. They are detectable with a **DC 12 perception** save and can be avoided upon success. Failure triggers the trap, and characters falling into either trap takes 1d6 damage. Rescuing a character requires a **DC 12 strength** save, or the character in the trap will fall again taking 1d4 additional damage.

3. **West Entrance** – In appearance, this small room looks identical to (2), but provides the shortest entrance into the keep, and allows the party to avoid the traps off of the East Entrance. There is nothing of value in the entrance.
4. **Guard's Room** – The Guard's Room has two bunk beds, and four storage chests for clothing. There is a small table and four chairs in the center of the room. It is a very small, crowded room. It is lit by two torches on each of the north and west walls.

Unless the party is attempting a group stealth into the Keep, the guards will hear them coming. They will attempt to force the party to the east of the Guard's Room so that as many of them fall in the pit trap in the hallway as possible. Refer to (5) if the fight spills into the stairwell.

Guards (4)

AC	HP	HIT	DMG	XP
16	11	+3	4	25

The guards wear chain shirts, have shields and wield spears (melee or ranged attack).

Head Guard (1)

AC	HP	HIT	DMG	XP
18	42	+5	10	500

The head guard wears plate mail and wields a great sword.

The guards will fight to the death as long as the head guard is alive. If the head guard is defeated, they will attempt to flee. None of the guards will surrender. They have nothing of value other than their armor and weapons.

5. **Main Entry** – The Main Entry is only accessible through the Guard's Room and is located at the bottom of a long, steep stairwell.

If the fight spills into the stairwell, party members will need to make a **DC 12 dexterity** save every time they are hit **and** every time they make an attack. If they fail, they take 1d6 for every 5' of stairwell remaining to the bottom. (15' total from the eastern-most top of the stairs).

The main entry is rough carved stone and is unlit. It is a large space but is empty of any furnishings. The stairs in the northwest corner will take the party to the **Tower Level** and the **Throne Room (6)**.

6. **Throne Room** – The throne room is a long, well-lit room. From the base of the stairs, it is approximately 20' to the throne. Quespa will be sitting on her throne when the party arrives. She will rise from the throne when the party enters, and demand to know who the party is and why they are in her tower.

At the slightest provocation, she will immediately teleport away: the throne is attuned to **Quespa** and will occur before any damage can be inflicted. The teleport will not work for the party. Quespa will be



teleported to the **Priestess's Chambers (7)**.

Quespa will attempt to capture the party and force them to participate in either a horse race, or a jousting match. She will tell them that if they lose, they will be put to death. If they manage to win, they will be teleported away from the keep—but will be allowed to escape with their lives.

If the party is captured, they will be held without their equipment in the **Dungeon (24)** until the horse race, or jousting tournaments. Their equipment will be hidden in her chambers (7).

7. **Priestess's Chambers** - If Quespa feels she is being defeated she will next attempt to teleport to the **Chapel (10)**.

Quespa's chambers are very large and ornately decorated. There is a corner for writing, a library with hundreds of books and scrolls, and a sleeping area.

The southern wall is made entirely of glass, and the view of the southern mountains is breath-taking. The entire glass wall is lined with a large, dark mahogany work bench that is covered with bottles, burners, inkpots, paper and just about any arcane ingredient a sorcerer or wizard might imagine.

Because Quespa is working on a variety of her own inventions, the party will find nothing more than an empty potion bottle or two that will be of any use to them.

8. **Counselor's Chambers** – Quespa relies on a counselor to aid her with anything outside of the realm of magic. He is a fearsome warrior and will fight by Quespa's side to the death.

The Counselor's Chambers is relatively plain, consisting of a bed, chest for clothing and a small table. There is nothing of value in the chamber.

Counselor

AC	HP	HIT	DMG	XP
18	42	+5	10	500

The Counselor wears magic padded armor that is the equivalent of plate mail, and wields a dagger that does the damage equivalent to that of a great sword.

9. **Banquet Hall** – The hall is a cavernous room dominated by a dark mahogany table that runs from north to south. The walls are lined with sconces and unlit torches. The door to the east goes to the **kitchen**, and to the west, an open hallway.

The table is largely unset, except for one place-setting at the northern (head) end of the table. There is a plate, a set of plain silver and a large gold goblet.

There is a very small amount of liquid in the bottom of the goblet. Should a member of the party taste the liquid, it is an extremely potent poison. She or he will need to make a **DC 14 constitution** save or take 1d8 poison damage, with an additional 1d4 damage per turn until cured. A successful save will still incur 1d4 damage.

The goblet is not solid gold, but gold plate. It is otherwise unadorned. It is worth 2 gp.

10. **Chapel** – The chapel is relatively large and bright. The western and southern walls are solid floor to ceiling glass allowing in large amounts of sunlight and affording magnificent views of the surrounding mountains.

The DM may use these views as an opportunity to provide the party with hints



about other locations in **Mescalero**, depending upon the exact location of the temple.

The chapel itself has a small altar atop a dais in the southwest corner. The party will be given the impression that the chapel is used primarily at sunset when the rays from the setting sun strike the altar through the corner of the glass behind it. F

If the party is at the altar at sunset, 1-2 party members may be close enough to the cross on the altar to observe it as the sun strikes it. With a **DC 16 perception** check, they will notice that it reveals a small imprint on the base of the cross. With an additional **DC 16 perception** check, they will see a second imprint above and to the right of it on the cross itself.

If one of the imprints is pressed, the party member needs to make a **DC 14 constitution** save or be poisoned by a series of small needles taking 1d12 poison damage.

If both of the imprints are pressed simultaneously, a small opening will appear on the top of the altar. The recessed area contains the following items:

- potion, *Greater Restoration* (1)
- ruby gem, 50 gp
- emerald gem, 100 gp
- staff, *Talisman of Ultimate Evil*

If Quespa successfully teleports to the Chapel, she will be found behind the altar and will already have collected the *Talisman of Ultimate Evil* for use in her attack against the party.

The rest of the chapel is relatively unadorned: there are two rows of plain wooden benches, with a final bench at the back of the room. There is a smaller

window that is cut into the eastern wall of the chapel; though the view is spectacular, it provides the party with no additional hints or clues for the adventure.

11. **Confessional** – Both confessionals are small 5' wide rooms. They are interior rooms, with no natural light. Their eastern walls are rough stone, giving the impression that Quespa's temple may still be a work in progress. There is nothing of value in either of the confessionals.
12. **Confessional** – This confessional is the same as **Confessional (11)**, though it is approximately 5' shallower in depth.
13. **Kitchen** – The kitchen is a very plain, small one. There is a small cooking oven on the northern wall. It is modestly stocked, but there is nothing of value here. If the party chooses to ransack the kitchen, they will find the equivalent of: water (2 days for 4 people) and rations (1 day for 4 people).

While a normal kitchen might have a separate cellar or larder, none seem to be present in the tower.

Gunther, the cook, will be in the kitchen when the party enters. Gunther is a small, harmless gnomish who will immediately plead for his life. Any attack will instantly kill him. Any party member involved in the attack will lose 200 XP, unless their alignment is **chaotic** or **evil**.

14. **Garden** – The entry path to the garden is lined on both sides with towering shade trees. If the party looks, this portion of the tower completely lacks a roof and is open to the sky. It is daylight when they are in the garden, so they require no additional lighting.



About halfway down the path, there are two **Awakened Trees** on each side of the path (four total). They are indistinguishable from the other trees but will attack the party when they are in the middle of the four (see Appendix for statistics).

As the tree-lined path ends, it will wind to a short stone bridge that splits the garden room roughly in half (east-to-west). The western side of the bridge looks like it is in the process of being planted. To the east, however, there are lush gardens that half small paths separating approximately 5 or 6 plots of herbs and plants. These are not ornamental plants but look to be ingredients for cooking or some other purpose.

If the party inspects, they may find the following, but will require a **DC 12 nature** or **arcana** check. Each plot below may be inspected twice, in total. The herbs and plants in these plots are magical; if added to water, they will impart the following.

- Small, mustard-colored flowers on short, thorny bushes. Acrid smell. Imparts **protection against good** (1d4).
- Large, pale, lavender flowers. **Invisibility** (1d4-1). If 0, it means the flowers were damaged while they were being harvested.
- No flowers small grey seeds. **Shocking grasp** (1d4).
- Large, reddish-orange berries. **Charm person** (1d4-1). If 0, it means the berries were damaged while they were being harvested.
- Blue flowers, with small green berries. **Entangle** (1d6).
- Red, thorned berries. **Wall of Thorns**. (1d2).

The eastern walled edge of the garden overlooks the forest below. It is a clear day, and the party will be able to see for many miles into the distance. The mountains here are ancient and worn. At the very edges of their vision, the party will see that the mountains drop to a very short area of plains that end in the ocean. It appears that there may be a large island that extends along the coast for many miles.

This is the party's first view of *Sapelo Island: Plight of the Eagles (TMP 2)*.

They will have no knowledge of Sapelo Island at this point but is mentioned to give the DM a visual tie and connection between the two locations.

15. **Garden Keeper's Shed** – The Priestess' garden is kept by a gnoll named Zed, who will immediately hide in his shed if the party enters the garden.

The shed is a rather large structure (for a shed), roughly 20' x 20'. In addition to the rakes, baskets, and other implements required to keep an excessively large garden, there is a simple bed, chest of drawers and a small table with two chairs.

Zed is completely harmless, and he will beg for his life if encountered. He will be able to tell you that the Priestess very seldom visits the garden, and that its purpose, although a very ornate garden, is to grow herbs for her spellcasting and potion-making. He does not recall the last time the Priestess was in the garden. He has no other information to share with the party.

Any attack will instantly kill him. Any party member involved in the attack will lose 200 XP, unless their alignment is **chaotic** or **evil**.



16. **Storage** – This area serves as storage for all of the tower. At the DM’s discretion, you may allow each player to find (2) items from the *Player’s Handbook Equipment Lists* (there are no weapons or armor present) valued at no more than 2 gp each.

Racetrack

17. **Stall One** – There are three stalls that have large, black stallions in them. They are race horses that are used for the racetrack. Other than by means of teleportation, there is no other way to remove them from the Keep.
18. **Stall Two** - This is the same kind of stall as **Stall One (17)**.
19. **Stall Three** - This is the same kind of stall as **Stall One (17)**.
20. **Tack Room** – This is a very simple room, the same size as one of the stalls. It contains all of the tack required of all three horses: bridles, whips and saddles. The room is dark, and unfurnished.
21. **Racetrack** – The race track is magical, and almost triple in length of the physical space that it takes up in the Keep.

One player will compete on the race track against one ghostly rider at a time. There are four legs to the race. At the start of each leg, the player will roll a **DC Dexterity** check and the DM will roll for the two competitors. Whichever racer wins, may choose from the following options:

- Advance one leg of the race
- Set back the other race by one leg (must be adjacent or within one leg)

If either racer attempts to set back the other both roll a **DC Dexterity** again.

If the attacker wins, the other racer falls back one leg in the race. If the defender wins, nothing happens, and the race continues.

If the player wins, she or he is teleported back to the beginning before they encountered the Keep.

If the player loses, they are teleported (no saving throw) to the **Prison Dungeon (24)**.

START	
Racer 1	Racer 2
FINISH	

Note: Use the chart to keep track of which leg of the race each rider is in the process of completing.

At the eastern end of the racetrack, there is a small, open area that is used for storing hay and foodstuffs for the horses.

Jousting Arena

22. **Jousting Arena** – The jousting game works the same as the **Racetrack (21)**, in terms of outcome. The winners will be teleported out of the Keep and the losers to the **Prison Dungeon (24)**.

The rules of the joust are relatively simple: each player will compete against another ghostly rider on horseback. Both riders will have lances and will ride with equal armor. As a result, each encounter will require they roll a **DC Dexterity** check. The rider with the higher roll will then make a **DC Strength** check of 12 or higher. If she or he is successful, the other rider will be stricken from their horse.

The first rider to lose their steed for the third time loses.



23. **Prison Tower** - There are three pit traps in the hallway surrounding the **Prison Tower**. They are hidden by magic and can only be detected by **detect magic** spells.

If triggered, they open to the **Prison Dungeon (24)** below. They cannot be dispelled, so the only accessible door to the **Prison Tower** is on the eastern wall.

Party members who fall through the pit traps will fall 20' to the **Prison Dungeon**, taking 2d6 damage in the fall.

The prison tower itself is dark and windowless and has a **darkness** spell cast upon it, preventing the party from seeing where they are going.

In the center of the room, there is a 10'x10' circle of floor that is a teleportation portal to the **Prison Dungeon**. If teleported, the effect is immediate, and there is no sensation of movement. Party members may figure out they are in a separate location and/or that they have been separated from each other, but there are no other clues that they have teleported to another location.

24. **Prison Dungeon** - The dungeon is only accessible through the teleportation device located in the **Prison Tower (23)**.

Like the **Prison Tower**, the **Prison Dungeon** has been protected by a **darkness** spell. The teleportation device will trigger a gate on a small cage in the lower, south-eastern corner. The cage contains a **Basilisk**.

AC	HP	HIT	DMG	XP
15	52	+5	10+7*	700

* +7, is poison damage

Gaze of stone: DC 12 constitution save upon meeting the Basilisk's gaze, or character is turned to stone. Creature is restrained for one turn and must repeat save or be turned to stone. *Greater restoration* or similar magic is required to reverse effects.

The only other feature in the **Prison Dungeon** is the basilisk's cage. It is guarding a rotting hand, which is a **Hand of Vecna**. The DM will determine: 1 minor beneficial property, 1 major beneficial property, and 1 minor detrimental property.



Bonus Adventure: 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 stonewood)

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.



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