



THE DEMONS OF MINGALARBARR

— BY TIM KRAUSE —



AN ADVENTURE FOR CHARACTERS LEVELS 7+

**Parts Two and Three of the
LOST TEMPLES OF MINGALARBAR Series
THE DEMONS OF MINGALARBAR (MGB 2)
CONJUNCTIO (MGB 3)**



**By Tim Krause
A 5E MODULE FOR 4-6 PLAYERS, LEVELS 8+**

The adventurers find themselves surrounded by the ruins of tens of thousands of ancient temples. Lurking somewhere deep within is an unknown evil that has tormented the area for centuries, beyond memory. They have recovered a handful of mithril tablets that contain the Lost Cantos of Mingalarbar. As they venture deeper into the ancient temples, though, the natural laws of life seem to be crumbling as greater forces seem to be at play.

The design of this module blends the look of old-school modules of the 1980s with 5E rules. Tomorrow River Games aren't your typical dungeon crawls: they blend storytelling, opportunities for character development, memorable challenges, and epic encounters with deadly monsters for you and your party.

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Forward

Although I wrote about the inspiration for Mingalarbar in the first module of the series (*The Lost Temples of Mingalarbar – MGB 1*), there are a couple of features of this epic adventure that continue to inspire, interest, and intrigue me. They include some of the enduring questions in any RPG system that should be no different than those that other authors and poets seek to answer with their own writing. Of course, they take on a particular flavor in an RPG, but they ultimately speak to questions of person, pace, place and plot.

I find myself returning once again to the mystical language of *The Last Unicorn* because in that novel it felt like Peter S. Beagle serves as much as a bardic guide as author. The language is descriptive when it needs to be, poetic, and somehow still grounded in this world when that better suits his purpose. Because of his careful attention to language, the novel becomes a collective, collaborative experience and adventure. That doesn't quite do Beagle justice.

His characters are flawed but true to themselves and their shortcomings. We love them for the weaknesses they overcome, and we mourn those that don't.

The plot doesn't progress the way we always want it to, but it moves in a way that pulls the reader in.

The language can't be described as fast-paced or plodding, clever or plot-driven. But the words are right. They're poetic when they need to be.

What Beagle accomplishes in *The Last Unicorn* is an honest and heart-breaking adventure that is as unapologetic, and lyrical as it is raw and physical. There are no compromises.

I raise Beagle one more time because his was the first book that I had read in about four or five years. I was exploring the lost temples of Mingalarbar, a real location and collection of temples in the Mandalay region of Myanmar in South-East Asia.

I was reading from what Marshfield Clinic refers to as **8N**, their oncology ward. I started over Thanksgiving weekend of 2018, when I spent as much time writing poetry about Mingalarbar as I did in reading *The Last Unicorn*.

Those activities were never meant to turn into a 5E adventure, but here we are. The original maps



were drawn then, the poem written, and a rough outline of the adventure sketched. But it was an epic, 26 adventure campaign—and I had no idea how to get past the initial story and maps.

Since then, I have written *The Mescalero Trilogy*, worked on other supplements for the game, but otherwise have let Mingalarbar just rest.

Mingalarbar waited until Spring 2020 when ideas for some of the initial temples started to come together.

The enduring questions from Beagle re-surfaced in my writing. Mingalarbar explores the same questions about characters and their alignment, their flaws. It doesn't shy away from storyline, but still allows for some dungeon-crawling (on occasion). If Mingalarbar is even a pale shade of Beagle's unapologetically poetic journey into the human spirit, it will have succeeded as an epic adventure. Perhaps in some small way.

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

Tim, June 2020

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ON THE COVER

The cover was inspired by original artwork for *Dungeons and Dragons*. The deities take inspiration from Gary Gygax's *World of Greyhawk*, and the mega-constellation by a variety of minor symbols from Israel Regardie's *The Golden Dawn*.

OTHER INSPIRATION

Some of the inspiration for theories of chaos were drawn from illustrations in Alexander Roob's *Alchemy & Mysticism* (2018). Descriptions of some of the less typical spaces found in a monastery are loosely drawn upon from Zak S. Vornheim: *The Complete City Kit* (2018).

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Important Note to DMs and Players

The *Demons of Mingalarbar* is intended to be second in the epic start of the adventure in: *The Lost Temples of Mingalarbar*. Although it is possible to play as a standalone, as DM you will likely need to think about additional Background (**E.g. Mindfulness in the Appendix**) for your players and an alternate start (see below).

Originally, I conceived this so that players would be encouraged to run these as one-temple, one a month at a time for approximately two years—a hopeful balance between full 5E campaigns and AD&D Dungeon Crawls. Here, they are presented in the order in which I intended them to be run, but there's not necessarily any reason to spread the adventure over that span of time.

Times change, though, and so did Mingalarbar. The first in the series is comprised of eight temples. This version rounds out the adventure with the remaining eighteen, but only in a manner of speaking as you will discover.

The adventure is color-coded to assist the DM:

Ability check or save
Chaos feature
Monster
Treasure

Abbreviations used in this module for those unfamiliar, include:

ABBR	Description
AC	A rmor C lass
DC	D ifficulty C lass
DMG	D amage
GP	G old P ieces
HP	H it P oints
LVL	L evel
MP	M ingalarbar P ieces
SP	S ilver P ieces
PP	P latinum P ieces
nDx	n=number of dice; D=die; x=number of sides
XP	E xperience P oints

The end of the adventure also includes a **Bonus** section that allows the DM to extend the milieu of Mingalarbar as she or he finds useful and of interest to their adventurers.

Finally, a last appendix includes side-adventures contributed by some of our fans who have stuck with us through the past couple of years, and for whom I continue to write.



Alternate Start

If the party has not played the *Lost Temples of Mingalarbar*, the following provides a brief alternate introduction to the adventure.

The party finds themselves at the edge of a dense jungle as they attempt to find their way home from their previous adventure. Somewhere along the way, they missed a turn or a fork in the path—the jungle looks unfamiliar and foreboding.

Dark shadows lurk in the jungle, and creatures howl in such an unholy fashion that the party fears leaving the trail, and so they continue on.

As night falls, the party encounters what at first appears to be a small collection of temples, Lawkanada and Mahabodhi. They are constructed quite close to each other, though they will encounter Lawkanada first.

DM NOTE: Skip the background information about the monastery and the two monks—Brinton and Damarra—that follow.

The party might still discover the mithril scroll and solve the mysteries of Conjunctio. The alternative adventure was not intended to provide information about Xan Yae and her home on the astral plane. If you incorporate those aspects of the adventure you will either need to create those connections.

Introduction: Psychological Afflictions

These two temples, and those surrounding them, are being fought over by Mingalarbar and Xan Yae. The party may recall that the two deities appeared in a vision at the beginning of the adventure. What the party doesn't know, however, is that there has been long standing enmity between the two as they presumably fight over a number of the temples.

The epic fight between the two goddesses means that some of the temples are at the epicenter of the fight. Lawkanada in particular will be psychologically challenging to the party as the psychic presence of both goddesses infiltrate the walls of the temple. More information is provided at the beginning of the description for Lawkanada.

Introduction: Mindfulness

If the party started their adventure with the *Lost Temple of Mingalarbar* they hopefully still have a member of the party who is studying **Mindfulness**



with the monks at the monastery. The **Appendix** includes information on the background.

If the party does not, or no longer has, a party member practicing mindfulness, as DM you may choose to have one of them initiated before they embark upon their journey to Lawkanada.

The module can be completed without a player who has a background of mindfulness, although it is both helpful and adds an additional layer to the adventure.

Background to Lawkanada

The temple of **Lawkanada** is unlike the others that the party has thus far discovered in Mingalarbar. Although it is part of the same complex of what used to be nearly ten thousand temples, Lawkanada was over-run centuries ago by gods and goddesses who were jealous of Mingalarbar and Xan Yae. It still remains in physical form, but it is nothing but a shell of its former self.

The energy of the surrounding temples continues to influence the nature of this temple. As a result, chaos swirls around this temple and manifests itself in traps that don't always work consistently, strange behaviors from monsters, and even stranger behavior from party members the more they are affected and the longer they are in the temple. If the party is not careful in this leg of their adventure, they risk insanity, death, or worse.

Strange manifestations in behavior have the potential of starting in two different ways in this adventure.

One is by the amount of time the party spends in Lawkanada. For every hour in the temple, the odds of being psychologically afflicted increases.

The second will be determined by the areas of the temple that the party explores, and the traps that they might fail to detect and disarm.

The tables for determining those afflictions are presented at the beginning of the adventure and apply throughout. Many of the afflictions are governed through the use of **Chaos Dice**. **Note:** References to **Chaos Dice** (see **Appendix**) can be substituted with a d6 if you do not have them.



Journey to Lawkanada

This adventure may be run as a regular part of Mingalarbar or as a side adventure. The remainder of the module assumes that you are continuing the *Lost Cantos of Mingalarbar*.

Begin the adventure where your party has briefly returned to Brinton and Damarra at the monastery to rest and recover from the party's efforts and to return the **Lost Cantos** that they have previously found in the earlier temples. During the party's recovery at the monastery, they overhear some of the monks talking about one temple in particular that seems to be unlike the other temples of Mingalarbar.

On your way to a mid-day meal after morning worship and meditation, you fall in behind two rather elderly monks that you seldom see in the monastery.

"It is time," one of the monks whispers to the other.

"Yes," the second, who seems of just as few words responds. "It is time."

"Mingalarbar is not who she used to be, and the demon-lizards are rumored to be once again dwelling among the temples—venturing bravely from the depths of the jungle that they call home. Lawkanada is awake after a long rest" continues the first, before he pauses, turns and sees you behind him.

He nods in acknowledgement of your presence but becomes silent.

If the party attempts to engage the two elderly monks, they will remain stubbornly silent and refuse to say any more about Lawkanada or the demon-lizards.

Eager to learn more about the mysterious temple of Lawkanada, the party might ask Brinton about the temple and the mention of demon-lizards. Brinton will tell the party that when constructing all of the temples that are a part of Mingalarbar, there is an ancient legend that one of the temples had something go horribly wrong shortly after it was constructed. Although nothing was ever proven, rumor and legend has it that the temple called **Lawkanada** was built over a crypt haunted by an evil wizard that was turned into an undead creature of even greater power, and horrifying evil.

The legend has it that the wizard turned into a lich that killed the temple's priest and all of its Acolytes in such a terrifying fashion that most of the monks refuse to speak of it.



Rumor of the Lich's power remains so strong that none have ventured into the temple of Lawkanada for many centuries. However, Brinton informs the party that the monks have recently come to believe that there is a lost Canto that was not written by Mingalarbar herself. It must not only be discovered but destroyed by the monks. If they fail to do so, the entire effort to save Mingalarbar will be lost and the demon-lizards will flourish among the remaining temples. The mutual fear among the monks, however, is that the lost Canto is hidden somewhere in the temple of Lawkanada. Only the bravest or most fool hardy of adventurers would risk their lives to find it.

Brinton will be able to point the party in the direction of Lawkanada on his crude map but able to offer no other assistance or clues about what they will find. If the party inquires after Damarra, Brinton will change the subject.

Brinton seems particularly quiet and anxious as the party departs.

Lawkanada's Psychological Afflictions

Lawkanada sits in a location surrounded by a number of temples of Mingalarbar that have thrown it into a chaotic flux that mystifies all who inhabit or visit the temple. Even the gods and goddesses are unable to control the chaos that reigns here—and it will prove to be a significant risk to the party if they are not careful or spend too much time in the temple.

Lawkanada is a dangerous and deadly temple that sits outside of the confines of typical time and space. Here, logic and reason do not apply as they normally do, and what happens here is extremely dangerous to all who enter.

The following tables are referenced in the areas of the temple where they apply and describe both effects and durations of the insanity that might inflict the party. Some afflictions are triggered by merely being in a specific location within the temple, for a specific amount of time; others are triggered by specific traps.

Table 1: Psychological Afflictions

Minor Affliction Duration: 1d10 minutes+10

Major Affliction Duration: 1d20 minutes+10*

* At the end of a major duration, the afflicted character makes a **DC 12 Wisdom** save at **disadvantage**. A failed save makes the affliction permanent until the character leaves the temple for at least a 48-hour period. It cannot otherwise be cured.

D8	Affliction
1-2	Chaos: The character's actions become chaotic and unpredictable. With every d20 (save or attack), have the player roll a chaos die and modify the result of the d20 according to the roll (+1, +2, +3, -1, -2, -3). Substitute a d6 if you do not have chaos dice .
2-3	Confused: The character is confused as if they are no longer certain where they are. Any Perception checks are made at disadvantage.
4	Spell Dysphasia: Any spell or ritual cast has a 75% chance of failure. If a spell fails, it has a 50% chance of backfiring on the caster; the other 50% of the time, it simply fails.
5	Tremors: The character's Dexterity is reduced by 6 as she or he shakes uncontrollably from physical tremors.
6-7	Backfire: The action (attack or spell) has a 50% chance of backfiring. If the action is a spell, the character must save against their own spell attack modifier or suffer the spell's full effect. If the action is a physical attack, the character takes 1d12 damage regardless of the source. There is no save against a physical attack that backfires. The party member remains unaware of the source of the backfires, but if it occurs often enough, the backfires may be enough to cause them to temporarily stop casting spells or attacking.
8	Cataleptic: The character falls into a trance for the duration of the affliction but will ultimately leave the trance having had a vision that may be relevant to the adventure up to 48 hours in the future.





Lawkanada



1. **MAIN WORSHIP AREA:** When the main doors of the temple are opened, the first thing the party will notice is that it is un-naturally dark in this temple. It's as if the sunlight stops immediately at the doorway.

Natural light sources will not work in this temple as the darkness is protected by even more powerful magic than one might typically expect.

For characters with any kind of **darkvision**, they will notice that the worship area walls are covered with once-colorful tapestries, and the side walls inset with what were also once colorful stained glass. Everything is covered in layers of dust, dirt, and cobwebs—perhaps centuries old. The darkness is unsettling in a way that the presence of dust and dirt cannot quite explain: If evil could manifest itself physically, this temple is its embodiment.

It defies logic, but the faded yet dark color in the tapestries themselves are black with the evil that has possessed Lawkanada.

With a **DC 16 Arcana (Wisdom)** check, a party member will notice that the tapestries are covered with faded symbols of holy relics and talismans that they recognize as religious, or at least arcane (the interpretation depends upon the character's alignment). With a **DC 18**, the character might surmise that the symbols are much more sinister than those they have seen in the other temples of Mingalarbar. Their origin, however, will remain unknown to the party.

There is a solitary path that cuts a faint, swirling swath through the dust and dirt and leads from the doorway, down the center of the worship area and ends at the foot of an ancient stone altar.

The worship area is comprised of two rows of plain wooden pews that appear nearly ready to collapse from age, dry decay and neglect. At the front of the worship area is a long rectangular altar, with two stone candle stands, one on each side.

There are two items of note in the area that the party might recognize if they investigate. With a **DC 12 Perception check**, they will recognize that the eastern wall is recessed in a way that suggests there might be something hidden behind the walls in the northeast and southeastern corners. A solitary door in the southeastern corner provides a clue that there could be a corresponding secret door in the northeastern corner.

The second item the party might note is much more subtle and requires that the party **specifically explores the path leading down the center of the worship area**. If they do, they will note with a **DC 16 Perception check** that about halfway down the aisle, the steps become lighter, and appear that everyone who has passed that way has staggered almost imperceptively past that point in the worship area.

There is no way to avoid this trap (the center aisle) other than to stay out of the aisle. There is room between the opposite sides of the pews and the exterior walls of the temple, if the party still wants to proceed to the altar. They might also edge their way down one of the rows of pews.

For any party member that walks down the center of the worship area between the rows of pews, they will need to make a **DC 18 Wisdom** save or suffer an affliction from **Table 1, above**. With a failed save, the party member will initially feel a growing sense of unease at even being in this area of the temple. It will, over the span of less than a minute, grow into the certainty that something is wrong with them—even if they don't know precisely what it is. This sense will continue to manifest itself until the party member finds themselves in a situation where the affliction finally presents itself.

Once the party approaches the altar, it will pose its own challenges. If the party approaches, but inspects it from a distance, they can make a **DC 18 Arcana (Wisdom)** check to determine the nature of the altar and the items that sit atop it. A successful check will allow them to determine that the altar also has the innate ability to cause insanity. The only way to avoid that insanity with any certainty is to remain a safe distance (six feet or more) from the altar. It cannot be dispelled.





Any character approaching within 6 feet of the altar makes a **DC 12 Intelligence** save or is further afflicted with insanity (**Table 2**).

The altar is plainly adorned and there is nothing of value on it.

Around the edges of the worship area, the doors to the **Confessionals (3)** are simple sliding doors and easy for the party to identify as such.

Both secret doors in the worship are simple push-button secret doors and relatively easy to find with a **DC 12 Perception** check. The secret door leading to the **Secret Treasury (2)** is trapped and requires an additional **DC 14 Perception** check to identify and **DC 14 Dexterity** to disarm. Failure to disarm the trap results in 2d4 damage from two small steel darts. The darts are not poisoned.

The secret door leading to the **Catacombs (9)** is not trapped, but also requires a **DC 12 Perception** check to locate it.

The door to the second floor is locked, and there is no key—it has been lost to the centuries. The door will require enough attacks to reduce the door (AC: 9, HP 8) to 0 HP. If the attacks to the door make any noise, they will alert the **shadow demons** in the **Common Area (4)** on the second floor who will prepare for a surprise attack on the party when they emerge from the stairwell.

Table 2: Insanity

Minor Duration: 1d10 minutes+10

Major Duration: 1d20 minutes+10*

* At the end of a major duration, the afflicted character makes a **DC 12 Wisdom** save at **disadvantage**. A failed save makes the affliction permanent until the character leaves the temple for at least a 48-hour period. It cannot otherwise be cured.

Roll	Affliction
1	Hallucination: The afflicted party suffers from a persistent hallucination that is horrifying and so real that all actions are attempted at disadvantage .
2	Anti-Social: The party member will have the urge to leave the party and adventure on their own—further convinced that only they will be successful.
3	Seizures: You suffer from uncontrollable seizures that reduce Strength by -4 and Dexterity by -4 .
4	Impulsive: The next decision that you try and make for the party is something you are absolutely convinced is correct. You will not wait for the party's decision but will begin acting upon it immediately. The DM will need to identify the situation and convey the impulsive behavior to the afflicted party member as they will not anticipate this happening.
5	Shock: Mental images from earlier in the adventure are so shocking as to render the party member immobile for 1d6 rounds during combat. Shock has a 25% of occurring every round of combat.
6	Walking Dead: The character is convinced that they have died, and believe they pose a threat to the party. The most likely outcome is that they will flee from the party until after the affliction ends.

2. **SECRET TREASURY:** This room serves a dual purpose, both as a small treasury and as an entrance to the four small **Confessionals (3)**. There are only a few items in the treasury, but the party will immediately note their immense worth.





The north wall of the treasury is lined with two wooden shelves at about eye level, which hold two dull silver chalices (one per shelf).

Upon inspection, both are filled with a golden liquid that, in sharp contrast to the temple, shines like the sun and smells like pure ambrosia. The party might suspect that the chalices were once used as part of worship services by the priests of Lawkanada.

In the center of the room is a small dais upon which sits a crystal vase—the only other item in the treasury.

The two chalices and the crystal vase appear to be worth more than anything the party has ever seen.

If a party member picks up either of the **chalices**, they will have the unrelenting urge to drink from it. A **DC 14 Intelligence** save will be required to resist that urge.

If the party member is afflicted with **Impulsive** behavior (see **Table 2**), they will drink with no saving throw. The liquid is “golden mead.” They will briefly feel as though they have never tasted anything smoother or sweeter. The imbiber will stop drinking very briefly and describe the liquid as tasting and smelling like the purest of sunshine and honey, ambrosia, and dewdrops. The pause is not long enough for anyone in the party to stop her or him from drinking enough of the mead to be immediately affected by it. However, that euphoric feeling will quickly fade as the character drinking it will almost immediately sense an uncomfortable, full feeling.

The party member will notice that the full, uncomfortable feeling shifts suddenly to nausea and they will vomit a very small amount of the mead, which will start to solidify as it hits the ground.

Unless the party is somehow able to extract the mead from the stomach of the party member drinking it in 1d4-1 turns (minimum 1 turn), the mead will coalesce into gold and cause the party member to starve to death (painfully) in 1d4 days. Immediately after drinking the mead, they will make all attacks and saves at disadvantage. After 1 day, they will be completely immobilized.

If the party has the stomach for it, they can extract 100 gp worth of gold bullion from the character's stomach upon his or her death (or extraction).



Each of the two chalices is worth **25 gp**. It is evident that they are not of the value the party initially thought when they first saw them—perhaps because of the darkness in the temple.

The **crystal vase** is also trapped. Upon inspection, the party will note that it contains a large sum of platinum pieces (80 pp). The vase is unusual in that it radiates a sense of negative magic (not evil).

Whoever chooses to carry the vase will be cursed with **-2 strength**, which will increase by an **additional -2** for every turn they carry it, until reduced to **0 strength** at which time they will become immobile. If their strength drops below 0, they will die, and cannot be resurrected.

Note to DM: the player will notice the change in strength slowly over time, and very well not associate it with the vase.

On the other hand, if an afflicted party member sets down the vase, they will then regain strength at a rate of **+2** per hour (at the end of each hour so as not to be immediate) after doing so. **However, they will incur -1 Strength permanently.**

If a party member destroys the vase, they will lose **-6 intelligence** until the curse associated with destroying it is removed (remember that the object itself remains cursed). There is no saving throw against the loss of intelligence.

The curse may be easily removed from the vase by tipping it upside down so that the platinum pieces are emptied from it. Once removed, all of the afflicted party member's intelligence is restored to him or her.

The vase itself has no value.

The secret door to the confessionals is activated by a concealed lever that requires a **Perception DC 12 check** to identify. It is not trapped; however, pulling the lever will instantly open all four secret doors.

3. **CONFessionALS:** The confessionals provide additional clues that the players are in a temple unlike the others that they have encountered to this point.

Each of the confessionals contains a **Flameskull (4)** (AC: 13; HP: 40; +5 to hit, 10 fire damage). The skulls are not sentient, but will



attack in concert with each other, as screaming, insane laughter echoes across the confessionals. The flameskulls emit blazing green flames and have fiery orange eyes. They will not hesitate to cast their spells and then use **Fire Ray** in their attempts to destroy the party. Because they are not sentient, they will attack until destroyed (or the party is defeated).

The Flameskulls are ultimately in place to protect the treasure located in the **Catacombs (9-12)**, but the last confessional also contains a treasure chest that is sitting on the bare stone floor.

The treasure chest in the last confessional is a **Mimic** (AC: 12; HP: 58; +5 to hit, 7 piercing or bludgeoning damage).

The mimic will automatically attack with surprise.

If the party removes the mimic from its place on the floor, they will discover a poorly concealed loose flagstone. The stone conceals a small storage area beneath the floor and also serves as a simple lever trap that requires a **Perception DC 10** to identify and disarm. If the trap is not identified, the flagstone will hit the player in the forehead and inflict 1d4 damage, much to the amusement of the rest of the party.

The area under the floor contains **25 gp** that are loosely strewn in the area, along with a **ring of protection +1**. There is also one unique **silver coin** that has the emblem of a black lotus etched into it. The silver is of a quality unlike the party has seen before, but that most closely resembles mithril. **Note to DM:** This is the first clue of Xan Yae's presence, along with the Mingalarbar ore that the party will discover further into the adventure.

4. **COMMON AREA:** The party will most likely be immediately surprised and attacked by four **Shadow Demons** (AC: 13; HP: 66; +5 to hit; 10 psychic damage). The demons wear grey robes that are adorned with simple stitched likenesses of black lotus flowers. They are minions of Xan Yae, and they will fight to the death. They carry nothing of value.

Once the shadow demons have been defeated, the party will see that this area once served the Acolytes of the temple as a common gathering area. There appear to have once been comfortable places for reading and studying.

The shadow demons have completely destroyed the area, smashing furniture against the walls, and piling refuse in the corners.

There is nothing of value in the common area. The party will note a stairwell that ascends to the third level, and two doors that lead off to the west. The door handle leading to the **Kitchen (5)** is made of a gold metallic material, and the one leading to the **Dining (6)** area is made of silver. Both are trapped, and require a **DC 17 Perception check** to identify, and **DC 18 Dexterity check** to safely disarm. Because the traps are identical, the party will easily identify the second one; however, they will still need to disarm it.

If the party succeeded in disarming the first trap, their odds **improve by +4** in disarming the second. If they failed, their odds **decrease by -2**. If the traps are not found or disarmed, both will emit a mist of the same color as their door handle. The silver mist causes a **Minor Psychological Affliction (Table 1)** while the gold mist causes **Major Insanity (Table 2)**.

Both mists require a **DC 14 Constitution** save from anyone else located in the room as the mist disperses quickly to cover the entire common area.

It will take some time for the party to search the common area, and there is little of interest or value to them. Spellcasters will find a few **sheets of vellum** (1d4) and a couple of **quills** (1d4) that may be of use to them.

A party member proficient in **Arcana** or **History** will also find the **Background of Xan Yae** scribed and ornately illustrated on a single scroll (see **Appendix**).





5. **KITCHEN:** The party will be initially and immediately repulsed by the kitchen and will refuse to enter.

The party will immediately notice an offensive smell of rotting flesh and garbage emanating from every corner of the kitchen. There are rusty, bloodied meat hooks hanging on old iron chains from the ceiling, and hunks of meat and organs sitting on preparation surfaces that are further covered with gore.

It seems as though everything in the kitchen is in a state of extreme rot and decay.

Small black rats scurry away, bottle flies buzz heavily in the thick, humid air, and maggots work furiously, crawling in and out of the carcasses.

If your party chooses to enter the kitchen, your conscious reflex will be to breathe very carefully and shallowly—if you are even able to enter the room in the first place.

In order to eventually enter the kitchen, the party members will have to make a conscious decision to do so, making a **DC 16 Constitution** save just to enter the room. If a party member opts to cover their nose and mouth with some kind of cloth, they can make their save with a **+1**. Use the following table to determine the results for each player:

Roll	Result
<16	Throws up for 1d6 damage, and unable to enter the room; may retry in 1d6 rounds
16	Throws up for 1d6 damage, but is able to enter the room
17	Throws up for 1d4 damage, and is able to enter
18	Throws up for no damage, and is able to enter
19+	No additional effect, and is able to enter

Once the party enters the kitchen, they will note a variety of cupboards, shelves and ample preparation areas. There is a cooking pit in the center of the room that is vented through the ceiling, and a large wooden cooking oven on the north wall. There is a low wood fire smoldering in the stone oven. There are no visible flames, just smoke and faint embers.

If the party inspects the oven, they will see what appears to be something that is tarnished with black soot, but coppery or golden in the far back of the stove. It is too dark and smoky to see exactly what it is, and

the stove appears to be protected by magic so that those with darkvision will not be able to identify it either.

Should the party decide to thrust a torch in the oven, they will quickly discover that a large pocket of super-enriched oxygen was trapped in the stove, exploding upon impact with any open flame. The person holding the torch takes **2d12** fire damage from the explosion; there is no saving throw. Party members within the first 5 feet of the stove make a **DC 18 Dexterity** save or take **1d12** damage (half upon save). Anyone else in the room makes a **DC 12 Dexterity** save or takes **1d6** damage. The explosion is quick-acting and will not ignite any other material in the kitchen.

If the air inside the stove explodes, it will destroy the object inside. If the party finds an alternative way to remove the object, they will discover that it is a small golden bowl worth 75 gp.

6. **DINING ROOM:** From the doorway, this appears to be nothing more than a simple dining area for the temple's residents.

When the party looks inside the dining area, they will see a large oak table, surrounded by eight plain wooden chairs.

By all appearances, the acolytes and priests must have been sitting down to a meal when the temple was attacked. The attackers not only spared no one, but apparently took great relish in beheading and disemboweling all who sat around the table.

It appears as though the priest was sitting at the head of the table, and the assailants slit his body open, leaving his entrails spilling out across the table where they are slowly rotting in the humid jungle air.

The room is plainly adorned with only a handful of iron sconces and torches on the wall to normally provide a small amount of light to the diners. They are unlit.

The party has the impression that after the diners were executed in their seats, the room has not since been revisited.

If the party chooses to more carefully observe the room before they enter, a **DC 14 Perception** check reveals that what appeared to be intestines on the table are in fact purplish-black tentacles attached to a humanoid skull.





Rolls of **DC 16 Perception** or better will reveal that it is actually a **Mind Flayer** (AC: 15; HP: 71; +7 to hit; 15 psychic damage).

If the party defeats the mind flayer and searches the acolytes at the table, they will notice that they are all wearing plain chain necklaces under plain habits. Half of the necklaces are adorned with one of two different symbols. They will notice that those wearing one (fire) symbol are wearing red robes, and those wearing the other (water) symbol are wearing pale blue robes. Constructed of wood, the pendants on the necklaces and their simple chains have no value.

However, the party will need one (fire) necklace for the lock located on **Observation Deck One (7)** and one (water) for **Observation Deck Two (8)**. They will then need both (one of fire, and one of water) necklaces to unlock the final mystery of the **Secret Crypt (12)**.



7. **OBSERVATION DECK ONE:** As the party has adventured through Mingalarbar, the temples have often had observation decks that have allowed for magnificent views of the surrounding temples and jungles. This level of Lawkanada is no different, except for one defining feature: when the party steps out of the stairwell, a round stone dais will slowly raise from the center of the floor.

The dais is constructed of stone and will make a stone-on-stone grating noise as it raises from the floor. When fully raised from beneath the surface of the floor, it will stand approximately four feet tall. The dais is empty with the exception of one inset symbol on its flat top that glows a bright, ruby red:



The party will have ten seconds from the time they leave the stairwell to insert one of the fire necklace talismans into the depression on the dais. Once they complete that step, the inset symbol will stop glowing as if extinguished. There will be no other evidence that anything has happened. The party needs to leave the talisman in the dais. When they leave the observation deck, they will see and hear the dais recess back into the floor.

If the party doesn't have the talisman (or if they attempt to use the wrong one), and if they linger longer than ten seconds, the 3rd floor will quickly fill with poisonous gas.

By the time the party realizes that the gas is present in the room, it will have begun to fiercely burn their eyes and lungs, causing intense fear of suffocation. There is no saving throw; afflicted party members will run, fleeing from the observation deck and temple for **2d4** turns. They will be unwilling to return for at least 48 hours. The burning also causes **1d12** acid damage. Due to the acidic nature of the gas, it will permanently and adversely impact their ability to breathe. Their **Constitution** will be permanently reduced by **-1**, and their **HP** permanently by **-1d6**.

8. **OBSERVATION DECK TWO:** This observation deck is identical in physical features to **Observation Deck One**, with two notable differences.

The first difference is the dead body of an acolyte that lies slumped against the western wall of the observation deck. From the stairwell, the body has no defining features, but its posture makes it evident that it is dead.

From the observation deck, at the extreme western edge of the view is the tallest of all the temples—one that towers at least eight stories in height, more than double the height of **Lawkanada**. They will see that someone has taken black, charcoal-like chalk, probably the dead Acolyte lying beneath the words,





and hastily drawn a likeness of the same temple on the wall, along with one word:

Mahabodhi

This is the only clue provided to the party as to their next destination. Because it is the same chalky substance used in the **Catacombs**, it is also a clue that the party might return to that part of the temple as well (if they have already visited the catacombs).

The illustration was in fact drawn and labeled hastily by the Acolyte whose body lies beneath it. The Acolyte was killed by the intruders shortly after he completed his message. If the party investigates the body, black dust covers his fingers and the palm of his hand.

The second difference and feature initially appears to be the same as from the lower observation deck: a stone dais that raises from the stone floor when the party enters. It is identical except for the glowing symbol, this time blue, inset into the center of the dais:



Although the party will not initially have the time to take in the beauty afforded by the observation deck, the views from this floor are truly dazzling in their beauty. The view from the western side is one of the most expansive as it looks across the largest number of temples for as far as the eye can see.

The party will have ten seconds from the time they leave the stairwell to insert one of the water necklace talismans into the dais. Once they complete that step, this inset symbol will also stop glowing. As with the fire talisman, there will be no other evidence that anything has happened. The party needs to leave the talisman in the dais. When they leave the observation deck, they will see and hear the dais recess back into the floor.

In addition to the dais recessing back into the floor, the party will hear a much larger



rumbling that sounds like it is coming from the base of the temple. This aural clue is one of two that will prompt them to return to the catacombs. This clue will only happen if the party also inserted the fire talisman on the dais on the previous level.

If the party doesn't have the talisman (or use it), and if they linger longer than ten seconds, the 4th floor ceiling will collapse upon the party, inflicting **20d10** bludgeoning damage to anyone in the room with no saving throw.

If the party has already been to the catacombs, the activation of the two talismans and the ensuing noise will suggest that they return to that part of the temple.

9. **CATACOMBS:** The stairs to the catacombs descend from the temple for at least twenty feet, if not deeper into the ground. The party will feel the air turn noticeably colder and damper as they descend the stone stairs. They will get the sense that no one has been in this part of the temple in quite some time.

At the bottom of the stairs, the ground quickly becomes rough and unfinished, resembling more of a mine tunnel than a hallway. An **Arcana DC 16** check will reveal to the party that this short tunnel likely predates the temple by centuries.

This is in fact a hint as to the demise of the temple as the temple was built on top of an old burial catacombs and series of crypts. It is also further evidence of the ongoing battle between Mingalarbar and Xan Yae.

The main catacomb opens up into a large chamber with a high, roughly domed ceiling. There is a small, rotting wooden door at the extreme far eastern end of the cavern.

The catacomb is dark and exceptionally cold. The walls are covered in ancient petroglyphs that look like they were drawn with some kind of dark umber chalk—not unlike the chalk used by the Acolyte in the observation deck. For party members that know sylvan, the petroglyphs bear the faintest resemblance to runes, but are unlike any they have seen elsewhere and therefore cannot be translated.

The catacombs have several above-ground crypts spread out haphazardly across the



floor of this area. They largely obscure the far end of the catacomb from view. When the party reaches the half-way point across the floor of the catacomb, they will see four **Trolls** (AC: 15; HP: 84; 3 attacks; +7 to hit; 11 slashing damage) that were crouching behind a couple of the crypts.

The trolls are only part of the problem for the party as there are also **Stirges** (AC: 14; HP: 2; +5 to hit; 5 piercing damage) (10 per party member) hanging from the ceiling. The stirges will not attack until the trolls have attacked.

There is nothing of value in the catacombs.

10. **CRYPT ONE:** This is a small 10' x 10' burial vault with an arched ceiling. There is one central crypt in the room, which is otherwise empty. The crypt itself is locked and trapped. The lock is automatically released by the insertion of the talismans in **Observation Deck 1 (7)** and **Observation Deck 2 (8)**. It is otherwise impossible to open the crypt, so if the party visits the crypt before the observation decks, they will find that the crypt is impossible to open.

The trap will not be easily identified until the lid of the crypt is open (**Note to DM:** initially, tell the player that their character found no traps), at which point a previous roll of **DC 19 Perception** reveals an inaudible, but incredibly faint resistance as the lid is raised. The character feels as though perhaps the hinges might just be a bit rusty from lack of use—they aren't sure. At this point, the player should roll a second check of **DC 19 Perception** as this is an extremely subtle trap constructed by the most expert of trap-makers. Upon success, the character knows that the crypt is trapped, and can see how to easily disable it—while very subtle, it is also almost as easy to remove (no check required).

However, if the party misses the trap, any character (up to two, maximum) standing over the crypt will feel an intense vacuum pulling them into the crypt. Characters standing over the crypt need to make a **DC 16 Strength** save, +2 if they are wearing heavy armor (thus making them heavier and more difficult to pull into the crypt. The crypt is lined with a series of poisoned spikes (6) that will cause **1d6x6** piercing damage. No more than

two humanoids may be sucked into the crypt, and the trap only triggers once.

The spikes, though, are additionally poisoned, and the characters falling into the crypt make a **DC 16 Constitution** save for each spike (all 6 for one character or 3 if there are two). Each failed spike delivers **1d12** poison damage per 1 minute, up to **1d6+2** minutes. The poison is especially lethal.

Whether or not the party is able to disarm the trap, they will be handsomely rewarded as the crypt has an easy-to-detect false bottom (no check required) covering a small recessed space with the following treasure:

- 3 Large Gems, including a **peridot** (10,000 gp), **emerald** (50,000 gp) and a **black pearl** (40,000 gp).
- **10 potions** (determined randomly)
- **3 scrolls** (determined randomly)
- 1 **ring of fire resistance**.
- **+2 long sword**
- **-2 long sword** (cursed)

The crypt has one door to the south that leads to a second, more interior crypt. The door is relatively heavy and thick, so the lich in **Crypt Two (11)** will not hear the adventurers even if they struggle with the trap.

11. **CRYPT TWO:** The second crypt is similar in dimension and shape to the first crypt. It also has a solitary crypt in the center of the room and appears to be identical in shape and size. As a result, the party may be tempted to treat it in a similar fashion, having learned their lesson the first time around—or so they think.

However, this crypt is home to a **Lich** (AC: 17; HP: 135; +12 to hit; 10 cold damage and save vs. paralysis). The lich was once a great wizard and presumably the source of the chaos surrounding the temple.

All of the lich's treasure was located in **Crypt One**.

12. **SECRET CRYPT:** This crypt is accessible only by way of a secret door, and it has the equivalent of a double lock securing it. The party will have first needed to have activated both dais in the observation towers, **(7)** and **(8)** before proceeding any further.





Once activated, two recessed handprints will appear, one on each side of the secret door. They are identical save for the fact that the one on the left is pitch black, and the one on the right is glowing a bright golden light.

There are no clues provided as to how to activate the secret door. However, as an evil temple, the bright golden light handprint is a fake and trapped mechanism. If the party investigates it, they will require a **DC 20 Perception** to determine that the mechanism is somehow connected to a series of gears that activate something large behind the walls. There is no way to physically alter or deactivate the trap: the goal should be for the party to just ignore it. If they attempt to deactivate the trap or place their hand or other object in the recess, the ceiling will collapse, killing everyone in the outside crypt (11) and trapping anyone inside of this one.

The handprint on the left is not trapped and placing a hand in it will activate the secret door and open access to this crypt provided that the sigil's in the two observation decks have been activated.

There is a plain altar in the center of the room, which is otherwise empty. There is a mithril tablet sitting on top of the altar, which is not trapped.

Given all of the traps the party has encountered, they will likely be overly cautious in this room before they take the tablet.

The tablet contains the missing Canto that the party has been seeking:

*Darkness falls,
Songs silent.
Mingalarbar mourns days gone by.*

THE END

Destruction of the Canto

The party's journey back to the monastery and to Brinton will be uneventful. They will hear the frightening growling and howling of demons and other beasts, but they will remain at a distance (out of sight) from the party.



Upon their return to the monastery, Brinton will be surprised to see the party, admitting that he and his fellow monks thought the effort to be a nearly impossible feat to accomplish. He will express even further surprise that they have recovered the missing Canto.

On the evening of the party's return, the monks will ask the party to participate in a worship ceremony much like the one that started their adventure, weeks earlier. As part of the ceremony, they will destroy the mithril template and the missing Canto inscribed upon its surface.

It will be unclear to the party how the tablet is destroyed, though it will obviously be by magical means.

Brinton and Damarra will avoid any questions they are asked about destroying the mithril tablet other than to tell the party that the Canto will live on in the collective memory of the monks of the monastery.

The party can confirm with Brinton that the next leg in their journey (if this is not a side adventure) will be to find **Mahabodhi** and continue their quest for the lost cantos.

Awarding Experience

The adventure is designed to play in roughly one session. Survivors of the adventure should be awarded one level of experience.

If you feel your party's efforts were truly creative and valiant, you may award them up to two levels of experience.

Mahabodhi

When the party departs from the monastery for **Mahabodhi**, they will have one last opportunity to talk with Brinton. He will be more hesitant to talk than he normally tends to be. Party members might reasonably take the hesitation to be coming from a place of fear.

When Brinton does finally share limited information with the party, he will tell them: "Mahabodhi is different from Lawkanada because it is one of the very few temples built for Mingalarbar that she did not explicitly ask for," before pausing for a considerable amount of time. Just when the party thinks Brinton has stopped, he resumes.



"Back when the skies were clear, the crops abundant, and waters flowed golden like honey, our people built a temple for Mingalarbar to give thanks. Mingalarbar didn't demand it, and the people thought they were doing right, and offering their thanksgiving for many years of plentiful crops and peace. They thought Mingalarbar would be pleased with them and reward them richly with many more years of prosperity, health and bountiful crops."

"In fact, the new temple and the monks seemed to have flourished almost from the start. Somehow, they even discovered the magic and practice of healing within the walls of their temples. They seemed to almost telepathically know when someone in the village grew gravely ill and would show up unexpectedly with a combination of potions and salves that would—almost by magic—heal the wounded. Ancient legend has it that they once were able to raise even the dead. Surely, Mingalarbar was pleased with her newest temple, Mahabodhi."

If asked, Brinton will tell the party that he is not sure what the source of the temple's healing powers was, but that the elder monks suspected they had their own secret garden where they grew and then later concocted potions, salves and poultices for healing based on recipes and formulas they had developed over the years.

"For a few years, we took this as a sign that Mingalarbar was pleased, and all was good."

"But," and Brinton's voice turned softer, perhaps both remorseful and vindictive, "something happened at **Mahabodhi**. The temple had quickly gained the reputation for its devoutness and prayer, and many of Mingalarbar's youngest and brightest men vied for much coveted opportunities to go there and study. Mahabodhi had become the crown jewel of Mingalarbar."

"Over time, though, we heard less and less from **Mahabodhi** and the time between visits went from infrequent to non-existent, and so a small band of monks set out to see what they might learn about the fate of the temple and its monks—the young, promising men of Mingalarbar."

"Weeks went by, then months" and again Brinton paused, struggling to find the right words, fear edging into what he was trying to share with the party.



"We thought that the party of three monks was lost, that something horrific must have happened to them on their way to Mahabodhi."

"And then," Brinton resumed, "after three months, only one of the three monks returned to the monastery. Though his body returned to us, it was as though the rest of him, soul and mind, were..." Brinton trailed off, briefly, "...well, just not present any longer."

"Legend has it that the elders would ask questions of the monk, and most of the time would only get gibberish in return. Nonsense words."

"Damarra's grandfather's grandfather was one of the monks who lived during those troubling days, and he was always suspicious of Mahabodhi. To his dying day, he remained firmly convinced that evil had befallen the party of monks at the very temple itself. He suspected that some kind of rift had formed between Mingalarbar and another goddess named Xan Yae, and that somehow the monks had gotten caught in an epic battle between the two goddesses. The other monks dismissed this notion as the ramblings of an old man, jealous of the prior fame and good fortune of Mahabodhi."

"Damarra, however, claimed that his elder grandfather had somehow found evidence that the third monk who returned provided clues that were etched in the constellations of the night sky—clues to this epic battle between the two goddesses. Legend has it that Damarra's grandfather had found an ancient scroll that pointed to evidence that we see reminders of in the night sky. To the north, **Fortuna Major**, to the south **Fortuna Minor**, to the east **Puella** and to the west **Via**."

"The stars, Damarra's grandfather claimed, circled around the center of the darkest of midnight skies and formed the outer stars of a fifth and larger constellation of stars called **Conjunctio**."

"The elder monk would claim that the outer points of **Fortuna Major**, **Fortuna Minor**, **Puella**, and **Via** would come together only a few times a year on the autumnal equinox to form the outer boundaries of **Conjunctio**. Only then, he claimed, would the secrets of **Mahabodhi** be told and the missing monks of Mingalarbar be freed from their miseries inflicted by the warring, fearsome Xan Yae."



"If the legend is in fact true," Brinton tells the party, "then the stars will form in conjunction as the larger constellation only twice per year: first in the morning of the equinox, and then again in the evening."

"But the stars..." Brinton pauses, lost in the memory of the missing monks, the lost days of Mahabodhi, "...the stars have also become lost to us. Only Damarra's grandfather's grandfather knew the constellations well enough to identify them in the night skies. Some of the monks of Mingalarbar have spent the last two generations studying the skies carefully, but we can't seem to piece together how or where the constellations form."

"Perhaps the story of the constellations was nothing but the ramblings of an old monk, designed to try and make sense of what happened to those three young Mingalarbar monks. Or perhaps as we have been told by our elders, the stars change with time, and our constellations have been lost. Perhaps we look in the wrong places, and at the wrong times. Perhaps Mingalarbar's best days are behind us."

"But Damarra's grandfather's grandfather remained convinced his entire life that to solve the mystery of the constellations was to solve the mystery of **Mahabodhi** and return our monastery to glorious days."

If the party chooses to tell Brinton that they have a clue from Lawkanada that the next mithril tablet with a Lost Canto of Mingalarbar is held in the temple of **Mahabodhi**, Brinton will share a final thought with them, "**Mahabodhi** is a temple of which we seldom speak of in the monastery. The loss of our brother monks has not faded from our memories, and we fear the powers of Xan Yae at war with Mingalarbar."

"But, it seems, my friends, that there may be no other choice. **Mahabodhi** seems to be fated to be your next stop in this weary quest to save Mingalarbar."

If asked, Brinton will tell the party that Damarra refuses to speak of Mahabodhi or his grandfather's grandfather's knowledge of the constellations and of the temple.

Brinton also knows only little about Xan Yae but will share that she usually dresses in golden orange robes adorned with a simple black lotus and is slender and graceful. The monks see her as the master of the unseen, the mind that is all minds. He



will tell the party that her worshipers believe that labyrinths and mazes were often built as places full of hidden lore, and in honor of the balance she is purported to bring between good and evil.

Brinton worries that Xan Yae may have overtaken the temple of Mahabodhi from Mingalarbar, and that only those adventurers seeking harmony and balance will discover the mysteries of the temple.

If the party needs basic provisions and rest before departing, Brinton and the monks will do what they can to help them prepare. However, they have no other assistance to offer the weary adventurers.

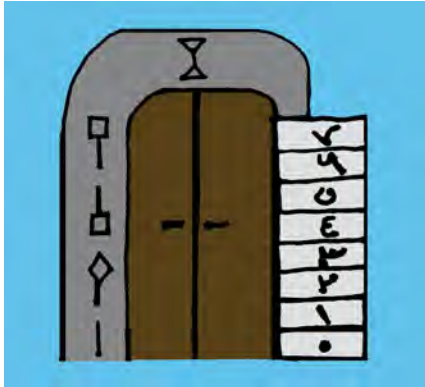
The Temple of Mahabodhi

The Temple of **Mahabodhi** literally towers high above the western edges of the jungles—one of the outermost of the temples of Mingalarbar and easily the tallest. It is constructed of ancient dark gray stone and the party can confirm that it very likely does tower eight stories high as it is more than twice as tall as any of the surrounding temples and their towers. It is likely that they have seen it in their previous forays into the area.

The temple's outer walls are covered in hanging vines, and the stones are wet with jungle humidity and cracked, crumbling and worn with age.

The temples of Mingalarbar have typically been modest on the outside, and Mahabodhi is no different in that respect. From a distance, the party will notice that the upper levels of the temple are adorned with many open-air windows that likely afford majestic views of the surrounding jungle and nearby temples.

As the party approaches the main double-doors to the temple, though, they will notice something different. Although these doors are constructed of solid dark wood, likely taken from the jungle forest surrounding the temple, it is the surrounding archway and stones that stand out to the party.



The tall double-doors themselves are not locked, unadorned and unremarkable, but the stone archway that supports the left side is emblazoned with four symbols. A fifth symbol adorns the stone over the doorway.

To the right of the doors, there are eight additional symbols carved into the temple's stone walls.

Although members of the party might attempt an **Arcana** check, the symbols are unlike anything they have seen before. A **DC 18** might suggest that they share a common ancestry with the sylvan written language—however they are decidedly not sylvan. At most the party might notice that there are eight floors in the temple, and eight symbols carved vertically to the right of the door.

The symbols to the left of the door are sigils that correspond to the four ordinal constellations that Brinton eluded to back at the monastery. While there is no reason to discourage the party from drawing that conclusion, there is also nothing more to learn about the constellations from the carvings in the stone around the temple door.

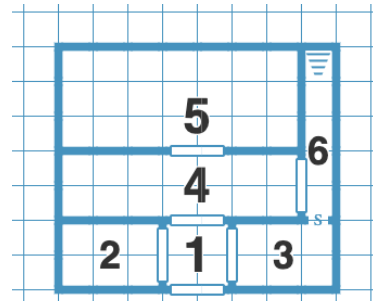
The sigils roughly line up with the symbols to the right of the door and offer a hint that every two floors of the temple will correspond to one of the four constellations. While interesting, it is not necessary to know this to find the Canto of Mahabodhi.

There are no hints to indicate the nature or meaning of the sigil appearing at the top of the door, though the party may later equate it with **Conjunctio**.

The temple doors are unlocked, and Mahabodhi awaits. The party will hear nothing if they pause at the door to listen.



Floor 1: Entrance



The first floor of Mahabodhi is unlike that of any of the nine previous temples as all of them used that space as their main worship area. Because the upper levels command such impressive views, the monks of long ago dedicated the lower levels of their temple to living quarters.

The **Entrance** is unremarkable, and a small entryway with doors that open onto the rest of the first floor.

The entryway to Mahabodhi is unremarkable, and unadorned with any artwork of any kind. There are no windows, and the entranceway is pitch dark, save for the dim light that seeps in through the open doorway behind the party.

The party finds themselves in a small, 10 foot by foot entry way with three doors, one in each direction (north, east and west). The floors and walls are constructed of the same stone as the exterior of the temple.

There are sconces on the walls that contain unlit torches.

The party gets the impression that the entryway has been unused by visitors for many years.

1. **ENTRANCE:** There is a pressure plate in the entrance way that triggers a silent alarm in both bedrooms **(2)** and **(3)**. A party member would have to search for the plates before entering the entrance area, or they will have already set them off. Although it seems unlikely that the party will search the floor before entering the temple, anyone searching should perform a **DC 14 Perception** check. Because there is an element of surprise involved when the party enters the temple: if the party finds the pressure plates after setting them off, the discovery will at least prevent that element of surprise. The party will have about 30 seconds before they are attacked



by the **Shield Guardians** that are stationed in each of the bedrooms immediately to the east and west.

There is nothing of value in the entrance to the temple. All three doors are unlocked. If the party does take the time to explore the entryway to Mahabodhi, they might reasonably conclude that it has been many years since the temple has had visitors—there is no sign of entry or foot traffic in the area.

2. **WEST BEDROOM:** This bedroom contains a **shield guardian** (AC: 17; HP: 142; +7 to hit; 11 bludgeoning damage) that will attack the party when they are in the **Entrance**.

There is a solitary bed and footlocker in this bedroom, but nothing of apparent value. The footlocker contains an Adept's habit, that is ash grey in color, and simple in cut. A **DC 12 Arcana** check will cause the party member to suspect that it is a robe belonging to a monk who worships Xan Yae—an early clue that the goddess and her worshipers had, at some point, in fact taken over the monastery.

The robe will glow magic. The robe is large enough for a medium sized humanoid to wear it over medium armor or lighter. It will only attune to characters that are either **Lawful** or **Evil** and afford such characters **+1 protection** as **Xan Yae's Acolyte Robe +1**.

3. **EAST BEDROOM:** This bedroom contains a second **shield guardian** (AC: 17; HP: 142; +7 to hit; 11 bludgeoning damage) that will also attack the party when they are in the **Entrance**. By virtue of a magical connection, the two guardians will attack the party at the same time and attempt to trap them in the entrance way to the temple. Both shield guardians will attack the party until they are destroyed as they are not sentient.

The bedroom is the mirror image of the **West Bedroom (2)** and also contains a simple bed, and a small footlocker that appears to be used for the storage of clothing and small personal belongs. There is, however, nothing of value in the footlocker.

If the party inspects the area around the bed, they will have a reasonably good chance, **DC 12 Perception**, of seeing what look like scrape marks from the legs of the bed in the dust on the floor.



The bed sits over the top of an otherwise poorly concealed trapdoor. There is a small two-foot cubic space beneath the trapdoor. If the party inspects it, there appear to be between 4 and 6 scrolls that have been loosely tossed into the area. The scrolls appear to have been in the space beneath the bed for a considerable number of years.

If the party does nothing to disturb the scrolls, the first person who reaches in will have the potential to be bitten by a **poisonous spider** (AC: 12; HP 1; +4 to hit; 1 piercing damage; **DC 12 Constitution** save or **3d4** damage per hour for **1d8** hours), which attacks with an automatic element of surprise. Other than being particularly poisonous, the spider's stats are the same as a normal spider.

Three of the four scrolls appear to be rather cryptic telling of the history of Mingalarbar in a fashion that closely resembles the history that the party has learned from Brinton and Damarra. A fourth scroll, however, glows with magic. Written on it is a poem that is surrounded by the same four sigils that were etched into the left side of the entrance way to the temple:

*Look north, my sisters, Fortuna Major
Lament not, your sisters, Fortuna Minor
But suffer the elder Puella,
The younger via.*

*Conjunctio, even four times, fails you.
Save, twice death's harvest, equinox.
Conjunctio, reunites, saves.*

The party will need the scroll when they reach the 8th floor of the temple. The poem will ultimately summon the final vision of Xan Yae.

The presence of the shield guardians is intended as much as anything to hide the presence of the secret passage, making it otherwise relatively easy to find once they have been defeated by the party. There is a loose brick that the party will discover with a **DC 12 Perception** check. A roll of 16 or better will indicate that it is trapped, and easily disarmed.

If the trap is not found, the person removing the brick will have their thumb and **1d4** fingers of their primary/dominant hand crushed. For the remainder of the adventure, they will not



be able to use two-handed weapons, and will attack with disadvantage with any attack requiring the use of their primary hand. Spell-casters will be unable to cast any spell that requires the use of their hand.

4. **DINING HALL:** The dining hall is long, narrow, and spartan in its decoration. There is one small wooden door on the eastern wall. Like the rest of the first floor, there are no windows. The large, wooden table seats eight, and is currently barren of any settings.

There is nothing of value in the dining hall.

5. **KITCHEN:** Long and narrow, like the dining hall, the kitchen appears to have been a modest area with a large wood cooking oven in the far corner.

When the party enters the kitchen, they will hear a soft scratching sound from underneath a butcher block in the center of the room.

If they inspect it, they will discover a small brown kitten eating what appears to be the remains of a giant rat. The kitten will not appear to be startled by the group and will be quite comfortable around the party when approached.

If the party chooses to, they may take the kitten. It will avoid any dangerous situations and, as with most cats, will resist doing anything useful for the party. Party members proficient in **Nature** will notice that the kitten has features, like a slightly over-sized head and paws, that suggest it will grow rather large over time, perhaps as large as a lynx or a puma. As a point of reference, lynx are medium-sized wild cats and grow to between 40 and 60 pounds in weight. For obvious reasons outlined below, the kitten will show an almost immediate affinity for the weakest member of the party (in terms of being susceptible to physical attacks). **Note to DM:** it is important to identify the target of the kitten's affections before the encounter so as not to give away the kitten's secret.

The kitten possesses an extra toe on each of its paws, but there is otherwise nothing remarkable about the tiny creature. As DM, you should try and use this little detail as a way of distracting the party from the kitten's true nature.

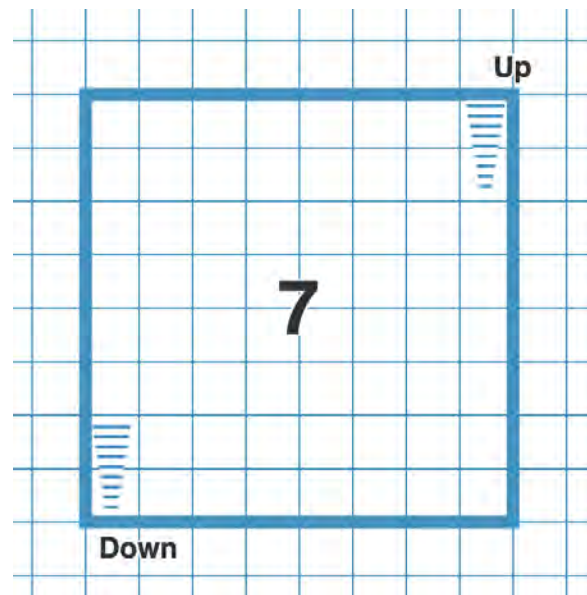


Unknown to the party, this is **Xan Yae's Kitten** (See **Appendix**). Because Xan Yae herself is purely neutral, **Detect Good or Evil** will reveal nothing. The kitten is also protected by Xan Yae's mindfulness, making it nearly impossible to expose her true self: a character proficient in **Deception** would need to roll against Xan Yae's +9, with advantage. If Xan Yae is somehow revealed to the party, the kitten will briefly morph into human morph, and back again, before teleporting to the astral plane.

If the party chooses to take Xan Yae's Kitten, the kitten will have a role toward the end of *The Demons of Mingalarbar*, as well as in the side adventure in the **Appendix**. As a reminder, if the party attempts to **Detect Good or Evil**, they will not notice anything out of the ordinary about the kitten.

6. **SECRET PASSAGE:** The secret passageway is a long, narrow hallway that ends with a set of stairs leading to the second floor of the temple. See (3) for a description of how to find the secret passage.

Floor 2: Monastery Gardens





This large, open area is full of overgrown vegetable gardens, herbs, spices and fruit trees. The exterior walls have immense, inset windows on one side that, during the day, appear as though they would allow in copious amounts of sunlight. At the moment, however, the skies outside of the windows are pitch black—although there are no clouds in the sky, there are also (unlike the 2nd floor) absolutely no stars in the sky.

The windows of this floor only face north. They stretch from floor to ceiling and give an expansive view of the pitch-black skies. The party might conclude, therefore, that night has somehow quickly fallen since they have entered the temple.

7. **GARDENS:** The party steps off of the stairs and into a quiet garden area. The garden is long since over-grown, but it would appear that the monks of **Mahabodhi** used this floor of the temple to grow the herbs, plants, and other ingredients they likely used in their fabled potions, salves and poultices.

The garden feels peaceful, serene. The colors of the flowering plants are vibrant, even in the lack of light from the black night skies. In fact, the garden might be best described as a complete sensory experience. Smelling or tasting any leaves or berries will have no effect, though the tastes will be unique and satisfying, if the party so chooses.

This floor, and the windows inset in the exterior walls, give the party a pretty solid clue that the temple is surrounded by some kind of magic that controls what they are seeing outside (or not seeing) of the temple's windows and explains why it is perpetually nighttime inside of the temple.

The exact source of the magic, however, remains a mystery at this point in the adventure. If anyone in the party is attempting to keep track of the time they are in the temple, they will be perplexed by their inability to do so. By any party member's best guess, they may have been in the temple a scant hour or two, or as long as a couple of days.

This floor of the temple has been abandoned for dozens of years, and the gardens have gone completely wild in their growth. There are faint hints of gravel pathways in and among the creepers and vines.

If the party ventures into the garden, there is a 25% chance for every 10 feet of movement that they will be attacked by one of the following:

Roll	#	Creature
1	1d4	Awakened Tree
2	1d6	Awakened Shrub
3	1d6	Giant Centipede
4	1d4	Giant Scorpion
5	1d4	Phase Spider
6	1d8	Blood Hawk

Even while being attacked, the chance of an additional attack will occur at the same 25% chance, rolled every-other turn. While none of the attackers are dangerous on their own, it is the amount of time the party spends in the garden that will be the most dangerous to them.

If the party makes it to the center of the garden, they will encounter a fountain that is surprisingly still flowing with water that appears as light that is a sparkling, clean shade of blue unlike anything they have seen before. It is surrounded by roughly a half-dozen or so fruit trees. If the party has not yet encountered **Awakened Trees** (AC: 13; HP: 59; +6 to hit; 14 bludgeoning damage), then they will encounter them here (**1d6+2**).

This is the magical garden of Mingalarbar that Brinton told the party about before they embarked upon this leg of the adventure.

Based upon the following **Nature** or **Arcana** checks (**DM NOTE:** only those who are proficient in one of the areas mentioned may roll), they will each find the ingredients to create **1d6** of the following:

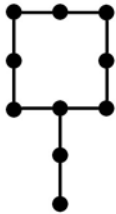
Roll	Potion or Poultice
12	1d4 potion of healing
13	1d4 potion, cure poison
14	1d4 potion of fire breathing
15	1d4 poultice of major healing
16	1d6 poultice of major healing
17	1d6 potion of hill giant strength
18	1d6 potion of invisibility
19	1 potion of greater healing
20	1 poultice of resurrection

The party will mix these potions and poultices using the temple's labs found at (11). Whether the party successfully concocts (18), (19), and/or (20), they





will need to have discovered the black lotus flower located roughly in the center of the garden. Finding the flower requires proficiency in **Nature** or **Medicine** and a **DC 16** check. They will find enough of the black lotus flower to concoct as many of the potions from the table above.

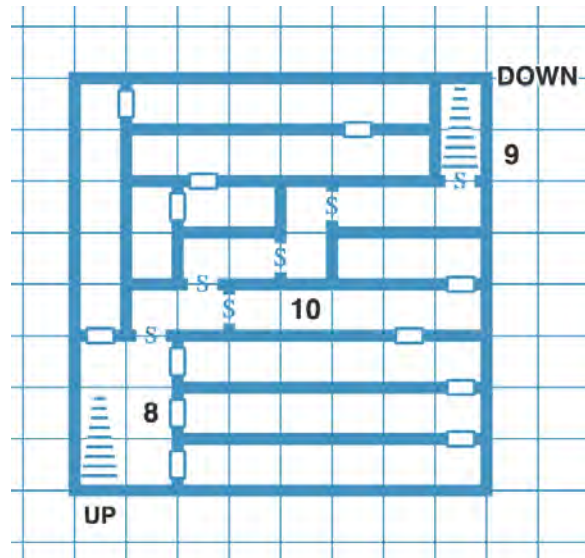


Carved into the wall near the northern windows is a sigil that represents **Fortuna Major**. If the party returns to the window, they will discover that stars have suddenly appeared, and the **Fortuna Major** constellation now dominates the center of the northern skies. The constellation will seem almost imperceptible, perhaps a figment of their imagination, but Fortuna Major appears to rotate clockwise a few degrees, increase in luminance, and then return back to its previous position in the night sky.

Other than the stairwell leading down to the lower level, there is a second stairwell in the opposite corner leading to the 3rd floor of the temple. There is nothing else of value on this floor.



Floor 3: The Maze



This floor was originally constructed as a maze for testing the mindfulness of acolytes who were blindfolded and expected to find their way from the 2nd floor stairs to those leading to the 4th floor using nothing more than their memories. The secret doors were used by a priest who monitored their progress, and so are not terribly difficult to find.

However, as the monks lost control of the temple, the floor became home to a **Medusa** (AC: 15; HP: 127; +5 to hit; 6 piercing damage). **Note to DM:** The Medusa will use the three doors in the south-eastern corner of the maze to watch for the party as it enters the maze.

8. **MAZE ENTRANCE:** When the party reaches the top of the stairs and enters this area of the maze, they will find themselves in a long, rectangular room that is unadorned, but contains three doors: one to the north and three to the east. The doors are un-trapped and unlocked.

It is likely that the sheer number of doors will mean that the party does not look for secret doors. If they do, they need to be explicit about looking for it in the one location that it can exist. The secret door will be discoverable with a **DC 14 Perception**; however, the party will need to explicitly roll a **DC 16** while exploring the ceiling to notice that there is a small inset opening in one of the rocks that is roughly the shape of the end of a quarterstaff.



If they do not find the inset in the ceiling, they will not be able to discover how to open the secret door. The secret door cannot be forced open.

9. **MAZE EXIT:** The stairwell to the 4th floor of the temple is concealed by a secret door that requires a **DC 12 Perception** check to identify. If the party makes it to the stairwell, they will not be pursued past the secret door by the Medusa. It takes one turn to identify the presence of the secret door, and a second turn to open it and move through the door.
10. **CENTRAL MAZE:** The **(10)** denotes the starting point for the **Medusa** within the maze. She is attuned to the room that the party will begin at **(8)** so will be immediately aware of their presence. She will not initially use the secret doors for fear that doing so will reveal them to the party.

The Medusa will only use the secret doors when she is at least reasonably assured the party will not notice **or** if she is fleeing for her life and thinks it will bring her advantage. The Medusa is well aware that the center of the "maze" is a series of hallways connected by secret doors.

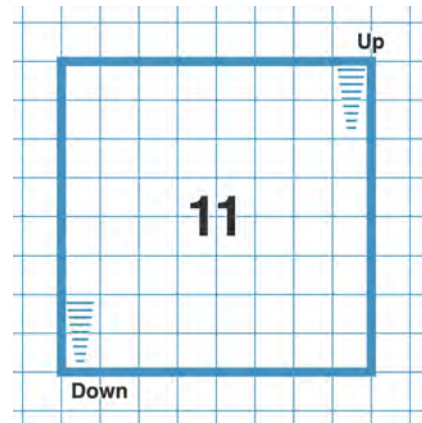
The secret doors themselves are all otherwise discoverable with a **DC 10 Perception**. Given their purpose in aiding the movement of a priest for observing a blind-folded Acolyte, very little effort was made to conceal the secret doors.

The Medusa will use one of the 5-foot by 10-foot dead ends as a lair, and storage space for her treasure. The party will find the following items strewn among broken stone body parts of humanoids—evidence of past victims:

- 70 gp
- 1 small bronze statue of Mingalarbar (25 gp)
- **Potion of Supreme Healing**
- **Staff of the Adder**



Floor 4: Botanical Labs



This floor has open-air windows on all four sides that stretch from floor to ceiling. From the stairwell, it is difficult to get more than a glimpse of the evening skies because the entire floor is crowded with tables, study cubicles and tall bookshelves.

As the party exits the stairwell, they will find themselves in an open floor that is completely taken up by a wondrous laboratory. There are a number of enormous tables situated throughout the floor.

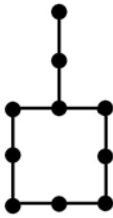
Atop the tables, there are miniature clay pots of oil that are used as heating sources for melting wax, and heating potions and other concoctions. Nearby clay vases hold spices, herbs and other plant material. One of the tables at the opposite end of the room is cluttered with a variety of vials of variously colored liquids.

There are unlit torches in sconces in between each of the windows.

The view out the windows is similar to previous floors, and it again appears to be pitch black outside, though stars are visible through every window.

11. **BOTANICAL LAB:** There are a couple of similarities to the second floor as there is also a sigil carved into the southern (as opposed to the northern) wall. The sigil represents **Fortuna Minor**, which will be easy to find in the evening sky because it occupies a similar location in the southern skies as **Fortuna Major** did in the northern skies. Fortuna Minor will also imperceptibly shine and rotate once, before returning back to normal.

Fortuna Minor is the mirror opposite of Fortuna Major.



Most of the small glass vials are not labeled, and if the party detects magic, they will not glow. The properties of these potions are of natural, not magical, origins. Therefore, either an **Arcana** or **Medicine** check will alert

the party that the potions still have curative powers to them.

A couple of the vials are sitting on top of a faded parchment. The party may or may not assume that the pictures of plants and words are accurate depictions of the vials and their contents, which will roughly translate to:

- 1) **Cure Wounds (4)**
- 2) **Cure Poison (2)**
- 3) **Greater Healing (1)**

The other vials are sitting on desks with a variety of instruments for measuring, sorting, distilling and fermenting.

Party members proficient in **Arcana** or **Medicine** and an understanding of sylvan language may attempt to decipher some of the instructions for creating additional potions. Failures or successes on either **Arcana** or **Medicine** checks will result in the following:

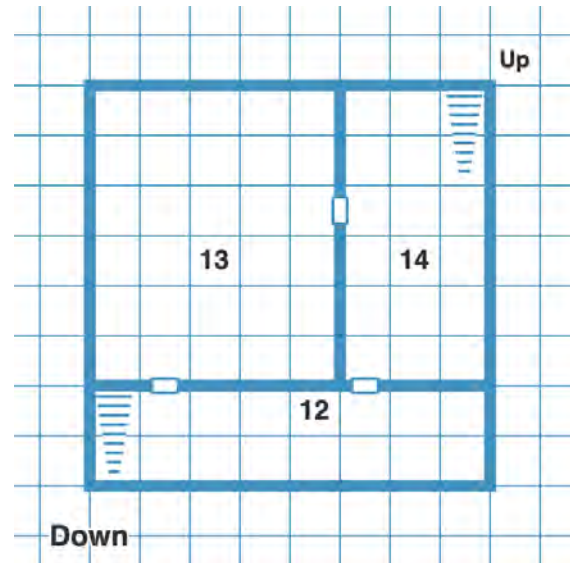
D20	Result
1	Attempt explodes causing 1d6 damage to anyone within five feet.
2-4	Produces a poison that causes 1d4 (DC 12 Constitution save) damage when the party member attempts to mix the potion.
5-10	Water (no effect)
11-12	One dose of the potion
13-14	1d4-1 of the potion*
15-19	1d4 doses of the potion
20+	1d6 doses of the potion

* 1 dose minimum

In total, the party may attempt to create up to four additional potions beyond those for which they found ingredients in the garden level (7), rolled on the following table:

D10	Potion of:
1	Healing
2-4	Cure Poison
5-6	Greater Healing
7-8	Cloud Giant Strength
9	Invisibility
10	Water Breathing

Floor 5: Dormitory and Study



The fifth floor was reserved by the monks for quiet meditation, study, and as sleeping chambers. Like some of the lower floors, there are no windows on this floor of the temple. The rooms all have sconces with unlit torches on the wall as their sole source of light.

The party finds themselves in a long, narrow room that has humanoid, headless wooden dummies, large bolts of cloth, a weaving loom, and a variety of small tools (e.g. scissors, awls, needles, thread) for creating robes and other garments for the monks of the temple.

The bolts of cloth are all dove grey, trimmed with orange piping and sit near huge tables that were used for cutting, sewing, fitting and finishing the robes.

There are two doors on the opposite, north, wall, one near the stairs and the other at the far end of the room.





12. **TAILOR SHOP:** In many respects, the Acolytes sought to be as self-sufficient as possible. This space was devoted to the creation of the robes and vestments required of the Monastery and its inhabitants.

There are two doors on the north side of the room. There is nothing of value in the *TAILOR SHOP*. However, players with a **Mindfulness** background will each find a grey robe with a black lotus flower embroidered over the left breast on the front of the robe. The robe may be worn over medium armor.

13. **STUDY AND LIBRARY:** The space is windowless and has about a half of a dozen prayer and study nooks designed to give the monks privacy while they meditate and study. Half the nooks have small desks and chairs, and the other half have prayer mats.



There is a solitary door in the eastern wall that is locked. There is no key to the door, so the party will have to force it open.

There is nothing of value in the room.

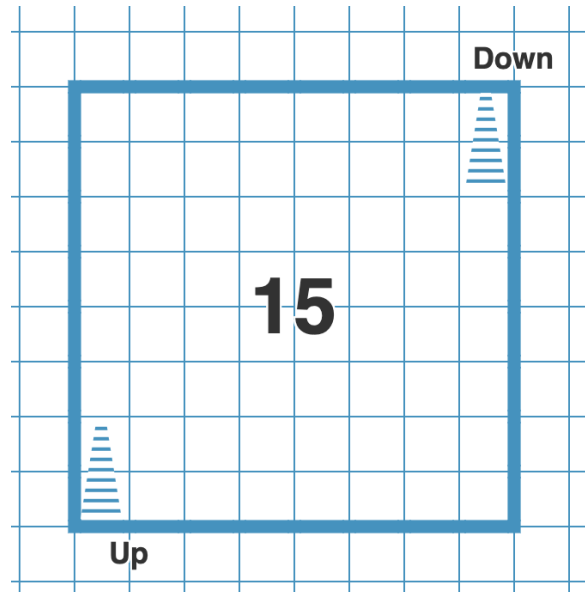
14. **DORMITORY:** The room contains beds and small chests for roughly a half dozen Acolytes. Upon entering the dormitory, players will have to make a **DC 16 Wisdom** save or fall deeply asleep.

There is no malice or threat while the players are asleep: one of the priests blessed the dormitory to make it easier for the Acolytes to quickly fall asleep. Although they will only sleep for 30 minutes, the party will benefit as though from a small rest.

There is nothing of value in the dormitory.



Floor 6: Informal Worship Area



The same style windows that the party observed on the 2nd and 4th floor dominate the eastern wall of this floor. The party feels as though they have lost sense of time outside of the temple though the stars in the night skies are as bright as ever.

Just when the party thinks the night skies can't get more expansive and star-filled, this floor of the temple will simply stun them into speechless wonder.

This floor is entirely open and comprised of a meditative worship area with mats for the worshipers, a number of censers for incense and peaceful sounding wind chimes hanging along the walls.

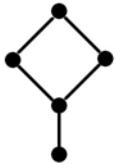
A small, simple table serves as an altar at the far end of the room.

15. **INFORMAL WORSHIP AREA:** The floor is devoid of any light sources other than the windows on the eastern side and the party will easily conclude that the entire floor was used for worship services that took place at night under the stars.

There are mats for the worshipers, and a number of brass and gold censers for burning incense located around the vast room. The censers are heavily adorned with what appear to be celestial images: stars, constellations and planets. The area feels much less formal than most of the worship

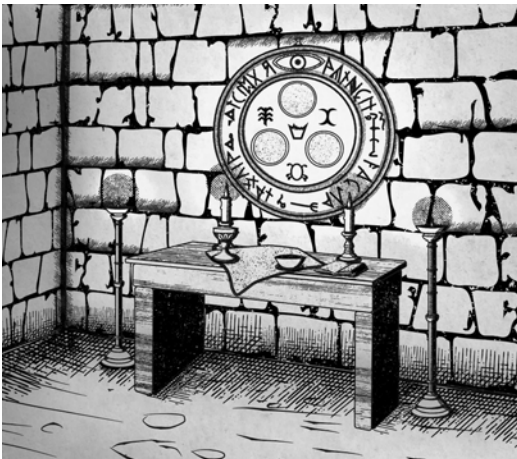


areas in the temples of Mingalarbar, meant perhaps for much more solitary contemplation and worship than those areas. There are a handful of ornate, metal and wooden wind chimes that make music as they sway gently in a faint breeze coming through the windows. The music is peaceful and sounds conducive to meditation.



The air is heavy with the smell of incense that was likely made from plants and spices found in the jungle. It smells of balsam, cedar, and other exotic odors that the party is unable to identify.

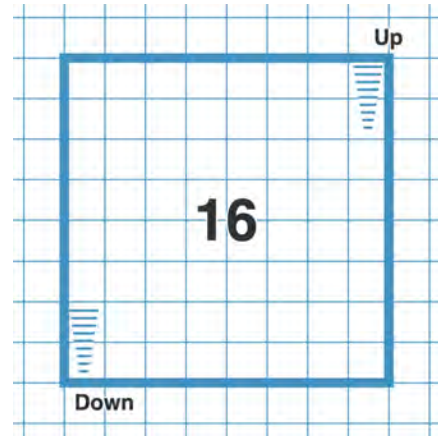
The party will easily find a sigil carved into the eastern wall, this one representing **Puella**. When they spot it, the winds from the east will pick up, and a grey mist will roll into and across the floor of the temple, briefly obscuring the party's vision.



As the party's vision clears, Puella appears, vaguely resembling a key. When the party identifies the constellation, characters with the **mindfulness** background will innately know that there is just one more constellation that they will need to find. **Note to the DM:** if none of the characters have the mindfulness background, this is not a necessary fact for the successful completion of this adventure, assuming the party proceeds to the next two floors of the temple.



Floor 7: Formal Worship Area



16. **FORMAL WORSHIP AREA:** Nearing the top of the temple, the seventh floor was reserved by the monks as their most formal worship area. It is one of the most ornate of the worship areas the party has encountered thus far in Mingalarbar.

Immediately upon leaving the stairwell, the party will feel that something has changed in the temple: they have the feeling that they are being watched—and that whatever is watching them does not have good intentions.

The entire floor is taken up by a lavish worship area. An altar spans the width of the temple floor and is draped with the finest of silks. They are woven with intricate designs, including the sigils on the temple entrance.

Sitting atop the altar are solid gold candelabra, a platinum chalice, two silver plates, and what appears to be some sort of metallic, silver cross. The cross is curiously shaped, and unlike any the party recognizes from past experience.

There are mahogany pews organized into rows, extending from the altar. The benches are topped with lush maroon pillows and give the impression that they were designed for worshippers to sit for many hours in devout, quiet prayer and reflection.

The exterior walls have windows that normally would depict religious scenes in stained glass, but which are empty except for a few, broken shards of glass. The shards give the party the impression that an explosion probably blew out the windows, though there is no evidence of a blast in the area.

The windows open onto a crystal-clear sight and offers stunning views under the starry night-like skies.



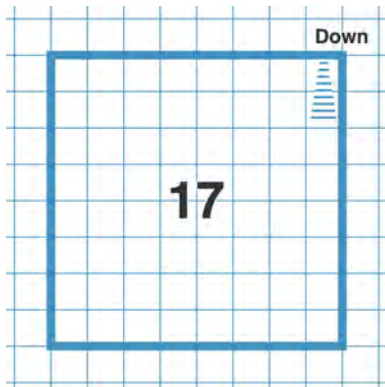
The views from this floor will confirm to the party that the night skies and stars visible from the other floors of the temple are in fact magical in their origins—there is no other possible explanation for the dark black sky and changing constellations.

If the party chooses to inspect the altar more closely, an **Arcana DC 16** check would suggest that the items on the altar derive from the same culture as the sigils that are inscribed on the entryway to the temple. A **DC 18** confirms that they are Drow-like, and any check that is **DC 20** or better and the party will become suspicious that this temple, at some point, halted their worship of Mingalarbar and instead began worshipping another goddess. Although they will not be able to confirm that the goddess was Xan Yae, that would be a reasonable conclusion for them to draw.

There is a solid flat wall behind the altar, and if the party lingers for a short period of time, they will notice that the constellations from outside of the temple play across the flat wall. The stars will move across the stone surface far faster than stars should normally move in the night sky—another hint that something in the temple is not quite as it appears. In the inter-play of the stars and constellations, the party will recognize the three constellations that they have already discovered inscribed in the temple walls.

If the party loots the altar, there is nothing of magic quality but the **6 items** in total are worth 10,000 gp. The cross alone is worth 5,000 gp of that total.

Floor 8: Upper Observatory



The party notes floor to ceiling windows looking across the western most expanses of jungle, far beyond the temples of Mingalarbar. The lush, dense jungles, shrouded in darkness, stretch beyond the horizon, as far as the eye can see.

The night skies are brilliant and awash with stars. Given that the party will know to look, they will easily identify **Via** in the center of their view.

The 8th floor is different from the previous floors with windows overlooking the night skies in all four directions; the ceiling is also open to the night, and the views overhead are resplendent with stars.

- The party will find the sigil for **Via** on the western wall, much as they have found the other three on the lower floors.



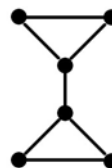
They will also find a representation of **Conjunctio** that they will recognize if they have found the scroll upon which all of the sigils are inscribed, or if they remember it from the top of the arched doorway to the temple.

The sigil for **Conjunctio**, however, is located on the floor in the exact center of the room, underneath the center of the opening in the ceiling. **Conjunctio** will be visible in the night sky from that location.

When a party member is standing in the center of **Conjunctio** and holding the scroll, the words written on it will shimmer and twinkle with the light from the starry sky:

*Look north, my sisters Fortuna, major
Lament not, your sisters Fortuna, minor
But suffer the elder Puella,
The younger Via.*

*Conjunctio, even thrice, fails you.
Save, twice death's harvest, equinox.
Conjunctio, reunites, saves.*



Once the words start to shimmer, the scroll will only work if the words on it are intoned by a character standing in the center of the **Conjunctio** sigil.

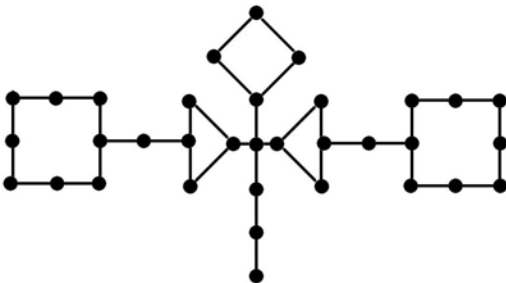
Once uttered, anyone in the party observing the night skies around the constellation will



feel an immediate sense of vertigo. The walls of the floor will appear to drop away as though they are standing in the middle of the stars.

Initially, the party will not be certain if the stars are actually moving and swirling toward the center, if they are the ones moving, or if it is just their imagination.

Even the most casual of observers, though, will notice that **Fortuna Major** from the west, **Fortuna Minor** in the east, **Puella** from the north and **Via** from the south will slowly converge near the center of the night skies and form the outer arms of what was the original constellation **Conjunctio**. It will form a super-constellation:



The very walls and floors of the temple will shake and rumble beneath the feet of the adventurers once all five of the constellations have merged into one. The air will fill with dust and rock particles as the top walls of **Mahabodhi** begin to crumble and fall to dust around them. Their visions have truly been fulfilled: other than the stone floor beneath their feet, they are standing amongst the stars and other than the stone floor at their feet, it feels as though the temple has completely disappeared.

Whether vision or not, the party knows not: the visage of a beautiful Drow-like woman appears hazily in the new constellation **Conjunctio**. The likeness wavers and shimmers and the party member who intoned the scroll will hear a woman's powerful voice inside his or her head. Although the party member will not be able to explain how they know this, they are certain it is the visage and voice of the goddess Xan Yae.

"Fearsome warriors and wizards, you have discovered the secrets of **Conjunctio**. How you have survived the trials and solved the mysteries of the eight floors of **Mahabodhi**, I know not."



"On behalf of Mingalarbar you have won this day. But you have not won all of the battles, and you most certainly have not won the war. I know of you, and you are now forever marked with the curse of Xan Yae. Know how far and wide my power will reach to find you. When we meet again, be prepared for the depths of my wrath, and the revenge I will painfully extract from your hearts and souls."

"Your souls themselves are laid bare to me and marked with the black palm of my hand, imprinted with the mark of the black lotus flower until your last mortal days. Know not when but know that my minions and I will find you. I may come for you in your sleep; my followers may be waiting around the next corner. We may be dancing in the winds, or swimming beneath you in the oceans. But know that when we do exact our revenge, we will hang you upside down from an ancient juniper tree, and Krake, our crows, will feast on your entrails every day for eight days. You will beg for death.

Then snakes will bite your eyes, poisoning you slowly for another eight days, and you will pray for mercy. You will slowly die a full eight days, and another eight days. Still you will not die. And then you will face the wrath of Xan Yae and die yet another eight days."

"We will hunt you like the dire wolf hunts the stag; we will drag you down and rip out your throats. You will choke to death on your own blood. You will wish you had never uttered the word Mingalarbar and you will rue this very day."

As the voice rumbles, fading from the player's mind, so too does the visage from the stars and the illusion that the floor had disappeared around them. The temple begins to rumble again, and the party gets the sense that its collapse is imminent. They will have **6 turns** to flee the temple before it completely collapses in ruin.

Just as the party flees the 8th floor, though, they will be presented with a silvery vision of a mithril tablet.

The vision is the next **lost canto of Mingalarbar** (see the end of this section).



The character who holds the scroll with the sigils will feel compelled to hold up the scroll to the night sky one more time, spread it open and face it toward the original location of the vision. The vision will only remain for about another 30 seconds before it fades. Once the vision disappears, the party will note that the silvery words of the next canto have replaced the sigils on the scroll.

They read:

*Fortuna Major and Fortuna Minor,
Formed two stellar arms in dance
With eastern Puella and western Via
Joined forever, Conjunctio.*

With the final word *Conjunctio*, the tower begins to quake, and the party will feel the floors shifting beneath their feet as though the entire temple is about to collapse.

If the party further delays (beyond the 6 turns) leaving the tower, they will be crushed and killed as Xan Yae destroys it. Her destruction will be complete: nothing will remain of the tower except for shattered stone, rubble and ash.

Return to the Monastery

The party will most likely want to return with the scroll to the Monastery, though it is not necessary to the success of the adventure. Brinton will be quite eager to hear the tales of their adventures at **Mahabodhi** and will gather Damarra to join them. Damarra will express great sadness at the telling of the tale and finally share his grief and sadness when he discloses "In truth, the sole monk who returned was my grandfather's grandfather. It always brought me great sorrow that none of our monk brethren would believe his tales of **Mahabodhi**."

"May I see the scroll, please?" Damarra will ask the party, though it sounds less like a question, and

more of a demand as he holds both hands out, palms up to receive it.

Damarra will read the scroll out loud, with the party and Brinton standing around him:

*Fortuna Major and Fortuna Minor,
Formed two stellar arms in dance
With northern Puella and southern Via
Joined forever, Conjunctio.*

As the last words are spoken by Damarra, the scroll transforms from scroll to silver mithril tablet.

"He spoke of the stars," Damarra confides in the party, almost as though they are not even in the room with him. "And I remember well his soft words, as they haltingly crossed his lips, his intonation of stately Fortuna Major, the quiet majesty of Fortuna Minor, the mysteries of Puella, and the sadness in Via. His hope was that the four sisters would reunite one day in Conjunctio."

"And so," Damarra sighs, "you have reunited the sisters in the night skies of Mingalarbar. But you have also drawn the ire of Xan Yae, and her wrath knows no boundaries across time or land."

"You are no longer safe here, no longer safe in Mingalarbar. With you here, we are no longer safe either," Damarra cautions, his voice heavy with worry and regret.

Brinton, however, interrupts the elder monk: "What about **Manuha**?" he questions, hesitantly.

"Ah, yes, Manuha," Damarra repeats. "I don't know. Even the magic of the temple Manuha might not be enough. If the mark of Xan Yae's hand is upon their souls, I would fear even Manuha's four stone walls may not be enough to save these weary spirits. Besides, legend has it that the entrance to **Manuha** was sealed centuries ago. I doubt that Manuha holds hope for our friends."

The sadness and fear in Damarra's voice is inconsolable, and he will say no more this night. As he walks slowly away, his shoulders slumped and his head hanging low, he leaves the party alone with Brinton. You suspect there is more to Damarra's sadness, but tonight is not the time for those questions.

"My friends," Brinton continues. You have done much for the monks of Mingalarbar and at the risk





of rudeness, Damarra speaks the truth: you cannot stay here. The danger of Xan Yae's marks upon your very souls is far too great for both you and for us. Your days are numbered. Surely, you understand that you must leave us, and soon."

"Damarra may very well be right, however," Brinton concedes to the party, "but the jungles also grow ever more dangerous for all of us. I fear that your only option is to risk the journey to **Manuha** and hope that you arrive safely and her temple walls protect you against Xan Yae and the wrath of her minions."

Brinton grows silent, and with some hesitation finally says, "There may yet be another way. When I directed you to the other temples, you stayed to the east and to the west. There is a carefully hidden set of towers at the entrance of Mingalarbar's temples called **Tharabha**."

"Be warned, though, my friends. **Tharabha** is not as it first seems. The monk who oversaw its construction many, many seasons ago is rumored to still live in the temple. If the legends are true, we suspect he is no longer human as no one has ever lived to such advanced age as he. Because of those legends Xan Yae is unlikely to look for you at Tharabha."

"You will know you have found **Tharabha** because even the jungle fears it. First, the area will grow quiet, and the foliage sparse, then **Tharabha** will sit there, rising from the ground like two pale old men, slowly crumbling and withering, as if left to die over the centuries of the hot, humid summer sky."

Brinton will point the party to a place at the south-central end of the map of Mingalarbar that is empty of temples. "Here is where we believe **Tharabha** to be located."

"This might be the rambling of lunatics, but the elders of the monastery say that while the doors of **Tharabha** remain locked, they will open late in the night, under just the right starlight." If asked for details about the stars, Brinton will merely shrug his shoulders and continue with his advice to the party.

"The risks are great: demon-like lizards now roam free in the jungle, and I fear you may have to risk them if you are to make your way to the haunted and tormented temple of **Tharabha** and escape the wrath of Xan Yae."



"You cannot stay," Brinton warns the party, almost out of fear that they might refuse to leave. "I am sorry, but the risk is far too great to the monastery. You must leave for **Tharabha** immediately." Brinton, too, will then turn and leave the party alone to ponder their next steps.

If the Party Stays

If the party fails to heed the warnings of Damarra and Brinton and attempt to rest for any period of time at Mingalarbar, they will find that their efforts are interrupted with nightmares of Xan Yae and the curse of **Mahabodhi**.

No amount of time, effort or magic will allow the party any rest (there will be no additional benefits from either short or long rests) at the monastery. Although Xan Yae and her followers will not attack (for the time being) them while they are at the monastery, nor will they find it a place where they can heal and rest either. **Note to DM:** If the party refuses to leave, party members will get attacked as Xan Yae transforms into human form from **Xan Yae's Kitten**, but only when the goddess is confident in her ability to not just defeat them, but to do so and go undetected.

When the party finally departs for the temples of Mingalarbar, they will have to likely choose between the original suggestion of **Manuha**, or Brinton's alternative of **Tharabha**. Depending upon their decision, the entrance to Manuha is sealed and the party will end up facing a number of significant random encounters with demons and monsters that they might otherwise avoid if they head straight to Tharabha.

THE END

Awarding Experience

The adventure is designed to play in roughly one session. Survivors of the adventure should be awarded one level of experience.

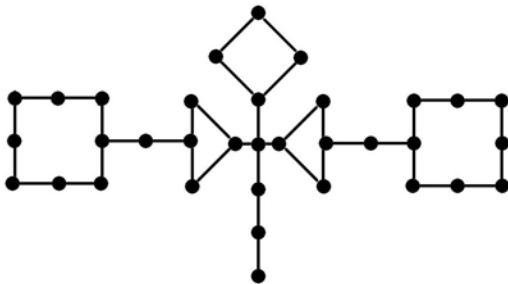
If you feel your party's efforts were truly creative and valiant, you may award them up to two levels of experience.

The End?

Unknown to the party, the constellation of the enhanced **Conjunctio** serves as a **node map** of an underground complex of tunnels that connect



many of the temples of Mingalarbar. Each black dot in the constellation represents a room, or small suite of rooms; the lines, tunnels between the rooms. The larger geometric shapes represent the five constellations.



A Time of Transition

Unknown to the party, and perhaps not entirely known (or conscious of it) to Brinton and Damarra, there is far more at stake in Mingalarbar than meets the eye.

It is certainly true that Brinton and Damarra see the fate of their monastery and brethren inextricably tied to the party finding the tablets with the Lost Cantos inscribed upon them.

Equally true: Xan Yae would like nothing more than for the party to fail in their quest.

The history of the two goddesses, however, is more complex and intertwined than that.

It would be an unfair accounting of history to blame the events of Mingalarbar on the monks, at least directly. However, their efforts to appease Mingalarbar, who they describe as a fickle goddess at best, is what has landed them—and the party—in the dire situation that they are in and have been in for thousands of years.

When the monks built the first of their temples, Ananda (which still stands as the first among thousands), they were unaware that they did so on lands that Xan Yae and her followers held sacred.

More than sacred.

Unwittingly, the monks had built on top of an underground monastery devoted to Xan Yae, a

goddess who relishes secrecy for her and her followers above almost all else.

But it wasn't just secrecy for her followers that Xan Yae strived to protect; it was also a series of tunnels and hidden mines that were producing vast wealth for Xan Yae and her faithful.

The goddess of the east correctly saw this as no ordinary wealth. And it isn't. Her followers had found an ore that they called, ironically, Mingalarbar. The mineral shone as bright as mithril—which is to say, as bright as Venus on a clear spring day.

Mingalarbar, they learned, was different from mithril though—far brighter, and stronger still. Xan Yae held much of the valuable mineral close, storing it in coffers on the astral plane—as far from mortal greed as she could imagine, deep within her own safely guarded coffers.

With leftover scraps of the mineral, she instructed her followers to construct weapons and armors of shining Mingalarbar.

Never a warrior goddess, Xan Yae preferred the mines remained a secret, and used a variety of rituals and beliefs to prevent her followers from wanting to leave their underground monastery.

As with all secrets, however, outsiders occasionally stumbled upon the hidden monastery and the mines. Xan Yae and her followers defended their hallowed halls over the centuries with a mix of cunning and strength, aided by the weapons and armor of Mingalarbar that for a time grew legendary in the strength and fear that they conveyed.

In battle, the monks of Xan Yae were known for giving no quarter in battle, and for fighting more fiercely than any others. Those rare warriors who survived an encounter with Xan Yae's followers, spoke almost incomprehensibly about the *shining monks of Xan Yae*.

When the monks fought, it was said that their swords shone with the silvered glow of the knowledge of victory, steadfast in its protection, and resplendent in all upon which it shone. If a plain brown robe of a monk was brushed aside in battle, those who fought against them said that the rays of the largest and fullest of harvest moons shone out from under—as though the monks were manifest in her glory.



THE DEMONS OF MINGALARBAR



Even before the days of *Mingalarbar* the goddess, the legendary battles slowly faded into history, and Xan Yae and her followers returned to the shadows with which they were more comfortable.

As with everything, Xan Yae's legendary mines weren't meant to remain a secret forever—even with the strength of the armor and weapons they forged and used in their defense.

When *Mingalarbar*'s monks began construction of their first temple, they unwittingly alerted Xan Yae's followers to their presence—causing grave concern that once again they had been discovered—putting their precious minerals and private worship at risk.

To say that *Mingalarbar*'s followers were tenacious in their worship—and construction of temples—would be as much an understatement as to describe the shine of the metal of the same name as glowing.

Every temple the monks of *Mingalarbar* constructed, Xan Yae and her followers found a way to destroy. Hundreds they razed to the ground, and thousands of monks, they killed.

So perfect and unquestioning was the worship of *Mingalarbar*'s monks, however, that they continued to build in spite of all of the death and destruction. Over the ensuing centuries, the remaining temples began to resemble an oversized graveyard—a collection of hollowed out stone monuments to a seemingly vainglorious goddess.

For their centuries of building temples, the monks of *Mingalarbar*, and Brinton and Damarra, now see the party of adventurers as one of their last and best hopes of restoring their own monastery to the legendary peace of the past.

But for the truth that Brinton and Damarra believe, *Mingalarbar* and Xan Yae might better be described as opposites, a dark and a light side of the moon wherein light does not exist without dark, nor dark without light.

While this is a message of Xan Yae's teaching, it is not entirely foreign to the followers of *Mingalarbar* either. For all of their reflection, meditation and worship, though, this simple fact remains elusive as it pertains to their own situation.

The easy question to ask in the centuries-long tension between the two goddesses: with which



goddess will the party side, if they even realize that this is a choice which they have been given? And which will goddess will ultimately prevail? The goddess of shadow and chaos? Or the goddess of juniper branch and swallowtail?

Mingalarbar and Xan Yae have historically been foes in this regard, but they at their heart they are also sisters. One very likely outcome would be for the two goddesses to somehow arrive at a truce—not that unlikely if neither of them feel that victory is theirs.

In this scenario, the two many finally realize that they need each other to flourish, let alone survive. The two might, in this scenario, readily agree that the land of sun and temples belongs to *Mingalarbar*, and the land of shadows and mines to Xan Yae.

Note to DM: It is likely that the party will initially choose a side in this epic battle between the two goddesses, and the logical choice (likely) will be that of *Mingalarbar*.

The party will be provided clues though, that suggest the contradictory nature of the existence of the monastery and the hidden underground beneath it—a shadow monastery of sorts. Foremost among those clues, include:

- The original **Mindfulness** ritual in which both *Mingalarbar* and Xan Yae appeared together to a member of the party.
- The black orchids that are appearing in unexpected places, on robes, coins, armor and weapons.
- The mithril tablets that are also appearing in unexpected places and that aren't always as protected as the party has been led to expect.
- A solitary *Mingalarbar* coin in Lawkanada with the black orchid inscribed upon one side.
- Shadow demon robes with the black orchid in Lawkanada.
- The primitive tunnel in the catacombs of Lawkanada that predate the temples.

While the party will most likely be forced to choose sides, be prepared for the possibility that the



members of the party may also not pick the same side. Additional options and strategies are provided later, but if the goddesses don't see a swift and obvious win for themselves, they will not fight to the death by any means—choosing to save themselves and their followers.

Conjunctio

Whether the party heads out during the day or after sunset, they will be at considerable risk for the random encounters with the lizard-like demons that Brinton and Damarra warned them about. See **Table 1** for the encounters. Noting that it takes about a half day to travel between the monastery and the temples, **roll at least 4 times (1xhour)** for random encounters, starting with a 25% chance and increasing 25% until the first encounter. The party should have a **minimum** of one random encounter before they reach the temples.

If the party arrives at the temples in the daytime, there is considerable risk (50% per hour) of continued random encounters as they try to reach **Manuha** or any of the other temples they have not explored. Remember that the entrance to **Manuha** has been reputedly sealed—if the party chooses this path, they have at least one additional chance of a random monster encounter if they have to backtrack to the temple **Tharabha**.

Note to DM: **Manuha** is magically sealed from the exterior. It is provided in the **Appendix** as an example of a side adventure, accessible to the party only through **Conjunctio**.

Note to DM: every random encounter should be larger and deadlier than the party's last. Either the party finds the entrance to the tunnels of **Conjunctio** by way of **Tharabha** or they should ultimately perish in their efforts (or retreat in abject failure).

All of the **Random Monsters** have tattoos of the black lotus of Xan Yae on their hides—discoverable only after a particular creature has been defeated.

The entrances to all of the remaining unexplored temples have been sealed off and are inaccessible to the party. It is, however, possible for the party to revisit any of the temples from the previous adventures.



Table 1 – Random Monsters

Roll	Random Encounter	#
1	Allosaurus	2d6
2	Ankylosaurus	2d6
3	Triceratops	1d4
4	Pteranodon	4d12
5	Tyrannosaurus Rex	1d4
6	Tarrasque	1

If the party wanders among the temples long enough to have had **four** random encounters, the fifth encounter will be the **Tarrasque**. If they have somehow already managed to destroy the beast, then the DM should choose another suitable creature that should be equally impossible for the party to defeat.

The random monsters do not have lairs, nor do they have anything of value to the party.

If the party is forced to retreat back to the monastery, they will find that subsequent trips back to the temples will be even more difficult with every return. The only real opportunity they have at success is to continue on their quest in the first attempt.

A note about Random Monsters

When the party has their first random encounter, the creatures should be described as both of a size and type the likes of which they have never before seen, almost unworldly, enormous and absolutely terrifying in their size and the ferocity with which they will fight.

If the party has more than one encounter, the common features of each are that all of the monsters are huge to enormous in size. If the party has encountered dragons in their travels, that is their closest approximation for size and danger level.

Once (if) they have slain one of the beasts, they will notice that they are tattooed with the black lotus that they have come to associate with Xan Yae.

Note to DM

As Xan Yae rises to ascendancy in Mingalarbar she is trying to expand the reach of the jungles and the mythical dinosaurs that are her minion. They are a fairly recent effort to deter anyone from visiting the area above her mines and monastery.

The longer the party explores the temples, the more the random encounters increase; the number and ferocity of the creatures found at any given time will also only increase.

THE DEMONS OF MINGALARBAR



On the other hand, the party may arrive in the dark, and approach by way of **Tharabha (23)**. If any party member has the **Mindfulness** background (select a random party member, otherwise), they should make either an **Arcana** or **Wisdom** check of **DC 12**. If the check is between **12 and 14** the party member will note that the stars seem to glow particularly brightly off of **roughly more than a dozen** or so of the temple domes. With a check of **15+**, a party member will make the connection between the temple domes and the stars which have formed into the major constellation of **Conjunctio**, which they will recognize from their previous visions.

The full moon shines doubly bright on the pale twin towers of **Tharabha** and the stars of **Conjunctio** reflect across 15 of the temples of Mingalarbar.

The party will have approximately **5 minutes** when the doors to **Tharabha** will be open and they are able to enter. Failure to do so means waiting another 24 hours and being at considerable risk of random attacks throughout the night and following day (every hour!).

Tharabha is the only entrance into the temples or the labyrinthine tunnels that connect them beneath the ground. Trying to access any of the temples above ground will only be met with sealed off entrance ways, and the same significant risk of random monster encounters.

Although the monks of Mingalarbar were correct in directing the party to **Tharabha**, what they do not realize is that it is also the entrance to the labyrinth of tunnels beneath the temples.

Most of the tunnels in the area predate the temples built on the surface by the monks of Mingalarbar, and this is at the core of the problem that the monks have inadvertently created for themselves: as they constructed additional temples, the monks unintentionally tapped into some of the original tunnels, and exposed Xan Yae's followers and their mining operations. Everything that they have ascribed to the jealous goddess Mingalarbar, is really Xan Yae's efforts to keep her followers and their mining operations a secret.

A Word About Xan Yae's Kitten

For the DM: If the party has **Xan Yae's Kitten** with them, the way that the adventure unfolds will be different. Protected by strong magic, the **Kitten** is of course Xan Yae herself and this is her way of



keeping tabs on the party and planning her eventual revenge against them. Because she is extremely intelligent and intent on seeing the party fail in their quest, she will go to any ends to ensure that she is not discovered—let alone attacked (or defeated) by the party.

However, as DM, you should play Xan Yae's Kitten to cause as much difficulty for the party as you possibly can. **Be sure to be familiar with Xan Yae's character sheet**, especially her **Legendary Abilities**. The module makes note of a couple of obvious places where Xan Yae may choose to interfere with the party, but as DM you should watch for any opportunity where a very rational and self-serving goddess will take the opportunity to defeat the party.

The Constellation Map and Node Numbers

The map of **Conjunctio** is central to the final encounters of Mingalarbar (see **Appendix**). You should familiarize yourself with the map's basic features:

(n)	Corresponding temple
[name]	Constellation name
A	Teleportation [A->A]
B	Teleportation [B->B]
C	Conjunctio (Star)
Black Hole	See below

The numbers (n) on the node map correspond to the temples with the same number (n) in the **Appendix**. They are also the reference numbers (n) used in each section below to describe the dungeon.

There are clues in the underground tunnels that will reveal that those very same tunnels are in the shape of the mega-constellation of **Conjunctio**. The clues will also help the party navigate the tunnels, and hopefully avoid the black hole in the center of the maze. **Option for the DM:** If the party makes the connection between the constellation and the pattern in the tunnels, you can provide them with an un-numbered version of the constellation to help guide them in their exploration.

Teleportation

Unless by way of magical means, the party will have to discover and determine how to use the two Teleportation Hubs, (A) and (B). The act of teleportation is not exactly instantaneous, and



there is no saving throw against a party member being teleported once they cross into one of these hubs.

When teleportation occurs, the impacted party member will feel as though they have left their body, having found her or himself in a dark void filled with nothing but bright pinpoints of light. They will readily recognize the lights as stars that comprise the constellation **Conjunctio**. If they have constructed enough of a map of the tunnels, they will have an even better sense of the points between which they are teleporting.

The teleported party member(s), though, will sense something else about the portals: the sheer act of using either [A] or [B] causes a feeling as though their bodies are being slowly and painfully pulled apart in some subtle sort of way. While they will teleport successfully once from each end of the two pairs of portals, they have the feeling that additional attempts would not end well for them.

If a party member does attempt an additional teleportation event in either [A] or [B], the result will be the equivalent of being pulled into the **Black Hole** with one difference: there will be no saving throw or opportunity to prevent themselves from being transformed into a star in the **Conjunctio** constellation.

Black Hole

If the party stumbles upon the black hole, there is little that they can do to avoid it. There is a node directly on the east and western (12 and 19) side of the black hole. If a party member enters the node with the black hole from either direction, they will feel compelled to move to the center of the node. Resisting the black hole first requires a **Wisdom Save DC 20** and then a **Strength Save DC 20**.

Party members that are pulled into the black hole will be completely aware of what is happening to them, and also utterly terrified in the knowledge that they cannot prevent it from happening. Initially, there is roughly 15 feet of tunnel between the impacted party member and the outer edges of the black hole. This means that party members within an arm's reach will have a chance to restrain the party member before they are lost forever to the black hole.

Restraint requires an additional **Strength Check DC 20** by the party member attempting the save. If a party member fails this check by -5 or worse,



they will also be pulled into the black hole. That party member does not make any additional saving throws. All players should also make their initial **Wisdom** and **Strength** checks before attempting to save other party members.

For any party member that gets pulled into the black hole: they will immediately feel a pinpoint of intense weight and pain in the center of their chest unlike any they have ever felt in their life. It is absolutely crushing, as though a **Tarrasque** is sitting on them. The pain causes intense starbursts of bright light to flash behind their eyes, blinding them completely to anything else.

The light flashes turn quickly into stars, and the player will recognize they are in the constellation of **Conjunctio** and the pain in their chest is blissfully gone. The player will sense that they have left their body. Their last memory will be that they have been transformed into a star in **Conjunctio**. **Note to DM:** find a location to place players in the constellation at any of the nodes on the map that are not identified as serving any other purpose. If the rest of the party survives, the monks of Mingalarbar will also enshrine the players in song, noting their place in the heavens.

For these players: this is the end of the adventure. They have been memorialized for eternity as stars in the constellation of **Conjunctio**.

The Final Cantos

The party will have to at least navigate enough of the tunnels to discover the missing 12 cantos. In total, there are 26 cantos. If the party did not play *Lost Temples of Mingalarbar*, simply adjust the goal to only those cantos included in this module.

Most of the cantos in this part of the adventure are not well-hidden. Xan Yae's followers operated under the assumption that the hidden nature of the tunnel complex under the temples was enough to keep them safe and hidden from view.

Entrance: Tharabha (23)

Tharabha consists of what appear to be two alabaster towers that flank an ancient entrance to the temples of Mingalarbar. Brinton was partially correct in that the party missed the two towers because they were focusing their attention on towers to the east and west of the area. He was also correct in that the jungle truly does seem to avoid these two towers in every respect.

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Tharabha will only open when the constellation **Conjunctio** aligns and shines brightly across 15 of the temples of Mingalarbar that sit the most directly over the tunnel system.

As the party watches, the stars will rotate in the evening sky until simultaneously they light up the domes of 15 of the temples. After that happens the moon will illuminate the dual temples of Tharabha, and the party will hear a stone grinding emanating from the entrance to the eastern temple. There is no entranceway from the western tower.

Two alabaster towers rise from the jungle at the entrance to the area known for the temples of Mingalarbar. The two towers are identical to each other except for the fact that only the eastern temple has an entrance that opens.

The towers are short and relatively difficult for the party to notice until they were nearly upon them.

The door to the eastern tower will open, once the stars of **Conjunctio** align overhead.

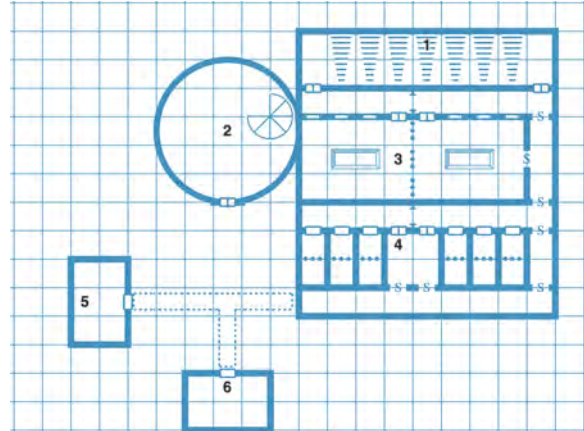
Xan Yae views Tharabha as an elaborate trap and means of first capturing the party before they can even access the tunnel system beyond. Her primary plan is to place them in hand to hand combat against the creatures she has captured and keeps in **The Pits (3)**.

Ultimately, Xan Yae will also have no qualms pitting members of the party against each other if they are successful in their cage matches against her own creatures. She may also attack party members directly herself, if she sees that is also to her advantage.

As DM, you will have to construct a means for Xan Yae to capture one or more party members in order to pit them against one another in the dungeon pits of Tharabha.

Note that this is only one of many opportunities for Xan Yae to attempt to capture and destroy one or more party members. If she cannot do so with relative certainty, she will continue to bide her time. As DM, your goal in Tharabha, however, is to instill in your party the dangerous gravity of the adventure that the party is undertaking.

Alternatively, if Xan Yae believes she might be able to split up the party and capture or eliminate only a portion of them, she will not hesitate to do so.



- S. All of the secret doors in Tharabha require a **DC 14 Perception** check to locate. Reasonably well-camouflaged in the stone wall next to each secret door is a small inset of a lotus flower. It matches a signet that Xan Yae wears around her neck and is the primary way of activating the secret doors.

Given that the party will almost certainly not have Xan Yae's signet they may attempt to pick the locks with a **DC 16 Dexterity** check. For the most part, the checks should slow down the party if they are being pursued, requiring a turn to identify and activate before they can pass through. However, finding and accessing the secret doors are the only way to get to the lower levels of **Conjunctio**, so they will eventually need to find and disarm them.

1. **ARENA SEATING:** The tower dungeon is unlike anything else the party has encountered in Mingalarbar to this point in that Xan Yae and her followers have constructed a miniature coliseum underground for performing death matches. This area of the dungeon is arena seating for a small audience of roughly a dozen who must have watched some grisly matches take place in the **Pits (3)** across from them.

It is also the area from which Xan Yae will sit and observe any matches that she arranges between members of the party and the creatures that she has assembled for these very events.

2. **TOWER:** The tower is windowless, pitch black, damp, and relatively uninviting. The main floor is windowless and appears more likely to have served as a guard tower than as an entry to a



temple. There is nothing on the first floor of the eastern tower except for a simple stone spiral staircase that leads down to the dungeon and tunnels of Conjunctio.

The upper reaches of the tower are ornamental (as is the entire western tower) and inaccessible by the party.

3. **THE PITS:** The pits are setup for a couple of different purposes for the tournaments that Xan Yae and her followers held in them. There are two separate cages, separated by iron bars, but adjacent, so that fights might take place in both the east and west cage simultaneously, with the winner in each advancing to fight each other. The winner would also then have the *distinct pleasure* of watching the outcome of the other match if it hadn't yet completed.

The pit located in the center of each cage is an insidious design and serve two different, but important, purposes: 1) to dispose of the bodies of victims after they lose their matches; and potentially 2) to eliminate a fighter with whom Xan Yae is displeased or of whom she grows bored.

Both pits open separately by way of two levers in the back corner of the **Arena Seating (1)**. For the party to discover the levers, requires a **Perception** check DC 14, unless they have seen Xan Yae activate it directly. The levers are the only way that the pit doors can be activated or opened.

If Xan Yae only captures one party member, they will be pitted against a **Tyrannosaurus Rex**. If she captures two or more party members, each party member will start out battling a dinosaur before they might then be pitted against another party member. The section on **Example Rounds** provides a way of managing the rounds of combat.

Winners of each match advance in a traditional round-robin fashion. If a monster or player is waiting for the outcome of a match, they will either be placed in one of the **Holding Cells (4)** or made to watch in horror at the outcome of the other match which will be visible through the iron gates that separate the two miniature arenas.



Example Rounds

The following provides a basic round robin format for determining how the winners of matches advance and face each other in future matches.

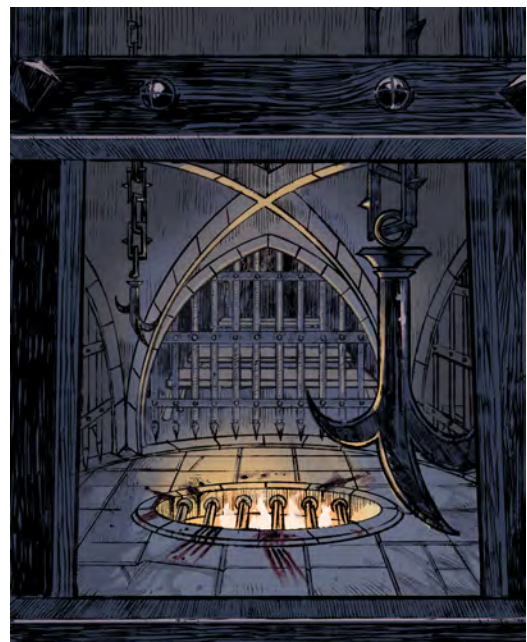
The bottom scenario is a more generic one and can be used to help address how to deal with an odd number of combatants.

1 vs 2, winner x
3 vs 4, winner y
x vs y

1 vs 2, winner x
3 vs 4, winner y
5 vs 6, winner z

[smallest HP winner] vs [next HP winner]
[largest HP winner gets a bye]
[winner] vs [bye]

When the trap doors to one of the pits is activated, and a creature or player falls into the pit, it will immediately close overhead. The fall is 40 feet, causing an automatic **4d6** bludgeoning damage. The bottom of the pit is lined with rusted sword blades, and another **2d8** blades will cause an additional **1d10** damage per blade. Given the tight space in the pit, there is no saving throw.



The swords will cause intense bleeding, resulting in an additional **1d10** damage per



turn, that will continue even after a character or other creature reaches **0 HP**. When the character reaches **-MAX HP** (e.g. if a player has 48 full HP, they are considered dead when they reach -48 HP) they are dead, and no longer make death saving throws nor can they be resurrected.

Xan Yae has designed the traps in the pits so that there is virtually no chance of survival for those who fall in them.

Unless the party figures out how to re-open one of the pits through the levers in **(1)**, there is no other way in or out of them.

If a player wins their death matches: Ultimately, only one creature or player may win the cage matches. If a player does emerge victorious, Xan Yae will congratulate that player from the bleachers **(1)** in the arena. She will then offer the player options, depending upon the specific circumstances surrounding the win:

If the character is the only surviving party member: Xan Yae will have assessed the character's strength in battle. If she thinks she can emerge victorious, she will enter the pits and attack the party member herself, relishing the opportunity to defeat the party entirely herself.

On the other hand, if she does not feel that she can emerge victorious, she will offer the party member their life in exchange for fleeing from the temples of Mingalarbar, promising to never return. If the party member takes Xan Yae up on her offer, she will allow them free exit from the temple. **If, however, the party member ever returns**, her attack upon them will be swift and to the death.

If the party member declines her offer, Xan Yae will open the pit in an effort to kill them without engaging directly. Presumably, the party member has seen the operation of the pit doors. If they have, you can allow a **Dexterity Check of DC 12** for him or her to avoid falling into the pit.

If the character is not the only surviving party member: Xan Yae merely laughs and opens the pits, congratulating them on their success and prowess as a warrior.

4. **HOLDING CELLS:** There are a total of twelve holding cells, all of which have locking barred doors. The cells are two-deep and separated by additional iron barred doors. A central area between them holds a small table and chairs and appears to have been used by guards protecting prisoners. The locks may only be opened by the black lotus key on the chain around Xan Yae's neck. They cannot be picked.

The prison cells are empty and exceptionally small, measuring no more than 5 feet by feet. They do not appear to have been used for holding prisoners for longer than short periods of time before or between events in the pits. They were in fact used exclusively to store victims for the **Pits (3)**.

A secret passageway connects the back of the **Pits (3)**, **Holding Cells (4)**, and both **Guard Houses (4)** and **(5)**. It exists to facilitate movement and will be used by Xan Yae if anything goes wrong and she has to pursue (or escape from) any members of the party.

5. **GUARD'S QUARTERS:** The guard rooms are Xan Yae's last resort and place where she will attempt to capture one or more of the party members.

These are relatively standard quarters for guards and hold little more than single beds and storage chests for clothing and a few small belongs.

There is nothing of value in either of the guard's quarters, and the guards are long gone from the dungeon.

6. **GUARD'S QUARTERS:** This space is identical to the **Guard's Quarters (5)** at the opposite end of the tunnel.

Canto XXIII is hanging on the wall near the entrance to the secret tunnel—there was no effort made to hide or otherwise conceal the tablet.

The entrance to the secret tunnel to **Via** is located in the corner of this room. Located on the southern wall are three vertical impressions in the stone, found with a **DC 12 Perception** check. They can be activated by one or more character's fingers, or by the use of a dagger or dart. They are not trapped, and a portion of the wall will open that is large





enough to allow one humanoid into the secret passageway at a time.

Canto XXIII

*The heartbeat of fire sings Mingalarbar!
A weak, misty sun hums lightly on the
horizon*

Via (15, 26, 16)

Via is the southern most of the constellation tunnels and is entered by way of a secret tunnel connecting it to **Tharabha**. It is the newest of the tunnels, having existed for only a few years, judging by the stone floors and walls.

Note to DM: The party will exit the secret tunnel from Tharabha at node (16) noted in the diagram in the **Appendix** and described further below.

15. PHYSICIAN'S AREA: The physician's area looks something like a torture chamber. There are a number of wooden tables, shelves, and cabinets in this room. All of the surfaces are covered with knives, saws, pliers, mallets, picks and other instruments that look very well used and at least centuries old.

They are caked with blood and other dried fluids and gore.

A high-backed wood-slatted chair sits in the center of the room. The arms have cracked and worn leather straps with brass buckles across them. The holes for holding the buckles are blackened with wear, blood and time. The straps were obviously used to restrain whomever was sitting in the chair. **Note to DM:** Although every possibility for Xan Yae to defeat the party will not be noted, the wooden chair and the physician's office is a great example of an opportunity where Xan Yae might not just capture, but slowly torture and kill a party member!

Canto XV is propped against one of the walls behind a variety of the physician's instruments.

Canto XV

*Juniper-scented sacrificial prayers,
One solitary mind,
Sustainer, creator.*

26. HERBARIUM: This room is a specialized storage area with rotting wooden shelving that is full of vials, beakers and bottles with a variety of herbs,

spices, powders and other items that the party does not immediately recognize.

Party members can make **Nature Checks** to identify the items, and their function. The result of the check will determine what they find according to the following chart. Each party member may make up to **1d4** checks.

Check	Description
< 5	Upon tasting a small amount of the item, the character realizes too late that it is poisonous, and takes 1d10 poison damage.
< 10	Unable to identify the item. The item has no special properties.
11-12	Juniper Berries: These light purple berries cure health at a rate of 1d12 per berry (1d8 berries).
13-15	Star Anise: These brown, cinnamon like pods are in the shape of a five-armed star. They cure poison (1d6 doses).
16	Witches Hazel: Confers protection +1 to AC for up to an hour (1d4 branches).
17	Valerian: Aids in sleep. A 15-minute rest is the equivalent of a short rest (1d4 packets).
18	Myrrh: An extremely powerful healing powder that cures health at a rate of 1d20 per does (1d4).
19	Dandelion: Facilitates clairvoyance, one event within 24 hours (1d4-1 ; 1 dose min.).
20	Rose of Jericho: A small amount of rose-colored and smelling salve; resurrects the target, if rubbed on their chest (1).
21+	A lavender colored salve in a small earthenware pot with a symbol of a black lotus on the exterior. This salve is required to reveal Canto XXVI.

It will not be difficult for the party to discover that there is a Mingalarbar tablet sitting on one of the tables, surrounded by a large number of vials, beakers, bottles, and earthen pots. However, other than a symbol of a black lotus in the lower righthand corner, the tablet is blank.

If the party does not make the connection between the lavender colored salve (which they must discover) and the tablet, allow each character to make an **Arcana DC 16 check** to realize that the two are related. If the party takes the lavender salve and rubs it gently on the tablet, it will reveal Canto XXVI.

Canto XXVI

*A thousand nights, a thousand domed temples,
Nay ten thousand temples,
Nary enough our dear Mingalarbar!*





16. **CRYPT:** Although in an unusual location, the party will recognize the crypt for what it is immediately upon entering the space.

The crypt is the only burial site that serves the followers of Xan Yae.

This area is catacomb-like, and the bodies of deceased monks appear to have been wrapped in cloth, treated with some kind of herbs and salve, and then tucked carefully into alcoves—each holding one mummified skeleton.

The catacombs hold what the party estimates to be many hundreds of corpses and skeletons.

At the end of the catacombs, the tunnel widens, and the alcoves appear to be larger—roughly by twice—than those the party has encountered to that point. Where the earlier corpses were wrapped in plain cloth, the half dozen or so bodies at this end of the catacombs are wrapped in finely sewn silk finery, faded and browned with age as they are. These are the Abbots of the monastery. A total of **1d12+4** them have been converted to **Revenants** (AC: 13; HP: 136; +7 to hit; 11 bludgeoning damage; have powers of regeneration and rejuvenation) by Xan Yae and serve to protect the alcoves. If Xan Yae believes that she can tip the balance of the battle against the party she will join the revenants, but it will be a calculated decision.

Canto XVI is hidden in one of the burial alcoves. The party will not be able to recover the mithril tablet until they successfully defeat all of the Revenants.

Canto XVI
*Swallowtail wing, portends
Symmetry and balance,
Harmony in nature.*

Fortuna Major (13, 25)

Located to the west, these tunnels appear to be nearly identical to those of **Fortuna Minor** in both age and composition.

13. **CISTERN:** This area is dominated by a large circular well-like feature constructed of stone in the center of the tunnel. As the party approaches it, they will immediately see that it is filled with murky black water. It is impossible to discern the depth of the cistern.



This is a cistern that is used to store water for usage by the followers of Xan Yae. Over time, the water has become poisoned from the **Mushroom and Cheese Caves (25)**. Drinking the water will have the same effect as breathing the air in the adjacent caves, also requiring a **Constitution DC 18 save**.

The cistern is not as deep as it initially appears and is roughly 10 feet deep. Depending upon how the party determines its depth, they may also discover that there is something metallic at the bottom. The item is the tablet with Canto XIII inscribed on its surface.

If a party member enters the Cistern to retrieve the tablet, they will have a couple of options for dealing with the water, both of which will be safe: they can use magic or hold their breath. Provided they are un-armored and un-encumbered they will have just enough time to reach the bottom, retrieve the tablet and return to the surface.

Canto XIII
*Yet, despairing Xan Yae,
Sacrifices made,
Poets silenced.*

25. **MUSHROOM AND CHEESE CAVES:** Located near the **Cistern**, the mushroom caves take advantage of the natural underground darkness and humidity. It is not completely accurate to call these caves, as the mushrooms have mostly just taken over the tunnels in this area.

The walls in this area of the tunnel are flush with mushrooms. Stalactites hang heavily from the ceiling and drip water onto the heads of the players.

One of the walls is filled with rows of shelving upon which are a number of aging cheeses that are thick with mold.

The walls are thick with a variety of mushrooms, varying from non-descript greys and browns to brightly colored reds and yellows. Some of the mushrooms are waxy and covered with white dots, others are solid in color.

Although it is unhealthy for the party to remain for long in these small caves, the stalactites are unfortunately interspersed with **1d20+6 Darkmantles** (AC: 11; HP: 22; +5 to hit; 6 bludgeoning damage; will attempt to crush targets). To complicate issues for the party, there also are a number of **1d10+4 Myconid Adults** (AC:



12; HP: 22; +2 to hit; 5 bludgeoning damage; will release stunning spores) intermingled with the mushrooms as well. Neither group of creatures in and of themselves are terribly dangerous, but they are a nuisance that will make it extremely difficult for the party to leave before they also become quite ill, if not driven mad, from all of the toxins in the air. Combined, the creatures and toxic air pose a significant threat to the party.

The air in this section of the tunnels is dangerous to the party because of the mushrooms and the spores that they release into the air. A **Nature Check DC 16** will alert the party to the danger of lurking in these tunnels. If the party stays for longer than a few minutes (20 turns if they are attacked), they will need to make a **Constitution DC 18 save**, or become violently ill or made mad based upon the following table:

D8	Description
1-2	Nausea: The character experiences nausea for 1d6 hours, and all attacks and saves are at disadvantage.
3-6	Dizziness: The character becomes dizzy for 1d8 hours, and all attacks and saves are at disadvantage.
7	Agoraphobia: The character finds themselves suddenly afraid of open spaces . Any time they are in an open space, they become agitated and want to return indoors. Any attack or save is at disadvantage when they are in an open space. The affliction lasts for 1d8 hours.
8	Claustrophobia: The character finds themselves immediate afraid of enclosed spaces —like these tunnels. Any time they are in an enclosed space, they become agitated and want to return outdoors. Any attack or save is at disadvantage in an enclosed space. The affliction lasts for 1d8 hours.

This particular canto appears to have been abandoned in a corner of the cave, covered with dust and cobwebs from years of neglect. If the party does not look carefully, requiring a **Perception DC 16 check** it will be easy to overlook the tablet.

Canto XXV

Temples, thousands of temples;
Never too few our blessed Mingalarbar!

If the party chooses, the cheeses and mushrooms are all surprisingly edible and may be taken (equivalent of **1d4** days of rations per player).



Fortuna Minor (5, 11, 24)

The eastern-most of the tunnels, this system is identical in age and composition to those of **Fortuna Major**.

5. FORGE AND ARMORY: The forge takes up the majority of the space in this segment of the tunnels. The forge itself is carefully vented up through the roof of the cavern. The forge is not currently in use, though a low coal-burning fire still smolders gently in the ovens of the forge. The armory is adjacent to the forge and the two were used by the monks to create small shields, basic weapons, and light armor that are constructed of Mingalarbar.

The floor has a light covering of metal dust and shavings on it. If the party inspects the dust, they will note that it is from a metal or ore that they have not encountered in their adventures but resembles the tablets upon which the Cantos are etched. This is Mingalarbar, which is often mistaken by the untrained eye for mithril.

Because Mingalarbar is extremely durable and light, it is prized for both weapons and armor. If the party is familiar with mithril, Mingalarbar makes mithril look like cheap tin by comparison.

The items in the armory do not have magical properties, but they do function as equivalent to being magical. The following items are completed and in the armory:

N	Description
2	Dagger +3
2	Shield +3
1	Leather, studded +3
1	Scale Mail +2
1	Long Sword +3
4	Darts +3

The party should have already recovered Canto V. However, whether they have or not, Canto V is etched into the length of the **Long Sword**. The party will be allowed to keep the sword after they share the Canto with Brinton and Damarra.

Canto V

*Solitary spear-like and foreboding.
Mingalarbar's spirit
Slashed through reed and flesh alike.
Punishing, unforgiving.*

THE DEMONS OF MINGALARBAR



11. SCRIPTORIUM AND BOOK BINDERY: This area served as a scriptorium and manuscript bindery for the temples. Canto XI is not particularly well-hidden in the scriptorium, but the sheer number of books, scrolls, and other items will make it challenging for the party to locate it.

When the party enters this area, they will see a series of long dark wooden tables covered with quills, inkpots, and vellum. This is a scriptorium, which should look familiar to the magic casters in the party. As the party looks around the scriptorium, you will see areas for copying manuscripts, and others for illuminating (illustrating) them.

The illustration tables are different from the others in that there are a wider variety of small quills, brushes, penknives, blocks of wax, seals, and small clay pots full of various pigmented powders, inks, and oils used in ornamenting the manuscripts.

In the center of the scriptorium, there is a sundial made of Mingalarbar. It glows milky white under the central star of **Conjunctio**.

Atop the tables, there are three wondrous looking lanterns that are **perpetual lamps (3)**.



The **perpetual lamps** burn from reservoirs of oil that are never-ending. They too, like the sundial, are made from Mingalarbar and inscribed with mystic looking etchings that the party is not able to interpret. They look

similar to the Drow-like sigils that they have seen elsewhere in the temples.

If the party spends any time examining the Mingalarbar sundial, they have a chance of noting that it is illustrated with a diagram that is a magical portal of the most potent of magics. It requires an **Intelligence check, DC 18** to recognize and an **Arcana check, DC 24** to ascertain that it will activate a portal on the astral plane to **Xan Yae's private temple**. If Xan Yae has not yet been defeated, she will make her final stand against the party in her private temple if the party activates it. One of the advantages that Xan Yae will have when defending her temple is the presence of **Zuoken**, her faithful pseudodragon.

If Xan Yae has previously been defeated, the party will have the opportunity to permanently destroy the goddess if they find her phylactery on



the astral plane. **Note to DM:** the party does not need to permanently defeat Xan Yae in order to successfully complete this adventure.



The Book Bindery contains a number of manuscripts in various stages of completion, but the most complete is a lushly illustrated manuscript with the title: **Xan Yae's Supreme Sigils**. Each spellcaster in the party may make a **Wisdom DC 18** check to find the manuscript.

In order to read the manuscript, a character will have to physically touch the book upon which time a tiny wormlike creature will attempt to burrow into the character's fingernails. The manuscript is only readable by **clerics, druids and paladins**, though as many of those characters of those classes may view the manuscript and benefit from so doing.

The worm makes an initial **attack with advantage at +20**, and then the player has an opportunity to make a **Wisdom Save DC 22**. For characters, who save, nothing happens. Players whose alignment is **neutral**, will somehow understand that they can choose not to make their saving throw, and consciously accept whatever the worm and the book has to offer them.

THE DEMONS OF MINGALARBAR



Characters failing their save will have one of their fingers (roll **1d10**, or have the player select) infected by the worm. Over the course of **1d4** days, the character will notice that thin traces of black begin appearing in the infected fingernail. There is no cure. At the end of the **1d4** days, the black traces will coalesce into the black orchid of Xan Yae.

Those effected (clerics, druids or paladins) will recognize that the black traces are forming a magical sigil, which will allow them to perform a mindfulness action (see the **table below**). Before the orchid forms completely, an action can be performed 1/day at will, with the results of the sign occurring chaotically based on **1d8**. The action will occur only if the player's level meets or exceeds the level associated with the activity.

Once the orchid forms, however, the character will be able to perform only one activity from the chart per day. They may choose an activity at or below their spellcasting level ability.



When the events are occurring for a character at random, the character will attempt to invoke the powers of the sign and will then receive a telepathic hint about what is going to happen. They will be compelled to complete the invocation, whether at will or otherwise—feeling as though the event is out of their control. While they cannot control the outcome, they can establish the target or target area affected.



n	Level	Description
1	4	Heal: The character can heal up to 1d10 damage on themselves, or another target.
2	4	Rot: the caster can cause all vegetation or food within a 10 foot by 10-foot cube to rot.
3	6	Fog: The invoker can create a heavy fog in a 20 foot by 20-foot cube for as long as they can hold the symbol in their mind. Creatures in the fog attack at disadvantage.
4	8	Clairvoyance: The character can remotely see and hear current events at a location upon which they focus. The effect lasts as long as the character can hold the symbol in their mind.
5	8	Illusion: Create a visual, realistic illusion for one creature within site. The illusion is complete with sight, sound and smell. Touching the illusion will cause it to dispel. The effect lasts as long as the character can hold the symbol in their mind.
6	10	Hypnosis: The conveyor may plant a subconscious thought in the target's mind. The effect lasts as long as the character can hold the symbol in their mind.
7	10	Extreme Vertigo: Targeted at one creature, the conveyor can create a sense of vertigo that results in scrambling the victim's eyesight, causing dizziness, nausea and vomiting. The target can only attack at triple disadvantage while impacted. The effect lasts as long as the character can hold the symbol in their mind.
8	12	Communicate with the Dead: As a séance requiring 10 minutes to invoke, the conveyor can communicate with the deceased for up to 10 minutes.

Saving Throws: If the target of the invocation of the sign is a creature, the target makes a saving throw against Wisdom, with a -1 for every level that they are below the caster's own level as the sigils are especially powerful.

Note to the DM: While the orchid is forming on the afflicted party member's fingernail, the character could be attempting to perform mindfulness activities (as randomly determined) that are potentially beyond his or her level. If this happens, there is a **20% chance** that it will cause permanent psychic damage to the character, resulting in **-2 Wisdom** for which there is no cure.



Canto XI is written on a piece of faded yellow vellum, and the party will find the scrap on one of the tables of the Scriptorium.

Canto XI

*Healers forbidden, ineffective,
Life suffers, pain lingers
And death stalks the jungle.*

24. BLACKSMITH SHOP: Finished items from the forge and armory are both stored and sold from the blacksmith shop. All of the items in the blacksmith shop have small black lotus flowers (the party recognizes, by now, the symbol of Xan Yae) etched into them. The etchings are located on items in locations that are not immediately visible to anyone other than the holder/owner—hinting at the extreme privacy of Xan Yae and her followers. The items located here in the blacksmith shop are ordinary weapons and armor otherwise.

Canto XXIV is etched into an otherwise simple looking dagger that looks like it was used for some ceremonial purpose, long lost to the ravages of time.

Canto XXIV

*Lovely Mingalarbar, my Mingalarbar,
Mistress of the night, enchantress of the morning
Mingalarbar, your weary pilgrims.*

Puella (12, 14, 19)

The northern reaches of the tunnel system show more age than the tunnels that the players have explored at this point and may well be some of the originals that were excavated by Xan Yae's followers.

If the party members inspect the walls or the tunnel floor, they will initially see the same damp ancient stone that they have seen elsewhere in Mingalarbar. However, upon closer observation they will see centuries-old claw marks that suggest that at some point in their history, large creatures roamed these hallways. It might be a trick of the light, or the players' imaginations but they feel as though they can make out black-encrusted blood in some of the deepest of the claw marks. If the monsters that created the marks in the stone still roam the hallways, the party has no doubt that they are absolutely enormous and very likely deadly.

12. BATH HOUSE: This area of tunnels narrows considerably where the party will have to briefly

crawl through in order to enter what the monks were using as a small, simple bath house. The area is a series of 3 small recessed areas in the stone floor that are fed by natural hot springs that smell faintly of sulfur.

If the party chooses to avail themselves of the bath house springs, they will smell a strong, acrid sulfurous odor rising from the water, which is otherwise crystal clear. The water is a very warm 100 degrees Fahrenheit, and any party member spending time in the water will almost instantly feel relaxed and as though their stress is melting away.

This is a relatively safe area, and if the party chooses to spend more than 30 minutes in the bath house, the water will cure **1d6 HP** of damage, and remove **1 level of exhaustion**.

This area also holds Canto XII, which has been laying neglected for many years at the bottom of one of the recessed bath areas. Because the waters are crystal-clear, it will be easy for the party to find it.

Canto XII

*Star-crestal revolutions,
Golden Venus
Waltzes conflicted, contradicted.*

14. TAVERN: There is a small wooden bar with a couple of matching rotting wooden stools leaning up against it. It appears to have not been used in a considerable amount of time. The little tavern is still well-stocked with a variety of ales, meads and wines—all of which have gone bad over the years and are undrinkable. If the party attempts to take more than a sip from any of the bottles, it will cause **1d4** damage, with no saving throw.

The tavern is haunted by a **spirit**. The spirit is harmless, and cannot, itself be harmed nor does it attack. If spoken to, it will speak to the party. The spirit will tell them that it was once the tavern-keeper named Berard. Berard was a Darkstone Dwarf who was ill-suited for the mines, and so found himself managing the tavern instead.

He will confide in the party that he has no idea how long he has been dead, or how long his spirit has been haunting the little tavern. But he will confide in the party that he is intensely lonely and feels as though his spirit is more than ready to move on to whatever after-life awaits.





Berard tells the party that he believes that if the party leaves an item on the bar of the tavern with a sigil of the black lotus (the coin would be the most obvious "donation" the party could leave), it would release him from the prison of the tavern.

Berard tells the party that he has very little, if anything to offer in return, other than his gratitude. However, he pauses briefly and tells them that he may have some information that would help to keep them safe in the tunnels.

If the party agrees to help Berard, he will tell them that "Directly across from here, by way of the bath house, there is a wide stretch in the tunnel that will steal your souls for all of eternity. You can avoid it, but only if you go no further than to the northern most point of this tunnel system, or go back south, the way from which you came."

Note to DM: You might encourage the party to take an inventory of the items they have collected thus far that have the lotus symbol on them. Although the coin would be the least costly item to leave behind, any item with the lotus flower will suffice, from Berard's perspective—including a robe or a weapon.

Once Berard shares his secret with the party, and assuming they leave one of their items emblazoned with the black lotus upon it they will notice a transformation come over Berard almost immediately as it is obvious that his wish has been granted and his spirit released.

The spirit of Berard will start to fade almost immediately when the item is placed upon the bar, but the party will still be able to see the look on his face, half of which looks like pure ecstasy and the other half, pure and complete fear. As the party watches, unable to stop the process, the spirit of Berard is ripped vertically down the center from head to toe, and the spirit screams. The party cannot tell if the scream is one of pleasure or pain, but the spirit of Berard is gone. Whether for good or evil, Berard's last wish has been carried out with the party's assistance.

Canto XIV's mithril tablet hangs behind the bar on the wall.

*Canto XIV
A thousand temples for
A thousand goodbyes, across
A thousand-fold nights*



When the party removes the tablet, it will trigger a secret door on the same section of the wall. If the party inspected the tablet before removing it, a **DC 8 Perception** check would have revealed it. The mechanism and secret door are un-trapped. The passageway leads aboveground and an exit to the outside is concealed by bushes on the corner of the temple **Myzaedi**. Consider Myzaedi (See the **Appendix**) as a side adventure for the party; otherwise, the party will likely return to the complex of tunnels underneath Mingalarbar.

19. Guest Quarters: This is a small, cramped area that might better be described as a hostel than as guest quarters. It is one large open, common room with 3 bunk beds. There is no other furniture in the area. The party will suspect that the area was used as a guest quarters because there are a few small articles of clothing lying upon some of the bunk beds that do not appear to have been worn by followers of Xan Yae.

If the party is looking for a safe place in the tunnel system to rest, the guest quarters will provide the opportunity for a short rest without risk of wandering monsters.

Canto IX is lying under a layer of dust on the floor beneath one of the three bunk beds.

*Canto XIX
Dark mistress Mingalarbar
We sing, we drum,
Meditations of her: Mingalarbar.*

Conjunctio

Conjunctio is the central section of the tunnel system. The constellation is comprised of an eastern and western array of small tunnels. These are the oldest of the tunnels in the complex, and the walls and floors are little more than dirt and rock after centuries of use.

17, 3, 21 (West)

17. MINE STORAGE: This area was used to store a small number of tools and other implements used to mine the tunnels of Conjunctio. The party will find small oil lanterns (2), oil (8), flint (1), hand picks (2), shovels (2), burlap sacks (4), and a couple of hand carts (2). The same Mingalarbar silver dust that the party likely saw earlier in the tunnels is present on the ground of the mine storage area and hand carts.



The Canto in this area rests abandoned in one of the hand carts, and is relatively easy for the party to discover.

Canto XVII
Winds from the east,
Zuoken flies
Dancing on the air.

3. **MINE:** The mine finally reveals one of the best kept secrets of the monastery (even though the party has probably suspected it for some time). While there is a goddess Mingalarbar, what the monks failed to realize for all of these centuries is that in building their templates to try and appease her, they were disturbing the underground mines and community devoted to the worship of Xan Yae and their mining efforts.

It will remain a mystery that the followers of Xan Yae no longer inhabit the mines, and the party will get the impression that the mines have likely sat inactive and abandoned for centuries. Xan Yae's desires to keep the mines a secret, however, continue to be active as attested by her desire to destroy the party.

The existence of the temples above ground is a complicated affair. On the one hand, they could have the potential to distract from the mining operations below ground. And in that regard, they could have served Xan Yae very well.

On the other hand, they also posed a risk, no matter how small, that the followers of Mingalarbar could discover the mines. When forced to make a choice, Xan Yae had decided that no matter how small the risk—it was one not one she thought worth taking.

In that respect, the temples served both Mingalarbar and Xan Yae, in very different, yet symbiotic ways. Regardless, Xan Yae will not suffer them to exist.

The party will see ample evidence of mining in this section of the tunnels, as well as of the existence of what still might best be described as profound quantities of Mingalarbar that still could be mined, if only the followers of Xan Yae hadn't disappeared. **Note to DM:** This is a mystery that is not intended to be solved by this adventure. If your party is interested in continuing their adventures, you might use the **Appendix** to help expand this part of the story line.



Canto III is actually carved into the walls of the mine. The party should (or should be reminded by the DM) recall that they have already recovered this Canto, and it should be curious to them (another unsolved mystery) that it is carved into the walls of the mine for some reason.

Canto III
Sing in the dead of night
To the dead of night,
Of lost souls, souls long neglected.
Forgotten.

21. **TREASURY:** The treasury is a carefully locked and trapped area where the monks stored mined and processed Mingalarbar for future use in their forge and armory.

First, the party will have to deal with the traps protecting the treasury. The primary trap is designed to work in a fashion that is opposite what the party might expect. First, they will need to discover a pressure plate on the floor with a **DC 10 Perception** check. As they will soon discover, it's not finding the trap mechanism that is the challenge but figuring out how to safely deactivate them that proves difficult—and deadly if they don't get it right.

To successfully disarm the trap, they must next identify a brick that needs to be depressed, a second **DC 10 Perception** check. So far, they should get the impression that this is an easy to find and disarm trap.

However, the genius of this trap is that to disarm it and open the secret door to the treasury, the party member must stand on the platform while they depress the brick. As DM, you can either leave it to players to make that determination or allow a third **DC 18 Perception** check for the character to determine the working relationship between the platform in the floor and the brick in the wall.

If the party member depressing the brick is not standing on the platform, sections of the ceiling will fall, crushing everything within a 10-foot radius of the platform (most likely the entire party). The debris from the ceiling is significant enough that it will completely seal off the tunnel, causing **2d12+12** bludgeoning damage. For every turn that a party member is buried in debris they will take an additional **1d10** suffocation damage, falling unconscious at 0 hp, and dying when they



reach – MAX hp. Characters trapped beneath the debris are unable to assist in digging their way out.

Any party member not caught in the debris that falls from the ceiling may attempt to dig out their fellow party members. It will take **1d6** turns to reach each party member (roll separately for each member). For each turn digging, the digging party member makes a **DC 8 Strength** check with advantage. If they succeed, they move 1 turn closer to freeing the party member closest to them. **If they fail**, one of two things happen: 1) there is a 50% (heads) chance that a small avalanche undoes any digging that the party member accomplished and they lose a turn of digging; or 2) there is a 50% chance (tails) that a major avalanche undoes all of their digging **and** causes **1d4** damage to the party member doing the digging.

At the start of 3 turns of digging (whether anyone in the party is still digging or not), the avalanche and noise of the party's digging will attract the creature that has left the marks on the tunnel floors that the party had seen earlier: a **purple worm** (AC: 18; HP: 247; +9, 22 piercing damage).

As DM, use the following chart to keep track of any party members buried in the rubble from the trap as the battle with the purple worm rages on.

NAME	TURN				
	1	2	3	4	5
[NAME]	x	x-1d10			

Note: X=HP at the start of the purple worm's first attack.

If the party is able to successfully disarm the traps (or dig out from the traps) and enter the treasury, they will discover the following:

- **10,000 mp**
- A chalice, of Mingalarbar (2,500 mp)
- **Ring of protection +2** made of Mingalarbar

Along with the above treasure, the party will also find Canto XXI.

Canto XXI

Hearts thunder for Mingalarbar,
Propel spastic death-trance dance,
Shadows deepen, darken; drums drum.



2, 20, 8 (East)

2. **MUSIC ROOM:** The monks store their musical instruments in this area. There are a variety of instruments that are unlike any the party has seen in their travels. If there is a bard in the party, she or he can choose one of the musical instruments. Like many of the other items the party has found, they will also have a hidden insignia of the black orchid of Xan Yae.

There is also a small collection of music that the monks of Mingalarbar have written. One piece of music in particular will be of note to the party, determined by a random **d4** roll:

D4	Description
1	Hymn: A simple verse, written in a major chord, that allows one listener to Calm the Dead once in the next 24 hours.
2	Opus: A triptych written for the instruments of Mingalarbar. It conveys a sense of epic accomplishment upon one listener, who will attack with advantage for 24 hours .
3	Gospel: The singer feels a sense of power that allows them +2 on all Persuasion attempts for the next 24 hours.
4	Chant: Meditative in its cadence, the chant will give the chanter +2 on all spell attacks for the next 24 hours.

The piece of music may be sung or performed **1x/week** by a bard or monk in the party.

The party will also find **a complete copy of the Lost Cantos of Mingalarbar** on a replica scroll with the 26 cantos inscribed and illustrated. Although it is not absolutely necessary for the party to have the replica scroll to be successful with the adventure, it will be extremely useful in confirming that they have found all of the missing and lost cantos.

A duplicate mithril tablet with Canto II will also be found along with the replica scroll.

Canto II

*Sing of sleep and Nightmares.
Sing of death-dreams,
Where Mingalarbar slinks jealous
Among the withered juniper.*

20. **STUDY AND TRAINING AREA:** This is a study area devoted to the training, study and the development of small animals into familiars for the monks of the monastery. There are a series of scrolls and books on top of a couple of small desks that describe some of the more common familiars,



including: cats, owls, falcons and other small creatures.

There is also a practical training side to the **Study**: there are gloves, ropes, leashes, and other small items that appear to have been used by the monks in their training efforts. The party may choose to take a couple of those items, especially if they find an animal in (8) that they choose to take on as a familiar.

Canto XX

Skeletons rattle: death strides nearby, shadowed

To run!

To find Mingalarbar, oh! Mingalarbar.

8. **SMALL ANIMAL LABORATORY**: There are a series of small wooden cages in this area. The vast majority of them are empty and their barred doors stand open. There are a small number of cages, however, that do still have live animals in them. The cage doors are simply latched closed.

Party members who might take on a familiar could choose from one of the following:

- Yellow peacock (Use: Axe Beak)
- Rose-colored monkey (Use: Giant Ape)
- Purple nightingale (Use: Vulture)

One of the cages that is empty of any creature contains a duplicate mithril tablet containing Canto VIII lying on the bottom of the cage.

Canto VIII

Of lost love, Mingalarbar laments

For there was no other,

And will be no other.

(C)

(C)onjunctio lies at the physical, metaphysical and spiritual center of the adventure. It is a non-descript part of the labyrinth of tunnels. The only thing that the party might notice, with a **DC 18 Perception** check is that it is the only part of the tunnel complex where four tunnels intersect. If the party has explored **Fortuna Major** and **Fortuna Minor** to the east and west, and/or **Puella** and **Via** to the north and south, they will also note that it is the physical center of the system of tunnels.

There is otherwise nothing of note in this area of the tunnel complex. However, when the party visits (C) and assuming they have recovered all of



the lost cantos, Xan Yae will feel as though her hand has been forced, and that she will have no choice but to attack the party at this location.

In her efforts to defeat the party, Xan Yae will use the dinosaurs that she summons to cut off the party's exit to the south (Via). If given the opportunity, she will also block both exits to the (B) teleportation locations, attempting to push the party toward the **Black Hole**. This is also a location where Xan Yae will also have her pseudo-dragon, **Zuoken**, with her.

DMs Note: Remember that there is also a chance that Mingalarbar will appear to aid in the fight against Xan Yae. Also recall, that the two might also declare a truce, as described earlier in the module. Neither Xan Yae nor Mingalarbar will intentionally fight to the death—choosing either a truce or a retreat to the astral plane.

Xan Yae's Private Temple

If the party defeats Xan Yae, her soul will be transported automatically to her private temple on the astral plane.

The **Scriptorium (11)** provides the only access to Xan Yae's private temple—if the party is fortunate enough to have found the visual key and runes to teleport there.

End

When the party returns to the monastery, Brinton and Damarra will express extreme surprise at seeing any of the party members that have somehow survived the adventure. Although they will be eager to hear the party's tales, they will first insist that they all worship together.

After worshipping and sharing a meal together, Brinton and Damarra wonder at the tales that the party regales them with.

Brinton in particular expresses his gratitude on behalf of the monks of the monastery. For the first time in centuries the monks are free of Mingalarbar and Xan Yae—however that outcome may have specifically played out.

Brinton tells the party he wishes he could reward them richly for their bravery, but the monastery has very little in the way of worldly goods. Surprisingly, he asks the party if they would be willing to share any of their spoils—especially 10%



(a tithe) of the Mingalarbar that they have discovered. If the party does make a contribution to the monastery, Brinton tells them that they will be memorialized in the stories and songs of Mingalarbar for all eternity. He offers up to two different songs (depending upon the fate of the party).

The End – Memorialized in the Stars

If any of the party members succumbed to the black hole in the tunnels of Coniunctio, Brinton will begin with a song to memorialize them in both word and sound. He will start the song by playing on a musical instrument that appears to be much like a banjo, though it is played on his shoulder like a fiddle. He plucks the strings gently in a minor chord, slowly before he starts to intone:

*A fateful day, under star-crossed skies,
Our bravest adventurers, [insert names of party
members that are deceased here]
Set forth in the name of Mingalarbar's freedom.
Temples, thousand-fold, and dangers untold.*

*Worthy, brave deeds unfold,
But our adventurers did not return.*

*Lost forever to the stars,
The comforting embrace of Coniunctio,
Our brave warriors [insert names]*

The End – Slayers of Xan Yae

After Brinton has sung the memorial praises of the party members lost to the stars, he deftly and without pause drops his musical instrument down to his side, holding the neck with one hand and plucking with the other. The chords subtly change and become more celebratory and joyful. This is the song for those who defeated Xan Yae, heroes of Mingalarbar:

*Worthy adventurers, [insert number in party],
[insert names of party members here]
Set out from Mingalarbar that fateful day of yore.*

*To set free the brothers of mindfulness,
And kindred spirits to Mingalarbar.*

*Fearless adventurers, cunning and quick,
Mingalarbar was no match.*

*A thousand verses of gratitude we sing, and
remember [insert names]
A thousand years more*

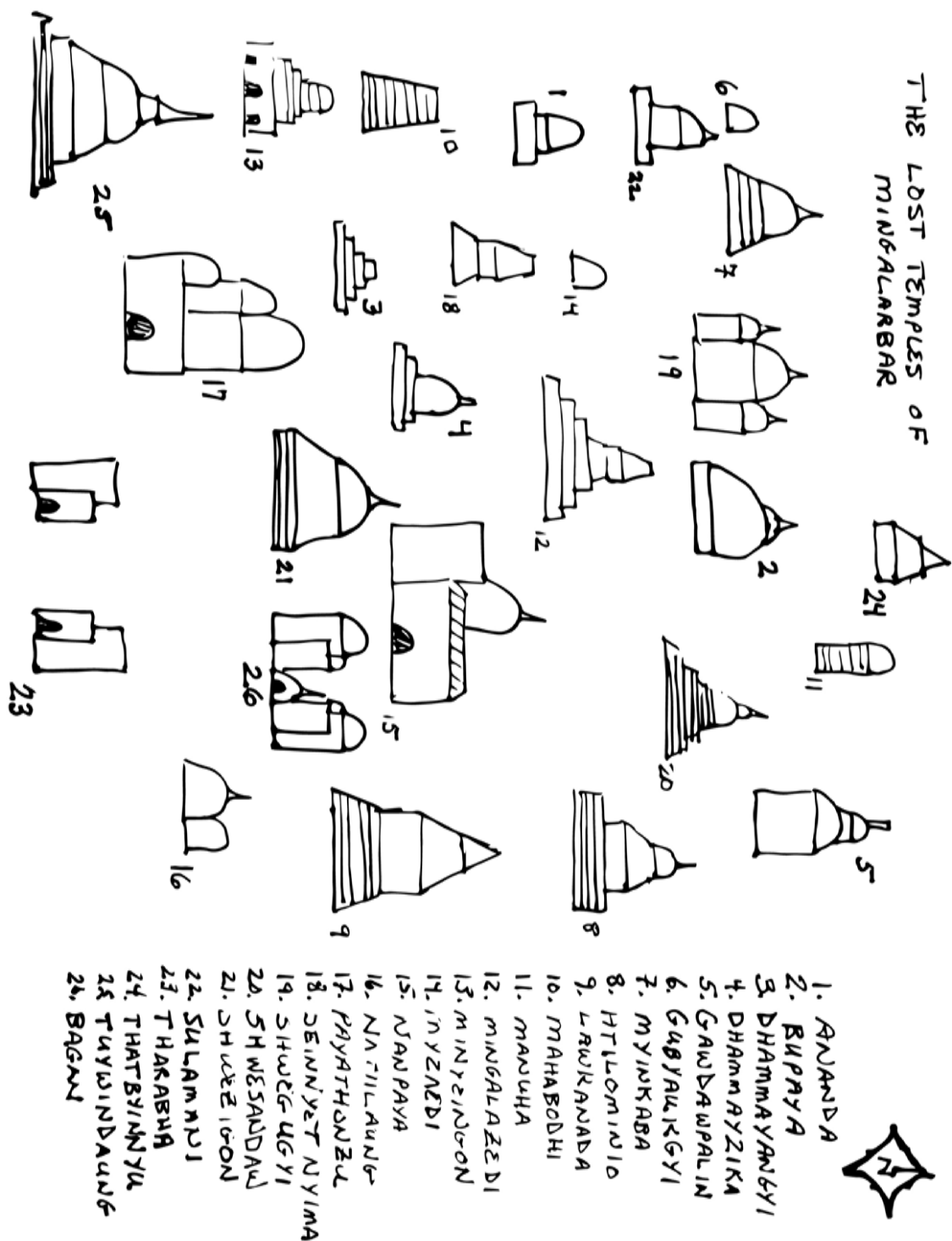
The party members will be encouraged to stay as long as they please, and the monks will be forever grateful. But the party will once again grow restless and move on to their next adventure—hopefully taking their lessons of mindfulness from this epic quest of a thousand temples of Mingalarbar with them.

END




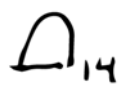












Master Map: Mingalarbar



















Master Journal: Mingalarbar

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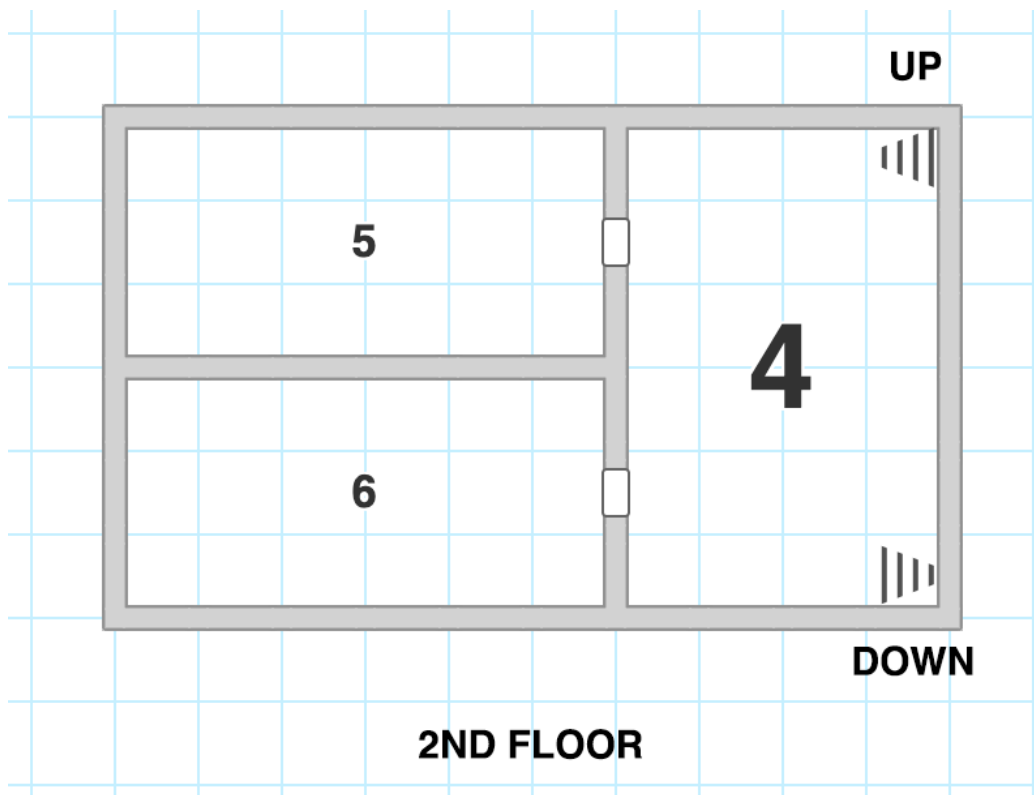
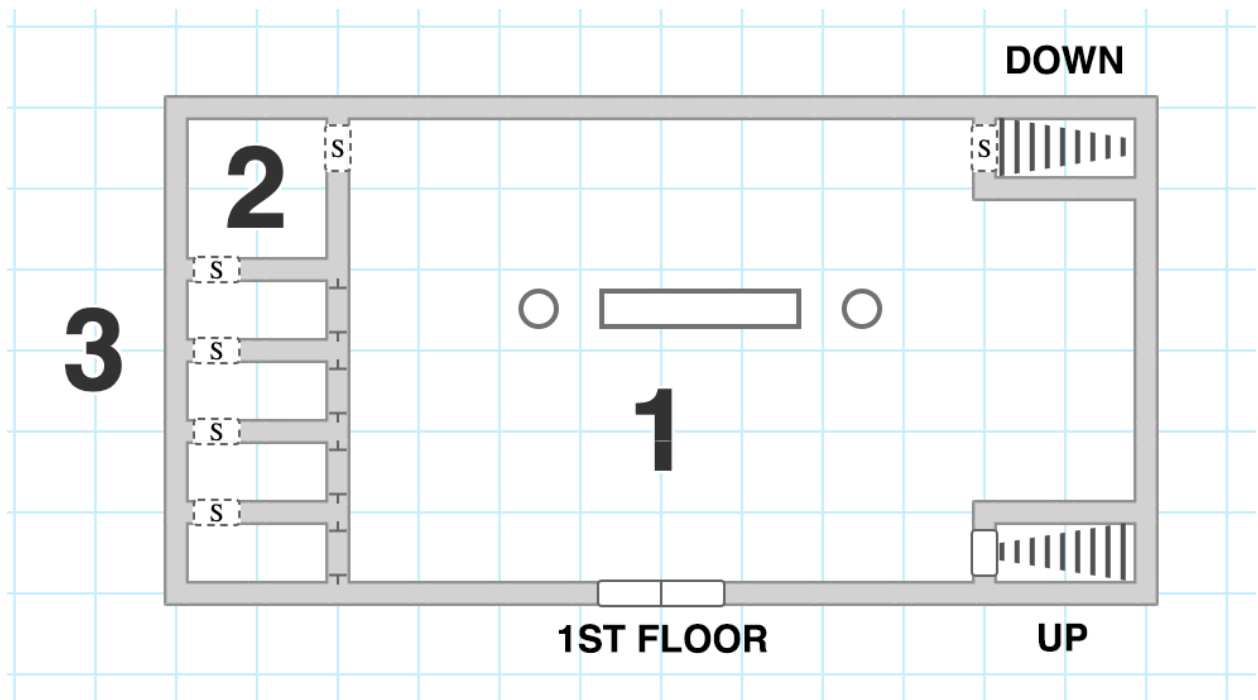


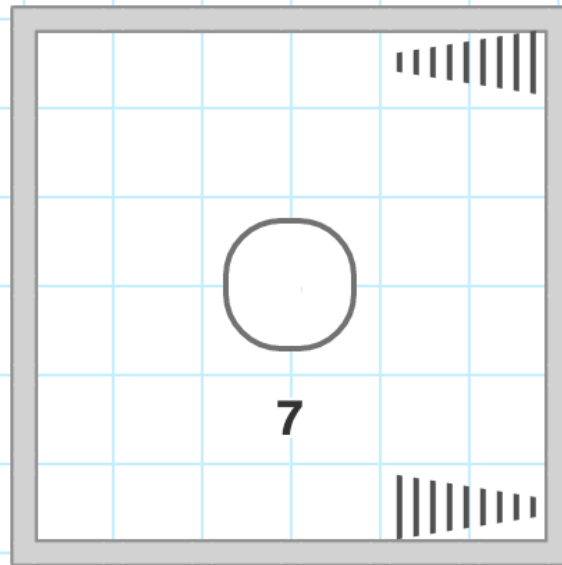
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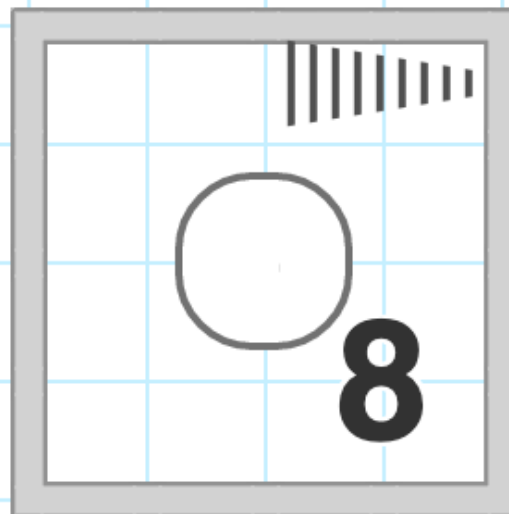
Maps: Lawkanada





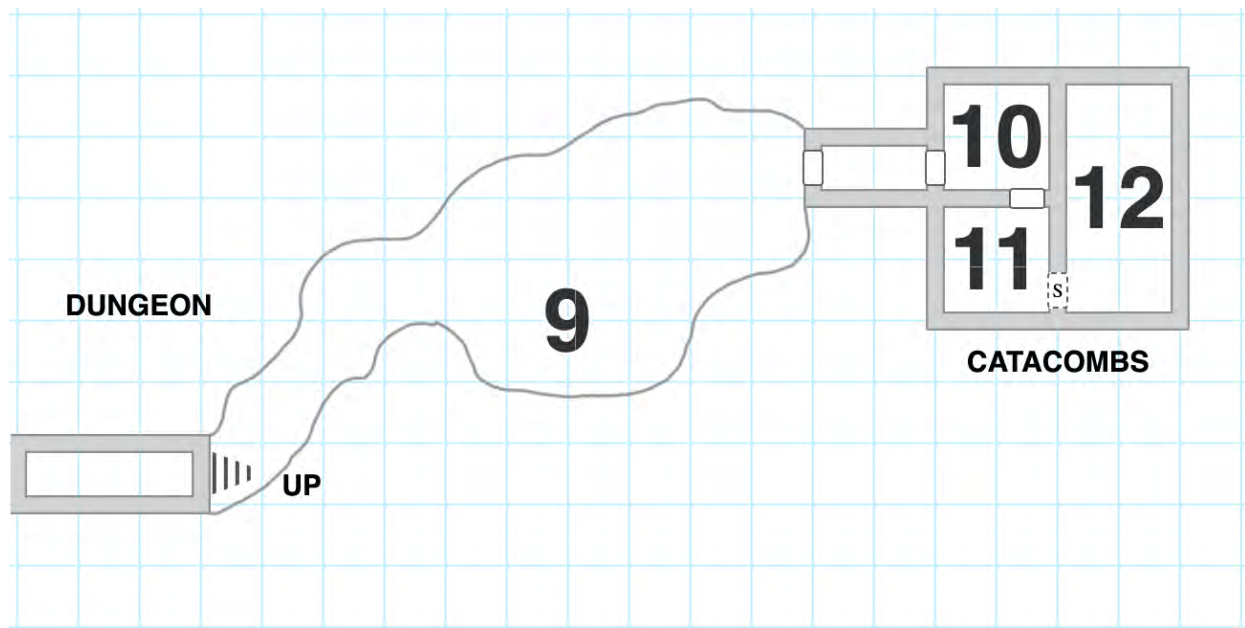
3RD FLOOR

DOWN



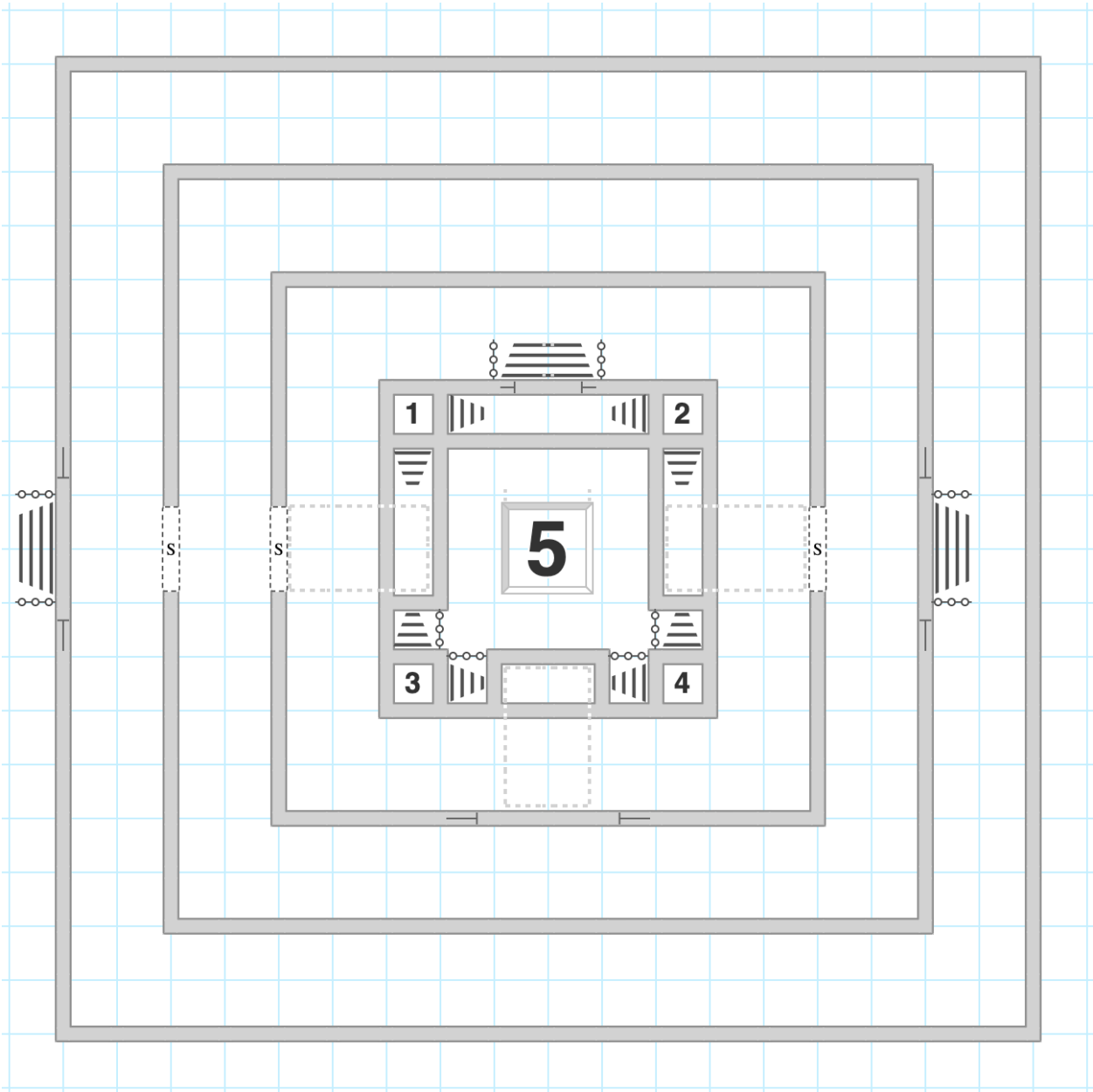
4TH FLOOR







Map: Myzaedi



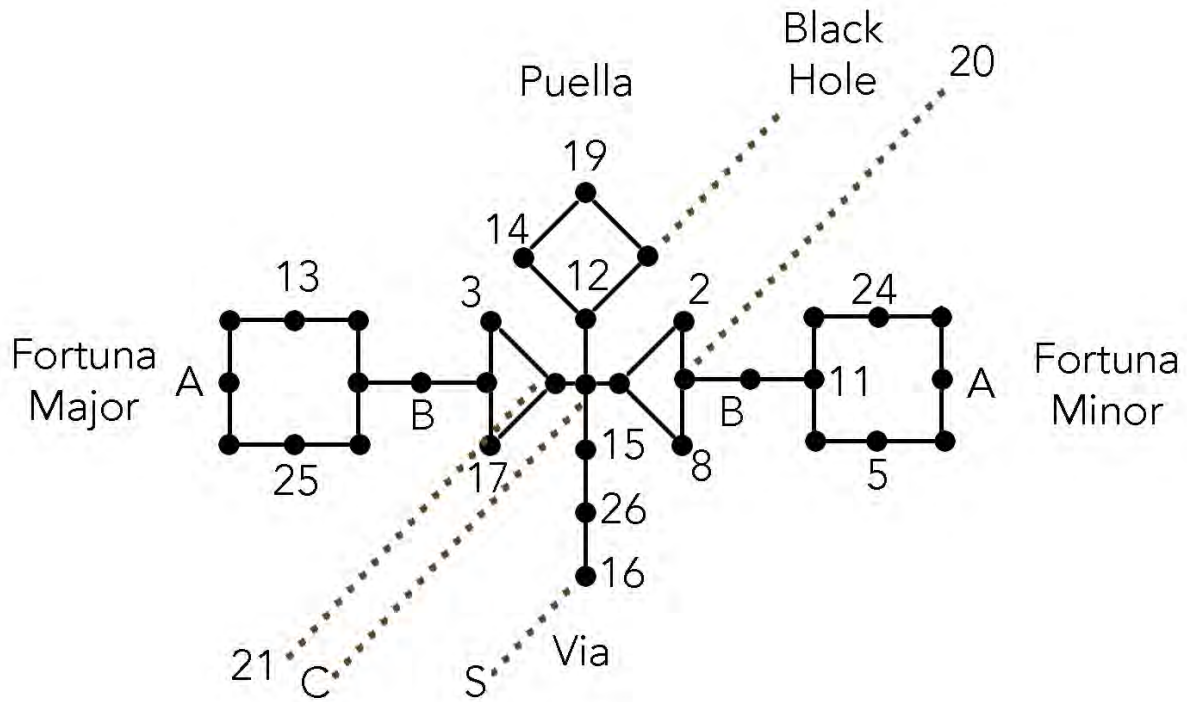


Map: Legendaria





Map: Conjunctio Master



(n)	Corresponding temple
[name]	Constellation name
A	Teleportation [A->A; omnidirectional]
B	Teleportation [B->B; omnidirectional]
C	Conjunctio (Star)

Note: The secret passageway between (23) and (16) is omitted from the master map other than denoted by "S".



THE DEMONS OF MINGALARBAR



Chaos Supplements

Chaos Master (Background)

You pride yourself on what has become an innate ability to not only surprise others—but yourself as well. Your desire has led you to a life lived apart from the rest of society where you practice your art. In your time in isolation, your unpredictable nature has truly taken on a life of its own. At times well beyond your control, you might truly excel just as readily as you fail. In fact, life has become nothing more than what appears to be the random roll of a die.

THE RANDOM DIE

As you grow and mature, more of your being becomes unpredictable. You will use a **RANDOM DIE** to represent the unpredictable nature of what makes you who you are. The **RANDOM DIE** has one of six outcomes:

+1, +2, +3, -1, -2, -3.

RANDOM DIE

Rolling the random die applies to:

Skills: Insight, Performance

Tools: Gaming Kit

Languages: One additional of your choice

Equipment: Entertainer's pack

FOCUSED TRAINING

You find it just as easy to focus on objects of your desire, as you do to neglect them. Beginning with the second level, your training and behavior continue to become even more unpredictable. The following table determines where the **RANDOM DIE** will have increasing influence (chaotic effect) over your behavior.

Level	CHAOTIC EFFECT
1	Insight, Performance, Gaming Kit
2	Hit Points
4	To Hit
6	Damage
8	Saving Throws
10	Initiative

FEATURE: CHAOTIC BEHAVIOR

Your focus on the realm of chaos gives you the blessing and curse of doing the unexpected—even at the most inconvenient of times. You might be enjoying a beer at the Inn with your party and decide to wander off. Or you might decide that your goals don't currently align with those of the party. You see things differently than the rest of the party, and you delight in shocking and amazing them—when it suits you to do so.

It is important to note, however, that this is not precisely random behavior. Work with your DM to develop a backstory that explains your resistance to being told what to do or being predictable in your actions.

SUGGESTED CHARACTERISTICS

You are best-suited to life on your own, but if you feel that a party of adventurers suits your purposed—for the time—you might elect to begrudgingly join them.



Whether you embrace your time with others or not, it isn't likely to last long before your chaotic desires take over and you desire moving on.



D6	Personality Trait
1	I particularly enjoy surprising others when we aren't adventuring.
2	I'm oblivious to the needs and demands of others.
3	I am prone to wandering away at inopportune times.
4	I am convinced I am always trying my best and blame the fates when I fail.
5	Nothing is ever good enough, and I am convinced that trying harder will fix things after I fail.
6	The gods clearly hate me, and life is completely out of my control.

D6	Chaotic Ideal
1	Hedonism. My chaotic behavior is often driven by what I think will derive the most pleasure for me.
2	Selfishness. I'm often attempting to look out for my own best interest—even when it fails—as much as I might make a decision in the best interest of the group.
3	Emotions. I am as likely to let my emotions dictate my actions as much as my intellect and am not consistent in that regard.
4	Acceptance. I do not do well around other chaos-masters, but I respect those who make their own decisions—even when they don't make much sense to others.
5	Lack of Awareness. I show a distinct lack of personal awareness of what is in my control and what is not in my control.
6	Change. The only constant is the inconstancy of the Universe—I am always looking for constant change in life and my surroundings.

D6	Bond
1	It is my duty to enforce a sense of randomness in the world through deeds and words, alike.
2	I am beholden to no one thing, person or place.
3	I show great disdain for those who act in a predictable fashion.
4	My life's work is dedicated to teaching others the ways of a chaotic life.
5	I've lost most all of my friends because of the chaotic nature of my life—making it nearly impossible to form new friendships.
6	In stressful situations, I am just as likely to do the very opposite of what I think is expected of me.



D6	Flaw
1	I absolutely delight in the chaos of battle.
2	I routinely point out to others that they are "lemmings", cursed to following the group and not thinking for themselves.
3	I am steadfast in my belief of the randomness of life.
4	I relish winning arguments—especially if I am arguing against the entire party.
5	I like keeping secrets, especially if knowledge of those secrets could determine the outcome of a situation.
6	I will not share my knowledge of traps and secret doors with others.

OTHER CHAOS-MASTERS

Chaos-masters do not do well around others like themselves. They are not just unusual to find in a party of adventurers, but two of them in the same group would be downright unbearable. While one might bring a sense of adventure and living-on-the edge to a party, any more than that and a group would likely completely devolve into chaos themselves.

CHAOS-MASTER TALISMANS

Over the centuries, ancient shamans of chaos have imbued a variety of objects with the very CHAOTIC EFFECTS of their practice. Those objects, as the DM might determine, could take the form of any item, like a ring, robe, weapon, or scroll. If checked, such items are neither good nor evil, though they will respond as magical. Although at the DM's discretion, it will typically take a strong spell like **Remove Curse** to dispel the CHAOTIC EFFECTS of an object upon a player or a party. There are chaos talismans later in this **Appendix**.





The Way of Mindfulness (Background)

This tradition of monastic pursuit is uncommon in Legendaria, let alone in other parts of the multiverse. Even in Mingalarbar, the pursuit is uncommon because of the rigor and isolation it requires of the Acolyte. Monks must commit earlier to this tradition than is typical: choosing it immediately at the 1st level.

Monks of the Way of Mindfulness are the ultimate masters of mind over matter, and often choose to minimize the martial arts in favor of more subtle forms of combat. They learn techniques to influence their opponents, manipulate Ki to heal their own minds and bodies, and practice meditation of the most sublime nature to protect themselves from physical and psychic harm. As they progress in their abilities, they are able to extend those protections to those around them.

Those who practice the Way of Mindfulness are known in Legendaria as Monasts.

PRACTICING MINDFUL TECHNIQUES

Practicing these techniques is not dissimilar from the spellcasting associated with some of the other monastic disciplines.

To practice any of these techniques, the character uses **double the casting time**, but don't need to provide any material components for any of them. Unlike other disciplines, you also learn *Breath of Air* at the first level.

OPEN MIND (MINDFUL) TECHNIQUES

Mindfulness disciplines are presented alphabetically. Those requiring a level, are noted.

Attunement of Mind and Soul. (Level 17) There is no higher incantation for someone who practices the Way of Mindfulness, and this is reflected in the 17 Ki Points required. Attunement of Mind and Soul are the equivalent of Astral Projection except that the caster's body—along with those of willing creatures—do not leave their bodies behind. Instead, they disappear—so that there is no risk of any harm coming to any corporeal bodies impacted by Astral Projection.

Breath of Air. (Level 1) You are able to Spare the Dying, targeting any creature or member of your party. At advanced levels (Level 17) this can be transformed into Gentle Repose.

Eye of Seeing. (Level 4) Equivalent to Detect Evil and Good, requiring 4 Ki points.

Hand of Fairness and Peace. (Level 6) The Acolyte is able to cast Remove Curse, requiring 6 Ki points.

Mindful Meditation. (Level 6) The monist can cast the equivalent of Suggestion. Doing so expends 6 Ki points.

Purposeful Soul. (Level 17) One of the most powerful of the incantations for those who practice Way of Mindfulness: the monist can cast the equivalent of True Resurrection. Much like the spell, the creature restored to life must have a soul that is free and willing, and also willing to commit its life to the Way of Mindfulness itself.

Practicing Mindful Meditation is a significant undertaking, requiring a full 17 Ki points.

Rising Sun Blessing. (Level 6) As an area effect for all creatures within a 10' radius, can create peaceful meditation the equivalent of a short rest—but in a 1-hour meditation. Requires 6 Ki Points.

Rush of Spirit. (Level 17) Similar to Rising Sun Blessing, Rush of Spirit extends for all creatures within a 10' radius, but as an advanced meditation, bestows the equivalent of a long rest over a 1-hour meditation. Requires 17 Ki Points.

CASTING MINDFUL SPELLS

As with other ways of practice, monks practicing the Way of Mindfulness, are able to learn how to harness their mind and cast spells. Monks do not need components to cast these spells, though they will have a sacred totem that is bestowed upon them through a vision with Xan Yae in which the monist will attune with the totem. When the vision has ended, a physical representation of the totem will appear to the monist. The totem must be protected at all cost: if it is destroyed, the monist will be unable to cast any mindful spells and immediately and permanently banned from their monastery.

Possible totems, and their powers include:

1d8	Totem	Power
1	Griffon Feather	+1 Ki
2	Grey Pearl	+1 Language
3	Black Pearl	+1 Proficiency*
4	White Pearl	+1 AC
5	Small Dragon Bone	+1 Damage**
6	Dragon Turtle Dust	+1 Persuasion
7	Owl Beak Dust	+1 Investigation
8	Basilisk Horn Dust	+1 Medicine

* Additional proficiency in a skill of the monist's choosing.

** Only to creatures of evil alignment





DISCIPLE OF THE MIND

Monastic Order of Mingalarbar

Much like other monastic orders, this one is associated with the deity Mingalarbar. She teaches the value of mental and spiritual discipline above all else.

In Legendaria, the order of Mingalarbar is dedicated to maintaining peace and balance in body, thought and emotion. Monasteries and temples are isolated in one region—most of them abandoned over centuries of neglect and lack of acolytes who could manage the rigors of the practice associated with this order.

The central monastery is led by an elderly monk named Brinton. He emphasizes that his Acolytes follow a rigorous life of meditation and scholarship in perfect concert with the natural and spiritual worlds.

While Mingalarbar is the primary deity, many Acolytes study the lives and teaching of Xan Yae—a goddess devoted to twilight and the superiority of mind over matter.





The Curse and Blessing of the Skin Walkers (Scenario)

As your party adventures forth, you pause for the night, exhausted in your quest. Your guards are set, the skies are clear, and the party drifts off to sleep.

The scratching sounds are quiet at first, (**DC 18 Perception** check). So quiet you can't tell what is making them, or even from what direction they originate. But if the party has a fire lit, the noise is at the outer edges of the light: close. It could be nothing, or it might be rats. Certainly nothing larger than rats, and you drift back off to sleep.

When you waken next, the forest is deadely quiet, the quiet of 4 a.m. when nothing walks the earth, and all is still. Except for the scratching sounds (**DC 16 Perception** check). The scratching is louder now, but you are also not sure if you hear the scratching in the waking world, or if you are hearing it in your nightmares.



But the fire has burned to nothing but embers. The skies are pitch black. There are not stars, no moon. Whether your vision allows you to see in the dark, there is nothing beyond the barely visible glow of the embers. Nothing but scratching that gets louder.

Brave warriors, your hair nevertheless stands on end, your skin is wet and cold. And nothing but scratching. You feel paralyzed, more convinced this is the stuff of nightmares. But as you look around the fire, your comrades are all there, sleeping. Perhaps, you wonder, their dreams may be the same as yours (DM NOTE: the party's dreams are the same).

Nartan comes to you in the night but introduces himself as He who dances in the Forest." He is simultaneously not Nartan: he is a Raven, who walks on two legs. It was Raven who brought your party to Mescalero, and Raven who speaks now, as his body becomes Nartan in human form, then raven again.



"Beware of the scratching sounds in the forest. Feel how it grabs at your soul, at your being, and urges you away" Raven intones. "Beware of those who walk on two legs and whose shapes are not as they seem. Who walk between worlds, and whose worldly corpses scratch at the earth eager to return from where they came."

"Look them not in the eye; they are stealers of souls. They are renders of souls, and if they catch you, they will become you and you will become them. They will inhabit your skin."

"Beware the skin walkers" Raven warns, "You are cursed with their presence, and cursed in their relentless pursuit. They will hunt you from the treetops, and the bottoms of the swamp. They will follow you across desert and chase you in the mountains."

"I will protect you as best I can, but my protections are imperfect, chaotic" Nartan reassures and warns the party.

With the rising of the sun, the visions fade. The party wakes restless, without rest: feeling vaguely comforted by Nartan and threatened by Raven. The scratching sounds have faded into memory, but the unease has not.

THE CHAOS DIE

Nartan has attempted to bless the party while Raven has cursed the party. Neither is in full control of the party. Use a **CHAOS DIE** to represent the unpredictable nature of the blessing and curse. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

CHAOTIC BEHAVIOR

You find it just as easy to focus on actions and objects, as you do to neglect them. Beginning with the second hour, your actions continue to become even more unpredictable. The following table determines where the **CHAOTIC DIE** will have increasing influence over your behavior. **Note:** the effects are cumulative over time.

HOURS	CHAOTIC EFFECT
1	No effect
2	To Hit
4	Damage
8	Saving Throws
16	Initiative
24+	All D20 rolls

FEATURE: CHAOTIC BEHAVIOR

The effect will last for the duration of the party's adventure in Mescalero. **Optional:** You may allow party members a saving throw against the effect, though it should be an epic save: **DC 20 Wisdom**.



Gorgo's Blessings and Curses (Magic)

Wondrous item, very rare

You and your party have found an ancient leather tome that is illustrated with an ancient dragon on the cover. This is an extremely rare tome unlike anything the party has encountered in the past.

With Detect Magic, the book will positively glow.

However, if the party uses Detect Evil and Good, the book appears simultaneously to have been consecrated and desecrated. The effects of the book can only be removed with Dispel Evil and Good as a way of removing an enchantment.

Any time the possessor of Gorgo's Blessings and Curses touches another living being they must make a **DC 18 Wisdom Save**. The book is limited to one effect per being, whether that being makes their saving throw or not.

THE CHAOS DIE

The possessor of Gorgo's Blessings and Curses is intimately familiar with the contents of the book but has no control over when she or he bestows a blessing or a curse—they happen chaotically. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

Blessings or curses remain in effect until they are removed.

CHAOTIC BEHAVIOR

In spite of your intentions, you find it impossible to control whether you bestow a blessing or a curse upon any living being that you make physical contact with. The following table determines where the **CHAOTIC DIE** determines the nature of the blessing or curse you bestow.

ROLL	CHAOTIC EFFECT
+1	+1 Protection
+2	+2 HP (per level after blessing)
+3	+/-X Saving Throws
-1	-1 Protection
-2	-2 HP (per level after curse)
-3	+/-X Saving Throws

+1/-1 PROTECTION

The blessing or curse of protection is temporary until removed. It is identical to wearing a Ring of Protection +1.

+2/-2 HP

Whether a blessing or a curse, the HP gained or lost are permanent additions or subtractions. In either case, the character will feel unusually emboldened or weakened as they increase in level. They will not necessarily know that the adjustment is the result of Gorgo's Blessings and Curses.

+X/-X SAVING THROWS

The afflicted being rolls one **CHAOTIC DIE** for every saving throw until the blessing/curse is removed. The being will have an innate sense that there are greater powers at work waging battle for their very existence—and that sometimes the powers of good prevail. And at times, they are wracked by demons.





Gorgo's Chaos Lantern (Magic)

Wondrous item, very rare

You and your party have found an ancient brass lantern that appears to be fueled by magic. It needs no oil and the light source is turned on and off by the simple touching of the glass in the lantern.

The lantern itself is adorned with the head and claws of a dragon. The outer edges have a script-like design around the base of the lantern—but the design is purely ornamental.



With Detect Magic, the lantern will positively glow, and because the lantern burns without additional fuel, the party might easily be led to believe that is the sole source of magic associated with the lantern.

However, if the party uses Detect Evil and Good, the lantern appears simultaneously to have been consecrated and desecrated. The effects of the lantern can only be removed with Dispel Evil and Good as a way of removing an enchantment.

THE CHAOS DIE

As the lantern remains in your possession over time, more of your being and actions become unpredictable. Use a **CHAOS DIE** to represent the unpredictable nature of those actions. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

CHAOTIC BEHAVIOR

You find it just as easy to focus on objects of your desire, as you do to neglect them. Beginning with the second hour, your actions continue to become even more unpredictable. The following table determines where the **CHAOTIC DIE** will have increasing influence over your behavior. **Note:** the effects are cumulative over time.

HOURS	CHAOTIC EFFECT
1	No effect
2	To Hit
4	Damage
8	Saving Throws
16	Initiative
24+	All D20 rolls

FEATURE: CHAOTIC BEHAVIOR

Your focus on the realm of chaos gives you the blessing and curse of doing the unexpected—even at the most inconvenient of times. You might be enjoying a beer at the Inn with your party and decide to wander off. Or that your goals don't currently align with those of the party. You see things differently than the rest of the party, and you delight in shocking and amazing them—when it suits you to do so.

FEATURE: CHAOTIC INFLUENCE (OPTIONAL)

The lantern emanates bright light in a standard 60' radius, and dim light in an additional 60' similar to a bullseye lantern.

Any **creature** within the standard radius of the lantern may fall under the chaotic influence of the lantern unless they make a **DC 16 Wisdom** save. They may repeat the save before any action that the Chaos Lantern might influence. In dim light, the save becomes a **DC 12 Wisdom** check.





Gorgo's Ring of Chaos (Magic)

Wondrous item, very rare, requires attunement
Usable by: cleric, sorcerer, wizard

Something about this ring doesn't make sense to you and your party. With Detect Magic, the ring will glow. However, if the party uses Detect Evil and Good, the ring appears simultaneously to be both.

Once a party member attunes to the ring, it cannot be removed other than with Dispel Evil and Good. Part of the attunement process will involve the player choosing a **chaos word** that will invoke the power of the ring.

The ring is adorned with a dragon on each side of a light blue semi-translucent emerald.

CHAOS WORD

The wearer can invoke the **chaos word** once per day. At random, the ring allows the wearer to invoke one of three rituals, based on the random roll of a **chaos die** the first time that the ring is used for that ritual. Once the ring has been used for all three rituals, the wearer will have control of the ring, and will no longer need to roll the **chaos die**.

HOURS	CHAOTIC RITUAL
+1, +2	Ask the Dead
+3	Precognition
-1, -2, -3	Divine Enchantment

Ask the Dead

For 60 seconds, the questioner has a 50% chance of having a question answered with a **yes** or a **no** response. The chance of an answer increases by 10% if asked in an

area where a death has occurred, and by an additional 20% if the questioner knows the party who has died.



Divine Enchantment

The wearer is able to determine if an individual or object has

been recently under the effects of a spell.

Precognition

The wearer will be able to see into the future **1d6** hours. The actual events may or may not be of interest or of use to the wearer.

Robe of Mindfulness

Wondrous item, very rare, requires attunement
Usable by: characters with **mindfulness** background

A very simple robe though made of some of the finest fabric you have had the experience of touching or wearing. The robe does not appear to be magical, though something about it also seems otherworldly.

Once a party member attunes to the robe, it cannot be removed other than with Dispel Evil and Good (similar to Gorgo's Ring of Chaos).

MINDFULNESS CHANT

The robe functions very simply: once per day, the wearer can invoke a very brief chant before she or he practices any mindful activity that requires **Ki** point expenditure and perform that activity by expending **zero Ki points**. The power of the robe recharges only after a long rest.





A Brief Biography of Xan Yae

This brief history will be found in Lawkanada.

Xan Yae will be known to the party as the goddess of twilight, shadows, stealth and mental powers.

Her symbol is a black lotus bloom.

Xan Yae appears to her worshipers as a slender, graceful drow with long black hair and raven-black eyes. Typically, she dresses in a plain dove gray robe, and wields a pair of magical falchions. Xan Yae is often seen in the company of **Zuoken**, (a pseudodragon) who has taken a keen interest in bringing anyone who interferes with Xan Yae's goals to justice.

Xan Yae and her followers have beliefs that are very different from the mindfulness of the Monks of Mingalarbar and focuses foremost on a principle of balance that results in invisible perfection.

Her worshipers hold three great universal principles:

1. **The Universal Mind:** One mind is solitary, and all minds are of the one mind. The Universal Mind is both the creator and sustainer of the universe.
2. **Harmonious Existence:** There is symmetry and balance in Good and Evil. When individuals achieve the same balance in life, harmony with nature is achieved.
3. **Individual Peace:** Mastery of the mental and martial arts can be combined to achieve even higher levels of existence.

Xan Yae's acolytes often seek out dungeons and labyrinths full of hidden lore.

Her clerics also wear grey cloaks and also typically carry falchions.

These are dark times for Xan Yae and her clerics, who have fallen out of balance in their desire to defeat Mingalarbar. They now pray in the dark of night and believe that attaining the **universal mind** will not only bring them universal peace but lead to Mingalarbar's down-fall.

Monasteries and temples are both rare and difficult to find. Xan Yae and her followers were particularly drawn to the temples of Mingalarbar for exactly that reason.

For Acolytes, temples will have space devoted to dance-like exercises, meditation, reading, chanting and prayer.

The autumnal equinox is the most sacred day of the year to Xan Yae and her followers because it marks the balance between darkness and light, night and day.





Xan Yae's Kitten: The Astral Planes of Mingalarbar

The *Astral Planes of Mingalarbar* is designed as a side adventure for your party and is written to challenge the norms to which your players are most accustomed to playing. Although there is a role for **Xan Yae's Kitten** to play in the adventure, it is not a requirement that she be a part of the group. Likewise, the party might benefit from some additional clues provided from their main quest in Mingalarbar—again, they are not essential to the party's success.

Your players are likely familiar with the concept of the Astral Plane, though the expectation is that none of them have direct experience with adventures that take place there. The section on **Passing Over** is designed to introduce players to some of the basic concepts of how their adventure will differ while on the Astral Plane. However, part of the excitement of this side adventure should be learning how things work on this part of the Astral Plane. As DM, be aware, though, that while Mingalarbar's Astral Plane is very much like you might expect, there are some additional twists. Be sure that you adequately prepare by reading the introductory material before your party begins their adventure.

Note to DM: There are spells that do not work on the astral planes of Mingalarbar. They include:

Arcane Gate	Planar Ally
Astral Projection	Moonbeam
Blink	Move Earth
Call Lightning	Planar Ally
Commune with Nature	Planar Binding
Conjure Animals	Planar Shift
Conjure Celestial	Plant Growth
Conjure Elemental	Raise Dead
Conjure Fey	Reincarnate
Contact Other Plane	Resurrection
Control Weather	Revivify
Demiplane	Spare the Dying
Dimension Door	Spirit Guardians
Fly	Teleport
Gate	Teleportation Circle
Levitate	Time Stop
Misty Step	True Resurrection
Moonbeam	Wind Walk
Move Earth	Wind Wall
Pass Wall	

The party will not know that these spells do not work until they attempt them. They will expend a spell slot at the appropriate level in the effort. There are a couple of exceptions where some

spells will in fact function in some zones—those are noted later in the adventure.

Entrance

The party's entrance to the Astral Plane may occur in any of a variety of places in Mingalarbar—the DM should use her, or his discretion based on where the adventure seems to most appropriately fit your campaign.

If you are looking for a rough idea for where you might introduce the adventure, choose any one of the temples that has been unexplored by the party. Create a secret door from one of the tunnels of **Conjunctio** to the temple.

Once the party has found the secret door, allow all of the adventurers to move through the door and onto the floor of the temple. Use the following description before moving on to the section on **Passing Over**:

Your party stands in the middle of the temple floor. There are no windows in this temple. It is the first temple they have discovered so far that appears to be completely abandoned.

Something doesn't seem right, though. It isn't just that the temple is abandoned, it's that there's nothing here: literally. The stone floor is completely devoid of even the smallest of cobwebs, or tiny mote of dust.

For characters who practice mindfulness, you would describe this temple as the closest manifestation of the **void** that you have ever experienced. **For everyone in the party**, the feeling of being alone, depressed and both hopeless and helpless is almost unbearable. You can't imagine remaining in this temple any longer.

Suddenly, though, something shifts around you, and you're not even convinced you are in the tower any longer—but you're also not sure where you are, if in fact you are anywhere at all. While the feelings of hopeless despair are gratefully absent, the darkness, the void are not. With that change, something is different even though you have not moved.





Passing Over

Your party has crossed over a threshold of some sort.

When you and your party cross the threshold, you feel briefly neither alive nor dead. Neither alive nor dead, you feel like you're making both a physical and a metaphysical crossing to another place.

Note to DM: The following section should be adapted to your party. The boxed areas are the **minimum** intended to be read to introduce your party to this part of the adventure. For those parties, however, that are more accustomed to a story-telling approach to their play, you may choose to read more or all of the section to help set the scene.

You have passed some kind of boundary area of the soul and pass between worlds where you briefly have a sense of the complexity and wonder of the Universe. Around you, is the sense that the fabric of life is teeming with astral beings, both seen and unseen.

Your mind reels with the endlessness of life and the Universe, and your soul feels elated and heavy at the same time. You feel wiser than you have ever felt in your life, and simultaneously that you know nothing. You feel profound sadness knowing that when you leave this place, you will never feel the inner balance, peace or chaos again in this lifetime.

Just as the fabric of your being feels as though it is being torn asunder, the universe goes ever so briefly and imperceptively still. You wonder at the magnitude and the complexity, the simplicity, and everything turns to light, and then to dark before settling into a murky grey.

When you return to what you believe to be consciousness, you feel as though you have slept forever, and are yet exhausted at the same time. You have only vague memories of how you got here, and those memories are a paradoxical mix of elation and pure sadness.

Your journey has pushed you to the limits of everything you know about the world around you. Players will make a **DC 18 Wisdom** check. Players who practice **Mindfulness** make their save with an additional **+2**. For many of the party, the journey will quickly fade from memory as there is just no possible way to process the experience. For a very few, however, the journey across the threshold will leave a permanent and indelible mark upon them, as indicated by the following table.

Save	Effect
<3	-2 Wisdom
4-9	-1 Wisdom
10-14	No Effect
15-19	+1 Wisdom
20+	+2 Wisdom

Whether cursed or blessed by the experience, the impact on the journey over is permanent, and no amount of magic can undo the change. **If a character is impacted to a point where their wisdom score would exceed 18:** the DM may use their discretion to decide whether or not to allow that change (or to what extent). While you might allow it, you might also consider imposing the **responsibility** and recognition of the character as having achieved almost (if not) demi-god status for the wisdom gained through this harrowing experience.

Even after crossing over, you feel as though you are still in a dream-world, as though you are out of your physical body—except something tells you that any harm that comes to you will be real in every sense of the word.

There are some things that occur to you, even though you don't know the origins of your thoughts. In this world, you will not need to eat, drink, breathe or even sleep—this realm feels almost timeless to you. And in that respect, so too, do you sense that you are immune to decay, illness, and poison. For you to die on the astral plane will take significant effort. But if in fact you do, you are certain of the finality of that death.

Your last memory of the physical realm is still with you, though it fades: you recall stepping through a portal of sorts, and being there, and then not. You know not, but if you entered this realm through a portal, it is now gone.

A silver cord encircles each of your bodies. Where it leads, you can't tell, nor can you follow it. But you do know this with absolute certainty: **if the silver cord is cut, you are slain—and there is no resurrection.** Death here is as profound and difficult as it is final. The physical manifestation of the silvery cord fades, though your character can still sense its presence.





As you look around you, you feel an oppressiveness of sheer emptiness that shifts in endless fractal patterns in both your physical and spiritual being.

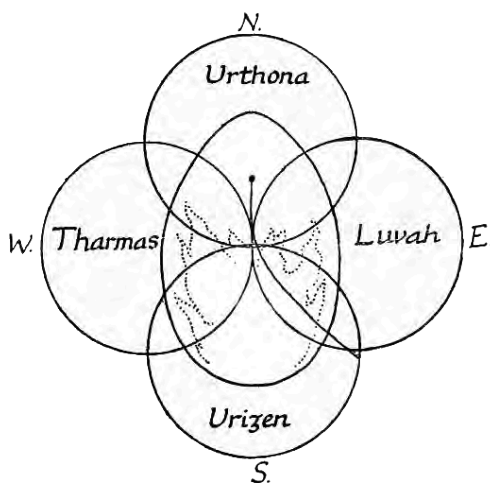
The fractals coalesce around a center void of absolute blackness—some of the fractal arms shooting out chaotically like silent blue lightening.

A fractal bolt strikes not more than five feet from your party without noise or light. In its absence, a new portal suddenly appears.

The party will have **1d6** turns to decide if they want to go through the portal, or not. It is the only way that they can leave this area of the astral plane. If they miss it, they will be destined to stay here until they are called back from the astral plane—an event that could take minutes, or millennia.

Chaos

In order for the party to return to the physical plane, and to Mingalarbar, they will have to unlock a chaos key in the shape of an egg that is hidden on this plane. In order to do so, they will need to travel to each of the four quadrants of the plane of chaotic existence, Urthona, Luvah, Urizen and Tharmas. It is not essential that they visit the zones in that particular order, though that is how they are presented in this part of the module.



The portal that the party steps through leads to a **waystation** (Xintar) in the astral plane, represented loosely above. There are four zones to this astral plane, and Xintar, where the party will begin, lies in the center.



Your party find yourselves in an area that looks like some kind of metallic border fort that clings to a floating rock. There are what appear to be rectangular flat ships with metallic sail-less spines that are docked to the floating rock. You are standing at the base of those docks.

The spines of the ships are riddled with large holes that are scabby with rust.

The waystation itself is adorned with a complex combination of crystals, brass rods, cogs and gauges.

From the edge of the docks of the waystation, your sense is that the waystation is not large in area, though many of the buildings appear to be rather tall—taller than many of the temples of Mingalarbar.

This is the main waystation on Xan Yae's astral plane. The party will find a small general store selling supplies, rooms to rent, and places to book passage on the astral vessels that are tethered to the floating rock. The waystation is inhabited by a race that appears to be most like Drow elves but are foreign to the party.

The general store will have all of the basics that the party might require for the adventure, up to 25 gp in value. However, as it is the only general store available to them, and supplies are extremely difficult to come by, prices range anywhere from 5x to 10x normal prices! Hopefully the party has arrived well-provisioned.

Precisely how much of their adventure the party decides to share with the shop keeper is up to them—and ultimately not pertinent as he will offer his assistance either way. However, the party will have to tell him that they have somehow found themselves on this astral plane (he won't care if they are truthful or not), and that they need to find a way to return from where they came. If the party asks **Xanar** where they are, he will merely respond with "On the waystation Xintar." Xanar otherwise knows very little about the Astral Plane.

In fact, if the party decides to overshare with the shop keeper, **Xanar**, will cut them off, with "It matters not. There are many on this waystation, most of whom it is best not to ask questions of. Be you, from where you came, it matters not to me."

However, Xanar will tell the party that to the best of his knowledge, the astral plane is divided roughly into four quadrants: Urthona, Luvah, Urizen and Tharmas. He will tell the party that he has a rough diagram that outlines the relationship of the



four, but it is of significant value to him, requiring 100 gp if the party would like to have it (**Note to DM:** the map might be of extremely limited use as the party can easily navigate the astral plane without it. This is just Xanar's efforts at fleecing the party of some of their gold!).

He will also tell the party that he does not know the origins of the names of the zones, but that **Xenia**, a **high priestess of the chaotic egg**, might be able to reveal their sources, and perhaps with it, some hints about assembling a key that will open a portal back to the physical plane. Xenia's temple, he tells them, is located on the waystation, a short walk from his shop.

Other than making arrangements to depart from **Xintar**, there is little else for the party to do than to visit Xenia's temple. Like Xanar, she is very happy to assist the party with what they want to know—for a donation to her temple of 100 gp. She will not reveal anything to the party without the donation. Once paid, however, she will reveal the source of power for each of the four zones as follows:

Zone	Power	Coins	Metal
Urthona	Imagination	Chaos	Mercury
Luvah	Passion	Heart	Gold
Urizen	Reason	Circle	Tin
Tharmas	Body	Ying/Yang	Iron

She will tell them that they are looking for coins that embody the power of the zone, and that they are emblazoned with a symbol and made from a metal that represents that power.

Unfortunately, she is unable to share any more information about the four zones and their corresponding sources of power other than her vague suspicion that those coin-like talismans of power exist in each of the zones. She is, however, not entirely sure.

As the party prepares to leave, she will attempt to call them back. **Xenia** will ask the party if they are aware of the silver cords that bind their physical bodies to the astral plane. If they are not, she will explain to them that it is essential that they guard their silver cords with their lives. If they don't, and they are severed, they will be forever and permanently lost.

Xenia tells the party that she has in her possession a **silvered salve** that she believes has the potential to restore a severed cord, but it has to be used carefully, correctly and swiftly. She only has one such dose, telling the party that it is extremely time-consuming, expensive and dangerous to produce. She also tells them that she is not

absolutely certain that it works, either. However, she cautions, that if anything happens to a party member, the time to reconnect a silver cord is only a matter of minutes. If they tried to return to her temple with a party member who has been killed, there would not be enough time to save them. The cost of the salve is 10,000 gp; Xenia will not negotiate under any circumstances.

If the party purchases the salve, Xenia tells them that they need to apply all of it to the wound (or forehead of the afflicted, if there is no physical wound), and that they must do so within 2 minutes of death. Once applied, the body must rest undisturbed for another 2 minutes, or it will not work. Xenia tells them that she cannot impress upon them enough that they use the salve carefully, and that more than anything they do whatever in their power to never having to need it in the first place.

Xenia warns them one last time about the dangers of the astral plane and offers assistance in the form of one magic item per party member. She tells the party that she hopes the items will help them given that there is much about magic that just doesn't function the same way in the rest of the Astral Plane as it does in the physical. While she cannot provide specific details or examples, each party member may choose from the following items:

- **Shield +2**
- **Chain Mail +2**
- **Ring of Protection +3**
- **Bracers of Defense +3**
- **Cloak of Elven kind**

Note to DM: There is only one of each item.

Before the party departs, Xenia will offer one last piece of advice. Because there are a number of spells that do not work on the astral plane, the party will need the employ of one of the astral plane skiffs to travel to all four of the zones. She will disclose that spells that influence flying, teleportation, and astral travel do not work. She believes there are probably others, but she is not aware of what they are, specifically.

As her last conversation with the party, Xenia will point them in the direction of a barge captain named **Xana**, who she tells them is not, perhaps, the most affordable of all of Xintar's captains, but probably the most reliable and safe. If the party presses for other recommendations, Xenia will merely turn her back on them.





Note to DM: Xenia is largely telling the truth about the salve and its application. What she doesn't know, and was also truthful about, is whether or not it will actually work. It turns out that it may not.

Once applied, and assuming the character's body has been allowed to rest, the player must make three successful (e.g. standard) death rolls before failing three times. If the character fails a third time, the character is permanently and irretrievably lost forever! As with standard death saves, rolls of 1 and 20 count double. Another way of putting it: all the salve does is allow the character their death saves!

The Key of the Chaotic Egg

For the party to return back to the physical plane of existence, and to Mingalarbar, they must collect each of the four coins mentioned in the table above that correspond to each of the four zones. The section on Tharmas, the final of the four zones, describes what will happen once the party finds the four coins. If they find them out of order, the description still applies—as it does not matter in what order the party finds the four coins. However, they will not be able to return to the physical plane of existence without generating the **chaotic egg** from the four keys.

Departure for Urthona (N)

The docks with the barges are on the south side of the Waystation, just as Xenia describes and a quick inquiry will make it easy for the party to find Xana. If the party decides that they want to contract with a different ship captain, they will have the following four options, with relative advantages and disadvantages to each:

n	Name	Characteristics	Cost
1	Xeto	Gets lost easily	400 gp
2	Xestus	Reckless	300 gp
3	Xeldar	Cowardly	200 gp
4	Xan-Tun	Overly confident	600 gp

While traveling, the following random monster encounters have a 25% chance of happening while traveling between any given zone (including from the starting waystation). If the party chooses **Xana**, there is no modifier applied to any of the following situations. For the other captains, apply a +25% chance to an occurrence where their name is listed in the table:

Roll	n	Monster
1	1d4	Githyanki in a small boat
2	1	Young Red Dragon
3	1	Planetar (Angel)
4	1	Ice Devil



The random monster encounters are intended as a way of foreshadowing and potentially preparing the party for the larger encounters that they will have on the Astral Plane. **Note to DM:** make sure that you are familiar with later encounters on the Astral Plane. For example, if the party encounters a lesser angel in a random encounter, it will likely lead to a conversation and perhaps a **hint** for the party, rather than in combat.

A Note on Combat: Ship captains will disappear at the very threat of combat and will not involve themselves. The barges of the astral plane are constructed of a metal that allow them to survive the conditions of the Astral Plane and make them immune to any kind of damage from combat, magical or otherwise. As a result, creatures attacking the party **will not** attack the ships. The name of the ship the party travels in is called the **Hak**.

A Note on Travel Time: Travel is an odd concept on the astral plane. Instead, assume a usually indeterminant amount of time where all you are doing as DM is checking once (under normal circumstances) for a random monster encounter. Time spent lost under a mis-guided captain, is measured in hours and the possibility of random encounters more than it is in distance as well.

When the barge departs a dock, it starts out slowly until it feels as though it has picked up on some kind of "current" in the Astral Plane. The ship feels as though it is moving at a pace that is likely at least twice as fast as any ship upon which the party has traveled in their past experiences.

If a Party Member Falls Overboard: Stepping foot or falling into the astral "waters" is extremely perilous. Party members who find themselves in such an unfortunate situation will have **1d4** turns to get back into the ship. In their first turn out of the boat, a party member must make a **DC 18 Wisdom** save or take **40 HP** psychic damage (half if they save). A failed save will also cause the party member to lose all hope at returning to the barge. They will not resist rescue but will do nothing to assist it either. It will be as though they have given up hope.

If a Party Member Perishes Overboard: neither they nor any of their belongings are recoverable by any means.

If the Party Encounters a Random Monster: the following also applies if they chose a barge captain other than Xana:



Character	Event
Xeto	Gets lost, and chance of random monster encounter increases by 10% for 1d8 turns until the party finds their way again
Xestus	50% of the time will flee; 50% of the time will refuse to flee
Xeldar	Flees encounter, regardless of risk to barge
Xan-Tun	Refuses to flee encounter, regardless of risk to barge

The contracting of a ship's captain from the table above will initially rely on a random **1d4** roll. As DM, play each of the four ship captains in a fashion that might give the party some hint about the captain and his shortcomings—without completely giving it away. The party might elect to talk with more than one ship captain before ultimately contracting with one of them.

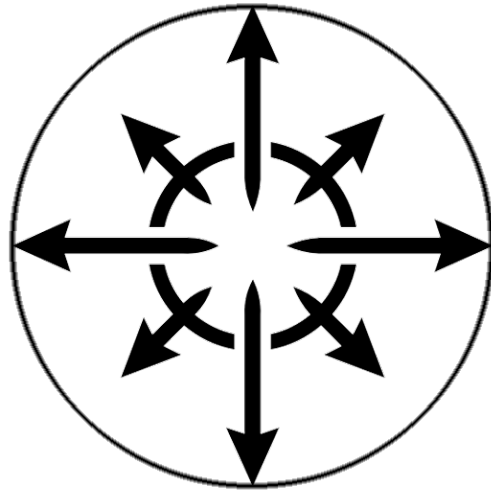
If the party expresses any concerns, or has any questions, about how important it is that they get back to Mingalarbar in a timely fashion, remind them that Brinton and Damarra seem increasingly anxious every time that the party returns to the Monastery, suggesting that they waste as little time as possible in finding their way back to the physical plane of existence.

Assuming that the party contracts with Xana, he will demand his fees up front of **500 gp** for the entire party.

Urthona (N)

Urthona represents the imagination.

As the party's barge approaches the zone of Urthona, the air begins to swirl with mists, both black and white. It clouds their vision, but the barge's captain reassures the party that he knows where Urthona's docks and **Waystation** are located. **Xeto** has an additional check against getting the party lost (25%) for an additional **1d6** hours before finally making his way to Urthona. The main consequence of getting lost is the increase of another random monster encounter.



The barge captain tells the party that **Urthona** is a place of pure insanity, and that they cannot survive on their own for longer than a span of minutes. He has enough of an item called **chaos bracers** for the party that will protect them for up to 15 minutes, including the time it will take them to get back to the barge. If they do not make it in time, they risk going permanently insane.

The clock does not start ticking until the party leaves the barge. They should, therefore, be allowed to take as much time as they would like to make a plan before they disembark. **Note to DM:** Any planning that the party conducts after they disembark is done in real time! You should emphasize this by pushing them to make decisions quickly as they work to find the **imagination coin** made of mercury in this zone.





Timetable

For the DM: It will take the party 1 minute to travel directly to their destination, and another full minute to return. Therefore, they will have a maximum of 13 minutes to accomplish their goals.

Minute	Turns (10 turns per minute)
1	<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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15	<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"/>

As part of their planning, the party may think to ask the barge captain additional questions. Given that the captain has the **chaos bracers**, it **should** occur to the party to ask him questions. If they do not, you could optionally ask party members to roll a **DC 8 Wisdom** check. If they succeed, you can tell them that they think the barge captain knows more about this zone of the plane than he has shared.

Share up to one rumor with each character from the chart below. As DM, it is your discretion if a duplicate roll means the character learns nothing new **or** if you elect to re-roll for a new piece of information. For every roll, a character can roll a **Deception DC 14 check**. If a character fails their roll on a **true rumor**, they will believe that they have been told the truth but have some doubts. On a **false rumor**, and a successful check, they will have more confidence that the rumor is false.

Rumor Table

Roll	T/F	Rumor
1	F	If the party stops believing in the solid ground, they will fall through the astral plane, and be lost forever.
2	T	While the chaos bracers will protect the party, they will still need to return to the barge in fifteen minutes or less.
3	F	The barge captain is waiting for an opportune time to sabotage the party and steal from them (at best) or assassinate one or more of them (at worst).
4	T	The imagination coin is located in this zone in an isolated cave.
5	F	The party should realign themselves with Mingalarbar.
6	T	The cave is inhabited by an extremely dangerous beast, unlike anything the party has ever encountered on the physical plane of existence.
7	F	The party should re-align themselves with Xan Yae.
8	T	The party should not give in to either Mingalarbar or Xan Yae but seek a solution where they might co-exist.

Once the party has had their opportunity to ask the barge captain's questions that pertain to the rumor table, he will confide in them:

"There are creatures that reside in Urthona unlike any you have ever encountered. Many of them defy magic, and they will make it extremely difficult for you to recover the mercury **imagination coin** and return to the barge before you all lose your minds for the rest of time."

"Use extreme care," he continues. The party will be able to tell that the captain fully believes he is telling them the truth. If they press him on any details about the creatures, he will have no further information for them. The party will not encounter any such creatures, though it is something that should weigh on their mind as they plan how best to use their time in this part of the astral plane.

The bracers do not reset; when their time has been used, they are worthless. This means that the party should use extreme caution and only return to the barge as a last resort, or after they have accomplished their goal in this zone.



THE DEMONS OF MINGALARBAR



It will take the party roughly five minutes of exploring this zone to discover an isolated cave that will appear suddenly to them from out of the mist.

The cave is dark and appears empty and uninhabited. Once the entire party (or the first 3) has entered the cave, they will notice a natural stone ledge on the fall wall upon which sits a small silver hourglass. Once they are close enough to inspect it, they will have activated a trap (**DC 18 Perception** check to discover) that will cause gold dust to start draining from the top chamber to the bottom chamber of the hourglass. By rough estimates, it will take about 2 minutes for the gold dust to empty.

The party is likely to attempt one of the following, with corresponding results:

Action	Result
Wait	The party will have wasted 2 minutes, and nothing happens. They will have to restart the timer. Additionally, a gas byproduct is released into the air. Strength -1
Turn Upside Down	Take the estimated time and double it for the sand to run out (minimum 3 minutes). Additionally, a gas byproduct is released into the air. Strength -1
Destroy	Dangerous gas by products are released into the air. Strength -2
Turn on Side	The sands are halted.

The goal is to get **Urthona** to make his presence known, which can happen in any fashion where the sands of the hourglass are interrupted (most commonly by waiting for it to run out); destroying it will also have this effect.

When **Urthona** appears, he will appear to them as an elderly man, dressed in simple brown robes, but surrounded by what could only be described as stary light. "Who is it that would interrupt time in my domain?" Urthona will ask the party. Unless, the party explicitly mentions they suspect it, they will not notice that time will stop while they converse with Urthona. If they aren't aware, they will become frustrated with Urthona who appears to be in no hurry with the party.

Urthona will know if he is being lied to and will leave immediately if that happens. He can be re-summoned if the party stops and starts the hourglass. Likewise, if the party is foolish enough to attack him, he will also just simply disappear. **Note**



to DM: Elapse 30-60 seconds for Urthona to disappear and to reappear.

Presuming that the party tells **Urthona** about their quest for the coins, he will hesitate, but tell them that he is in possession of the mercury **imagination coin**. He will ask the party if they are familiar with Xan Yae and Mingalarbar. If they are, he will ask with which of the goddesses they are aligned (**Note to DM:** remember that Urthona knows when he is being lied to and will disappear).

It does not matter which goddess the party mentions they are aligned with as Urthona will offer the same advice: "Be careful of who you align to. The goddesses are not as they appear." If the party presses him, Urthona will actually tell a small lie, "You must return quickly to your boat. Your time is running short, and you risk insanity if we linger here any longer." Urthona will disappear and cannot be re-summoned.

Use the following table if the party expends more than the allotted 10 minutes in this zone of the astral plane:

Insanity Table

Roll	Affliction	Description
1	Entropic Waste	You become awakened to the universe and its void and uncaring nature. Wisdom -1
2	Amnesia	You have forgotten who you are and will have to relearn everything from those around you. Level -2
3	The Last	A sense of loneliness and despair settle in. You will not discover how alone you are until the party returns to the physical plane, and you are left behind forever.
4	Shadow Life	Everywhere you look, there are shadows. They appear at random times and disorient you from the task at hand. Intelligence -1
5	Mania	You have a difficult time controlling your emotions and they swing erratically. Charisma -1
6	Homicidal	You will have the desire to kill the first/next living being that you see.

Luvah (E)

Luvah represents passion.

As the barge approaches the zone of Luvah, the party will notice a difference in the quality of the light and the nature of this zone in the astral plane.

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A feeling of near euphoria settles in and the party briefly contemplates never leaving Luvah. The ship's captain will have to interfere in the discussion and tell the party that this is the nature of Luvah, and that like the other zones they should not linger long here.



Upon arrival at Luvah, the barge captain will tell you that almost no one ever stops here. He says that "Only celestials walk in Luvah, and it is an awe-inspiring and overwhelming place." Yet the party knows that their only way home lies through Luvah, and the discovery of the gold **passion coin** required to create the chaos egg.

When the party disembarks from the barge, they will almost immediately feel as though they are being watched—though there is ambivalence in whomever (or whatever) is watching them.

The air here is entirely still, though cloud-like wisps of moisture circulate at their feet—almost as if they were walking on clouds.

This zone is home to a **Deva**, an angel that acts as a divine messenger to the Material Plane. The plane itself appears to be devoid of anything other than the angel.

Off in the distance, the party sees that the astral plane seems to be a crystal light blue with the faintest wisps of clouds. The light looks and feels comforting to the party, and they are attracted to it.

Other than the angel, there is nothing else in this zone of the astral plane, so if the party does not approach the crystal blue light, they will wander until returning to the barge empty-handed.



As the party approaches the crystal blue light, they see an enormous marble-like throne ascending from the mist of the "ground" of the astral plane. It towers above all else. About all the party can say with certainty is that for a throne, it towers well above their recollection of the temples of Mingalarbar and is most certainly of divine nature and making.

The throne is home to **Solar**, one of the most powerful of angels. As the party approaches, they will get a vision of Solar sitting upon the throne. Solar has chosen to take the visage of a beautiful woman, who must stand nearly 24 feet in height. At home on the astral plane, Solar's presence is sheer dazzling. Once the party approaches within 30', a booming voice will command them to stop.

Solar will call forth only those players with Lawful, Good or some combination of either of those alignments. Characters of other alignments will roll against Solar's **Intimidation Check (+14)**, or be frozen in their tracks, unable to move any closer. In the very unlikely event that a party member makes the intimidation check, they can choose whether to advance, or to heed Solar's wishes. If a party member is foolish enough to advance, Solar will warn them one last time to stop. It is more of a command than a warning. If the party member continues to advance, Solar will attack with **Blinding Gaze** and the party member will need to make a **DC 15 Constitution** save or be blinded.

For those who approach Solar's throne, they will notice it shift when they get within approximately 10 feet of it: it will shrink to normal size, as will Solar, herself. Solar will ask what brings the party to her. Note that she immediately knows if she is being lied to and will warn the party once, and only once, before merely disappearing if they persist.

Solar will tell the party that she is one of twenty-four angels, twenty-four whose lives are spent in quiet contemplation, where they wait for those times when their services are most needed.

If the party just tells Solar of their efforts to get home, she will grant them the gold **passion coin** that they need. However, if they tell her anything about their quest in Mingalarbar, she will grow quiet and introspective. Finally, she will speak: "Children, my little ones. Be careful of Mingalarbar and Xan Yae. They are fallen goddesses, sisters of light and of dark, two sides to the same coin. They are chaos."

If the party interrupts her, she will stop her tale, and say no more. However, if they allow her to

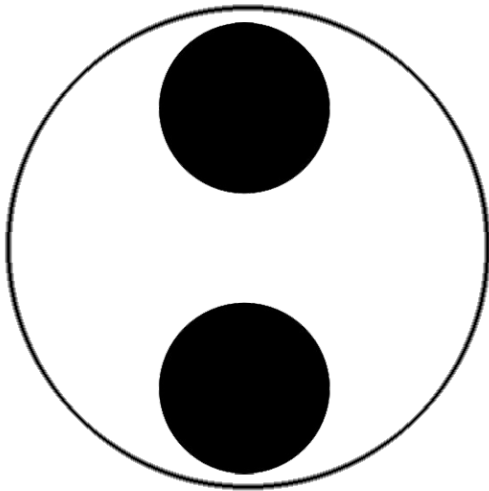


continue, she will finish with: "You must return with haste. And when you do, you must be prudent in your action as the balance of good and evil in the Universe rests in your hands, and your hands alone. You must not allow one of the sisters to prevail over the other, instead finding a way for them to strike up peace between them after all of these millennia. Go now, and do not tarry."

If the party lingers, the only thing that Solar will respond to is if the party tells her that they next need the tin **reason coin** in order to create the **chaos egg** and return to the physical plane of existence. She will confirm that the coin can be found in the final zone of the astral plane, Urizen.

Urizen (S)

Urizen represents reason.



As the party departs **Luvah**, Urizen is immediately on their mind. While the barge captain knows the next stop is **Urizen**, he knows nothing of the area other than that there is a **Waystation** there that is devoted to the furthering of knowledge. He has seen Urizen from a distance and knows that the Waystation is dominated by two enormous, round, obsidian towers. He has never been to Urizen himself.

As Urizen approaches, the ship captain's description holds true: the party will see the two towers that dominate the landscape in this region of the astral plane.

As the ship pulls into the docks, the party will notice an old man standing on one of the piers, apparently staring off into the distance as if waiting for someone or something to arrive.



The old man will approach the party as soon as they disembark. He is withered and dressed in a simple grey robe. If the party had to guess, they suspect he has lived more than 100 years.

A man of profoundly few words, he will greet the party and tell them that he has been waiting for them.

"Your presence has been requested in the tower by **Tharos**. We mustn't keep him waiting. Follow me." The old man will not wait for a response from the party but will turn and begin walking toward the furthest of the two towers, about a fifteen-minute walk away from the docks.

The **Waystation** is not unlike the first one that the party encountered: there are small shops, a tavern, and a few small homes. The two towers dominate the horizon.

When the party arrives at the base of the second tower, the old man will pause at a stout wooden door that is inset into the base of the black stone tower.

"I cannot enter here. You must go forth alone," the old man will tell the party. "Tharos awaits, and Tharos should be left waiting for no man."

The temple is well-lit, though it has no windows and no visible sources of light. From the entryway, the party will see:

A woman of unknown race and age sits on a simple, un-adorned throne. She wears a simple crown of silver, and her hair flows jet-black beneath it.

The party will immediately recognize that she is aware of them. There is no one else in the throne room with her.

If the party hesitates for even a moment, Tharos will speak directly to them: "Approach." She will say nothing more than this command. If they, however, attempt to get any closer than about 10 feet of the throne, she will command them to stop.

"What brings you to my lands?" Tharos will ask the party. Tharos will offer to help the party by sharing the **reason coin** with them. However, she will briefly tell them, "I have three daughters named Eleth, Uveth, and Ona. They have been stolen from me. They have been imprisoned somewhere in the underworld by their evil father, **Fuzon**. If you promise me that you'll find and rescue my daughters, the tin **reason coin** shall be yours."

Note to DM: This is a side adventure that will be

THE DEMONS OF MINGALARBAR



developed at a later date. You might also choose to develop it yourself for your players, if you choose.

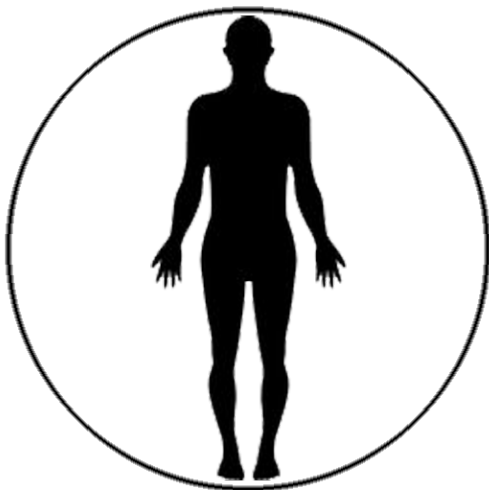
If the party commits to helping Tharos, she will grant them the **reason coin**. There is no other way for them to get the coin.

She will also caution the party that as they travel to **Tharmas**, that the lands are inhabited by a race called the Githyanki, an evil race of warriors who reside on the astral plane, but regularly pillage and kill on the material plane. She tells the party that they are an ageless people, who fight with silver swords rumored to cause significant physical and psychic damage. Very few who have encountered the Githyanki have ever lived to tell their tales, and those who have were so injured and scarred that it is impossible to separate truth from fiction in their tales.

Tharos is more than certain that they are in position of the fourth and final coin, the **body coin**. She will warn the party that the Githyanki are formidable in and of themselves but cautions them that their leader **Zerth** is rumored to ride an **ancient red dragon**. Not only are they likely to have the **body coin**, but Tharmas is hopeful that in their travels they might be able to provide clues as to the whereabouts of Tharos' three daughters.

Tharmas (W)

Tharmas represents the body.



When the barge enters **Tharmas** for the first time, members of the party will feel an immediate and visceral difference. It feels as though they are back on the physical plane of existence. While



that is not the case (obviously), there are some notable differences in this region that the party may discover, the primary being that **resurrection will work**. The problem is that the party will not know this directly without experience (e.g. one of them would have to die!), but a character with proficiency in **Medicine** or **Arcana** who makes a DC 18 check, would strongly suspect this to be the case.

Within a short time after arriving in Tharmas, the ship captain will run the barge aground on a small island that is the equivalent of a **waystation**.

This is the realm of the **Githyanki**, a race that, according to legend, has long been enslaved by **Mind Flayers**. They have a history of being ruthless pillagers and raiders of many of the worlds that exist in the Prime Material Plane, though it is not likely that the party has ever encountered them.

The Githyanki are controlled by **Gith**, which is also the name of the language that they speak. Other than by magical means, the party will not be able to communicate with them. When the party arrives in this zone of the astral plane, the barge captain will leave the party off, and tell them that he will try and remain for 24-hours for them to return. If, however, **Xeldar**, is their captain, there is a 25% chance that he will flee before the party returns. Note: because this is the final one the party needs to visit in order to find the fourth coin, they should not need the barge to return. Whether or not Xeldar flees, then, will only be an issue if the party fails to find the fourth coin—but then they have much larger problems on their hands!

Feel free to adjust the following numbers, according to the strength of your party. However, the party is fortunate in that many of the Githyanki are away pillaging:

n	Monster
1d10	Githyanki Warrior
2	Githyanki Knight
2	Githzerai Monk
1	Githzerai Zerth (Leader)
1	Ancient Red Dragon

Zerth is the leader of the **Githyanki**. The Githyanki will attack the party within 5 or so minutes after they disembark from the barge. The initial attack will be the: warriors, knights and monks. Zerth will appear riding the red dragon 2 turns later, giving the party a brief respite from the worst of the attack.



Red dragons value wealth more than anything, and it is the red dragon that will have the iron **coin** that represents the body. Should the party defeat the dragon and recover the coin, they will not be able to find the red dragon's lair as it is very carefully hidden in another area of the astral plane.

However, the red dragon has consumed five small, magical eggs.

Inside the body of the ancient red dragon there are five small eggs that are magical and, when thrown, have the same effect as the spell by the same name. Because they are thrown, a character of any class may use them:

- 1 Egg of cloud kill
- 1 Egg of stinking cloud
- 1 Egg of fog cloud
- 1 Egg of disintegration (disintegrate)
- 1 Egg of storm of vengeance

The eggs explode upon impact, and therefore, are only usable once. Their effect area is the same as the spell. When the eggs are thrown, treat as an attack with a ranged weapon, requiring a **DC 12 Dexterity check** to land where intended. If the check fails: 33% of the time, it lands off target, explodes and has no impact; 33% of the time, it lands off target, but remains intact; and 34% of the time, it lands on target, and remains intact. If the egg remains intact, remember as DM that the target has a chance of picking up the egg and throwing it back at the party!

The Return

When the party has found all four of the keys in the four quadrants, they still need to be assembled to form the **chaos egg**, which will allow for their return to the physical plane of existence. The egg will only form if the four eggs are held at the same time, by the same player, and in the same hand.

Once the four keys are held together, everything will go black around the party. Only those party members within a 10-foot radius of the holder of the keys will be affected. Because of the darkness, they will only be able to see the keys initially. They will not even be able to see their fellow party members, no matter how close they are.

The holder of the keys will feel the four coins being pulled toward each other and will be unable to prevent them from doing so, although they will snap together so quickly it would be nearly impossible to prevent it, other than by magical means.



What the holder of the coins can feel and see, the rest of the party will still be able to see: The coins will create a temporary shape that is identical to the map of the chaos plane that was sold to them (if it was sold to them) by Xanar. The center of the four coins will briefly resemble an egg by virtue of the shape of the coins. The shape, however, will quickly turn rainbow-colored.

As soon as the area finishes turning color, the coins will disappear, leaving behind a prismatic egg that will briefly burst with a rainbow of light, creating a 10-foot by 10-foot silvery pool of light on the ground immediately in front of the party. The first character to enter the pool will need to be holding the chaotic egg in order to activate it.

Once activated, the silvery pool will teleport everyone with the 10-foot radius of the pool back through the astral plane, to the physical plane and to their starting point at the beginning of this adventure. The pool will only exist for 1d6 turns, so the party will have to enter it quickly before it disappears. If they fail to enter the pool, they will be stuck in the astral plane until otherwise summoned back—that is, if anyone who can summon them is even aware that they are gone.

THE END

Awarding Experience

The side adventure is worth one level of experience.



Myzaedi: Xan Yae's Trap

This is a side adventure that is accessed through the **Tavern (14)** in **Conjunctio**.

The secret passageway from the tavern slowly slopes upward toward the surface, narrowing as you travel. It is barely wide enough for a medium size humanoid.

The walls and floor of the tunnel are roughly carved into the stone, probably by pickaxe, and it looks as though the tunnel was seldom, if ever, used.

As the party approaches what they would presume to be the surface, the tunnel abruptly ends in a small rotting wooden door. The door is not trapped and opens easily.

The party finds themselves behind a dense thicket of shrubs next to what they might reasonably presume is another one of Mingalarbar's temples.

Note to DM: Myzaedi is an old guard temple in Mingalarbar that has been overrun by a group of Githyanki warriors and monks who use it as an outpost for their raiding activities from the Astral Plane. It is, in that regard, an extension or prelude to **Xan Yae's Kitten** side adventure.

The Githyanki have gone to considerable length to repurpose the temple to be able to survey all of the lands of Mingalarbar, but to also protect themselves from any sort of intrusion or attack. Be sure to familiarize yourself with all 5 areas of the temple as they will all play a crucial role in how the Githyanki defend themselves from the party—should they be foolhardy enough to enter **Myzaedi**!

Entrance: The only entrance to the temple is up a double set of stairs on the western end of the temple. The Githyanki in towers **(1)** and **(3)** will spot the party as soon as they approach the stairwell.

Secret Doors (3): The Githyanki will use the secret doors to attack the party more quickly (or retreat) if they sense that it is to their advantage. The doors are intended to facilitate movement in the temple during combat, so they are not particularly well hidden. Unaided, the party can detect and open the secret doors with **DC 12 Perception** checks. If they directly observe Githyanki using the secret doors, the odds of success drop to a **DC 8** with advantage. Depending upon the nature of the battle, it will take 1 turn for the party to identify a secret door, and another 1 turn to pass through it—giving any Githyanki in the area additional opportunities to attack.

Movement in the Temple: The temple walls are over ten feet tall, and difficult to scale, meaning that the party will likely need to travel (or fly)



around each level of the temple in order to move on to the next. The temple is designed so that there are always guards in two towers defending it, based on the side of the temple:

Temple Side	Towers Defending
North	1, 2
South	3, 4
East	2, 4
West	1, 3

Each of the four towers is identically equipped and staffed with (1) catapult, (1) cauldron and (1) trebuchet. The siege weapons are each controlled by (2) warriors and there are (4) additional warriors with crossbows and scimitars. Each tower, therefore, is capable of a maximum of 7 attacks per turn depending upon the location of the party and reloading times. Take note that the siege weapons take a considerable amount of time to reload, aim and fire.

Top Level and Center Pit (5)

When the party enters the third level of the tower walls, they will be on the south side, and confronted with the options of going east or west, OR through an archway into the center of the temple. The center poses significant problems for the party if they enter it.

After facing brutal attacks from the tower, the party comes out on the third level of the tower. Immediately in front of you is a stone archway that goes underneath the fourth and top level of the tower.

A 10-foot wide walkway extends to the east and west and is otherwise identical to the prior two levels.

There are small towers immediately to your west and east. The area under the stone archway does not appear to be an area that the towers can attack as it looks as though your party will have full cover in the narrow space below the archway. You will need to make a quick decision about which way to go to avoid continued attacks from the tower.

The party should be told that in order to avoid attack from the two towers, they should make a quick decision about which way to go. The description of the archway between the two towers is accurate: it will provide enough cover to prevent the party from being attacked, and they will have enough time to pause and look out on the **Center Pit (5)** and plan their next course of action.



The center of the temple and tower is an open 20 foot by 20-foot space. The floor of the open area is also constructed of the same grey stone flagstones as the rest of the temple.

From the safety of the archway, the party is aware of the two towers to their right and left and can see the corners of the northwest (1) and northeast (2) towers. For the same reason that the towers cannot attack the party in their current location, the party also cannot return an attack.

As DM, you have two alternatives to consider. The first is that the central part of the tower is a pit trap that drops the entire length of the temple, or a full 30 feet **plus** another 20 feet below ground. The trap is not activated until a majority of the (or more) party members are standing on it. Players will take **5d6** damage from the fall. As party members try to climb out of the pit, the warriors in the towers will continue to attack. The cauldrons will be effective, but will do half damage given that the oil will not land directly in the pit, but run down its sides instead.

As an alternative, you may choose to turn the trap into a portal that takes the party to **Xan Yae's Kitten** side adventure.

Temple Defenses

Catapult (AC: 15; HP: 100; +5, 27 bludgeoning); 2 actions to load, 2 actions to aim; 1 action to fire

Cauldron (AC: 19); HP: 20; **DC 15 Dexterity** Save or 10 fire damage (half on save); 3 actions to fill, then 1 action to tip

Trebuchet (AC: 13; HP: 160; +5, 27 bludgeoning); 2 actions to load, 2 actions to aim; 1 action to fire

North West Tower (1)

Weapon	HP Used (□=10HP) Turn (□†)
Catapult	□ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 3	AC: 17; HP: 49____; +4; 9 DMG
Githyanki 4	AC: 17; HP: 49____; +4; 9 DMG
Cauldron	□ □ □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Trebuchet	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG

North East Tower (2)

Weapon	HP Used (□=10HP)
Catapult	□ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 3	AC: 17; HP: 49____; +4; 9 DMG
Githyanki 4	AC: 17; HP: 49____; +4; 9 DMG
Cauldron	□ □ □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Trebuchet	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG

South West Tower (3)

Weapon	HP Used (□=10HP)
Catapult	□ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 3	AC: 17; HP: 49____; +4; 9 DMG
Githyanki 4	AC: 17; HP: 49____; +4; 9 DMG
Cauldron	□ □ □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Trebuchet	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG

The **Gitzzerai Zerth** (AC: 17; HP: 84; #2 Attacks, +7; 11 DMG; Spellcaster) who leads the party is also located in tower (3). If the Zerth senses that there is time, it will unlock the chest and use the **Staff of Power**.

The Zerth will use *plane shift* before surrendering.

A small treasure chest is hidden behind two stones in the wall of the tower that require a **DC 12 Perception** check to find. It is locked, and the Zerth is wearing the key on a chain around his neck. It is not trapped. Absent the key, the party can smash the chest, though the (percentages %) indicate the odds of destroying the contents held therein:

- **Potion of Cloud Giant Strength** (65%)
- **Potion of Superior Healing** (65%)
- **Staff of Power*** (10%)
- **750 gp** (0%)





South East Tower (4)

Weapon	HP Used (□=10HP)
Catapult	□ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 3	AC: 17; HP: 49____; +4; 9 DMG
Githyanki 4	AC: 17; HP: 49____; +4; 9 DMG
Cauldron	□ □ □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG
Trebuchet	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □† □† □† □† □†
Githyanki 1	AC: 17; HP: 49____; +4; 5 DMG
Githyanki 2	AC: 17; HP: 49____; +4; 5 DMG

Note:

Githyanki 1 and 2 Melee only
 Githyanki 3 and 4 Melee & Range*

Melee: +4, 9 DMG (2 attacks)
 Range: +4, 5 DMG (1 attack)





Xan Yae: Character Sheet

XAN YAE

QUEEN OF SHADOWS AND THE WEST WIND

Medium Fey, Neutral

Armor Class 21 (natural armor)

Hit Points 150

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	22 (+6)	20 (+5)	24 (+7)	14 (+2)	26 (+8)

Saving Throws Str +2, Dex +8, Con +7, Int +9, Wis +4, Cha +10

Skills Deception +13, Perception +7, Stealth +11

Damage Resistance lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunity bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunity charmed, frightened, sleep
Senses darkvision 120 ft., truesight 80 ft., passive Perception 16

Languages Abyssal, Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 19 (22,000 XP)

Innate Spellcasting: Xan Yae's innate spellcasting ability is Charisma (spell save DC 15, +17 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: faerie fire, hex, misty step, tongues
3/day: chain lightning, counterspell, dispel magic, hypnotic patter, teleportation circle
1/day: power word kill, sleep (9th level), true polymorph

Magic Resistance: Xan Yae has advantage on saving throws against spells and other magic effects.

Legendary Resistance (3/day): If Xan Yae fails a saving throw, she can choose to succeed instead.

Moonlight Ray: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d8+6) bludgeoning damage plus 10 (3d6) radiant damage. Moonlight ray is a magical weapon.

Shadowborn: When in lighting or other bright light, Xan Yae has advantage on Dexterity (Stealth) checks made to hide, and she can hide even while being observed.



Star Strike: +7 to hit, range 120 ft., one target. Hit: 9 (2d8) fire damage plus 9 (2d8) radiant damage.

Summon Dinosaurs (2/day): Xan Yae can summon a **Tyrannosaurus Rex** dinosaur. The dinosaur appears in an unoccupied space within 60 feet of Xan Yae, and acts as an ally of Xan Yae. It remains for 5 minutes, or until its summoner dies, or dismisses it as an action.

ACTIONS

Multiattack. Xan Yae makes three attacks with her staff, star strike or moonlight ray (or combination).

Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) piercing plus 10 (3d6) cold damage.

LEGENDARY ACTIONS

Xan Yae can take 3 legendary actions, choosing from the actions below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Xan Yae regains spent legendary actions at the start of its turn.

Swirling Constellation: Xan Yae makes one star strike.

Teleport: Xan Yae may teleport within line of site.

Spellcasting (Costs 2 actions): Xan Yae casts **chain lightning** from her innate spellcasting ability.



Zuoken

Small beast, neutral

Armor Class 18
Hit Points 78
Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	18 (+4)

Saving Throws Str +8, Con +7, Cha +6
Skills Perception +8, Stealth +4
Damage Immunity fire
Senses blindsight 30 feet, darkvision 120 feet, passive Perception 18
Languages Common, Draconic, telepathy 10 ft.
Challenge 10 (5,900 XP)

Keen Smell: Zuoken has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack: Zuoken makes three attacks, one bite, and two with her claws.

Lunge: If Zuoken flies at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, then Zuoken can make one bite attack against it as a bonus action.

Legendary Resistance (3/day): If Zuoken fails a saving throw, she can choose to succeed instead.

ACTIONS

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 17 (2d6+6) piercing plus 3 (1d6) acid damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (1d6) piercing.





Xan Yae's Kitten

Small beast, neutral

Armor Class 12
Hit Points 75
Speed 50 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +4
Skills Acrobatics +4, Perception +4, Stealth +4
Damage Immunity psychic, bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunity charmed, frightened, sleep
Senses darkvision 10 feet, passive Perception 14
Languages Sylvan, telepathy 10 ft.
Challenge 2 (450 XP)

Keen Smell: Xan Yae's Kitten has advantage on Wisdom (Perception) checks that rely on smell.

Pounce: If Xan Yae's Kitten moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, then Xan Yae's Kitten can make one bite attack against it as a bonus action.

Legendary Resistance (3/day): If Xan Yae fails a saving throw, she can choose to succeed instead.

Running Leap: With a 10-foot running start, Xan Yae's Kitten can long jump up to 10 ft.

ACTIONS

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

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6) piercing.



THE DEMONS OF MINGALARBAR



Mingalarbar: Character Sheet

MINGALARBAR QUEEN OF LIGHT AND THE EAST WIND

Medium Fey, Lawful

Armor Class 21 (natural armor)**Hit Points** 190**Speed** 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	22 (+6)	20 (+5)	24 (+7)	14 (+2)	26 (+8)

Saving Throws Str +2, Dex +8, Con +7, Int +9,
Wis +4, Cha +10

Skills Deception +13, Perception +7, Stealth +11

Damage Resistance lightning, thunder,
bludgeoning, piercing, and slashing from non-
magical weapons

Damage Immunity bludgeoning, piercing, and
slashing from non-magical weapons

Condition Immunity charmed, frightened, sleep
Senses darkvision 120 ft., truesight 80 ft., passive
Perception 16

Languages Abyssal, Common, Elvish, Sylvan,
telepathy 120 ft.

Challenge 19 (22,000 XP)

Innate Spellcasting: Mingalarbar's innate
spellcasting ability is Charisma (spell save DC 15,
+7 to hit with spell attacks). She can innately cast
the following spells, requiring no material
components:

At will: faerie fire, hex, misty step, tongues

3/day: chain lightning, counterspell, dispel
magic, hypnotic patter, teleportation circle

1/day: power word kill, sleep (9th level), true
polymorph

Magic Resistance: Mingalarbar has advantage
on saving throws against spells and other magic
effects.

Legendary Resistance (3/day): If Mingalarbar fails
a saving throw, she can choose to succeed
instead.

Sun Beam: Melee Weapon Attack: +7 to hit, reach
10 ft., one target. Hit: 15 (2d8+6) bludgeoning
damage plus 10 (3d6) radiant damage. Sun Beam
is a magical weapon.

Shadowborn: When in lighting or other bright light,
Mingalarbar has advantage on Dexterity (Stealth)

checks made to hide, and she can hide even
while being observed.

Star Strike: +15 to hit, range 120 ft., one target. Hit:
9 (2d8) fire damage plus 9 (2d8) radiant damage.

Summon Devil (1/day): Mingalarbar can summon
an **ice devil**. The devil appears in an unoccupied
space within 60 feet of Mingalarbar, and acts as
an ally of Mingalarbar. It remains for 5 minutes, or
until its summoner dies, or dismisses it as an action.

ACTIONS

Multiattack. Mingalarbar makes three attacks
with her staff, star strike or moonlight ray (or
combination).

Staff. Melee Weapon Attack: +5 to hit, reach 5 ft.,
one target. Hit: 5 (1d8) piercing plus 10 (3d6) cold
damage.

LEGENDARY ACTIONS

Mingalarbar can take 3 legendary actions,
choosing from the actions below. Only one
legendary action can be used at a time, and only
at the end of another creature's turn.

Mingalarbar regains spent legendary actions at
the start of its turn.

Swirling Constellation: Mingalarbar makes one
star strike.

Teleport: Mingalarbar may teleport within line of
site.

Spellcasting (Costs 2 actions): Mingalarbar casts
chain lightning from her innate spellcasting
ability.





Mishibizhii: Character Sheet

MISHIBIZHII HUNTRESS OF THE WOODS

Medium Fey, Neutral

Armor Class 18 (natural armor)
Hit Points 180
Speed 75 ft.

STR 21 (+5) **DEX** 20 (+5) **CON** 20 (+5) **INT** 24 (+7) **WIS** 18 (+4) **CHA** 26 (+8)

Saving Throws Str +2, Dex +8, Con +7, Int +9, Wis +4, Cha +10
Skills Deception +13, Perception +7, Stealth +11
Damage Resistance poison, cold, fire, bludgeoning, piercing, and slashing from non-magical, or **non-copper** weapons
Damage Immunity bludgeoning, piercing, and slashing from non-magical, or **non-copper** weapons
Condition Immunity charmed, frightened, sleep
Senses darkvision 120 ft., truesight 80 ft., passive Perception 16
Languages Abyssal, Common, Elvish, Sylvan, telepathy 120 ft.
Challenge 21 (33,000 XP)

Innate Spellcasting: Mishibizhii's innate spellcasting ability is Charisma (spell save DC 16, +17 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: faerie fire, misty step, pass without trace
3/day: dominate monster, counterspell, dispel magic, confusion, teleportation circle
1/day: greater invisibility, sleep (9th level), true polymorph, plane shift

Magic Resistance: Mishibizhii has advantage on saving throws against spells and other magic effects.

Legendary Resistance (3/day): If Mishibizhii fails a saving throw, she can choose to succeed instead.

Moonlight Dust: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d8+6) bludgeoning damage plus 10 (3d6) radiant damage. Moonlight dust is a magical weapon.

Shadow walker: When in lighting or other bright light, Mishibizhii has advantage on Dexterity

(Stealth) checks made to hide, and she can hide even while being observed.

Shadow Strike: +7 to hit, range 120 ft., one target. Hit: 18 (4d8) cold damage plus 18 (4d8) psionic damage.

Summon Werelions (2/day): Mishibizhii can summon up to 1d12 **Werelions** (use the statistics for **Weretiger**). The werelions appear in an unoccupied space within 60 feet of Mishibizhii, and acts as an ally of Mishibizhii. They remain for 5 minutes, or until its summoner dies, or dismisses it as an action.

ACTIONS

Multiattack. Mishibizhii makes three attacks with her staff, moonlight dust or shadow strike (or combination).

Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 25 (2d8+15) piercing plus 10 (3d6) cold damage.

LEGENDARY ACTIONS

Mishibizhii can take 3 legendary actions, choosing from the actions below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Mishibizhii regains spent legendary actions at the start of its turn.

Swirling Constellation: Mishibizhii makes one shadow strike.

Teleport: Mishibizhii may teleport within line of site.

Spellcasting (Costs 2 actions): Mishibizhii Yae casts **shadow walker** from her innate spellcasting ability.

LAIR ACTION

If defeated, Mishibizhii's soul will automatically return to her lair, on the astral plane. She will regenerate in 3 days.

If attacked in her lair, Mishibizhii can take the following additional LEGENDARY ACTIONS:

- **Unrelenting Fear:** Target one creature within 60 feet and assail it with visions of despair. Target must save on **DC 18 Wisdom** or be stunned for 10 turns.
- **Sidestep:** With a save of **DC 10 + spell level** (charisma, +8) check, Mishibizhii can undo the effect of a spell cast in the area around her.



THE **DEMONS** OF MINGALARBAR



BACKGROUND

Mishibizhii exists in opposition from her sisters Mingalarbar and Xan Yae, and as goddess is first among them. The three have been engaged in eternal conflict since the beginning of time, though few know of Mishibizhii.

Mishibizhii's lair is rumored to be a fabulous cave on the shores of a mythical lake, near its deepest parts. Legend has it that exceptional serpents swim in the depths of the water, where water no longer shine, and it is their passage in the waters that create the roar and hissing sounds of the most dangerous of summer storms.

Mishibizhii and her pack roam the deepest woods around the lakes, and their presence alone causes intense storms, thunder and lightning by their very passage. Their nearness to humans and animals alike is rumored to cause plague, pestilence and death.

Rumor has it that Mishibizhii is guarding vast amounts of copper in the great lakes on whose shores they live. They are said to guard it because Mishibizhii is particularly vulnerable to attacks from copper weapons. Few, if any, who encounter the goddess have survived to tell their stories—and most make little sense as they describe a goddess capable of dispelling the most powerful magic, and striking fear of such magnitude into the hearts and souls of her hunted, as to torment them for the rest of their lives.

The stories of Xan Yae and Mingalarbar seldom include Mishibizhii because of her secret prowess as a huntress, but the elders have it that it is the stabilizing presence of Mishibizhii that holds the chaotic powers of light and dark, good and evil that are Xan Yae and Mingalarbar at bay.

Mishibizhii is sometimes depicted in ancient pictographs as a simple, but fearsome and unrelenting hunter.





The Cantos of Mingalarbar

I - Ananda

*A solitary note, a lonely note,
Mid jungle forest and solitary cries.
A solitary note, no more.*

II - Bupaya

*Sing of sleep and Nightmares.
Sing of death-dreams,
Where Mingalarbar slinks jealous
Among the withered juniper.*

III - Dhammayangyi

*Sing in the dead of night
To the dead of night,
Of lost souls, souls long neglected.
Forgotten.*

IV - Dhammayzika

*Sing of the moon, My mistress.
Silvered hag,
Rotting in the midnight shadows*

V - Gawdawpalin

*Solitary spear-like and foreboding.
Mingalarbar's spirit
Slashed through reed and flesh alike.
Punishing, unforgiving.*

VI - Gubyaukgyi

*Golden rings of sun
Flashing crimson-red domes of reflection
Quiet the song, Ming-a-lar-bar!*

VII - Myinkaba

*Despairing Xan Yae
Prayers to the sun, to the moon
Despair, unabated.*

VIII - Htilominio

*Of lost love, Mingalarbar laments
For there was no other,
And will be no other.*

IX - Lawkanada

*Darkness falls,
Songs silent.
Mingalarbar mourns days gone by.*

X - Mahabodhi

*Fortuna Major and Fortuna Minor,
Formed two stellar arms in dance
With northern Puella and southern Via
Joined forever, Conjunctio.*

XI - Manuha

*Healers forbidden, ineffective,
Life suffers, pain lingers
And death stalks the jungle.*

XII - Mingalazedi

*Star-cestral revolutions,
Golden Venus
Waltzes conflicted, contradicted.*

XIII - Minyeingon

*Yet, despairing Xan Yae,
Sacrifices made,
Poets silenced.*

XIV - Myzaedi

*A thousand temples for
A thousand goodbyes, across
A thousand-fold nights*

XV - Nanpaya

*Juniper-scented sacrificial prayers,
One solitary mind,
Sustainer, creator.*

XVI - Nathlaung

*Swallowtail wing, portends
Symmetry and balance,
Harmony in nature.*





XVII – Payathonzu

*Winds from the east,
Zuoken flies
Dancing on the air.*

XVIII – Seinnyetnyima

*Fall equinox, a time of change
Twilights, yesterday's shadows
Reflected in tomorrow's dreams.*

XIX – Shwegugyi

*Dark mistress Mingalarbar
We sing, we drum,
Meditations of her: Mingalarbar.*

XX – Shwesandaw

*Skeletons rattle: death strides nearby,
shadowed
To run!
To find Mingalarbar, oh! Mingalarbar.*

XXI – Shwezigon

*Hearts thunder for Mingalarbar,
Propel spastic death-trance dance,
Shadows deepen, darken; drums drum.*

XXII – Sulamani

*Unseen pain, palpably sinks earth-ward,
drowns
Embracing panic
Oh my Mingalarbar!*

XXIII – Tharabha

*The heartbeat of fire sings Mingalarbar!
A weak, misty sun hums lightly on the
horizon*

XXIV – Thatbyinnyu

*Lovely Mingalarbar, my Mingalarbar,
Mistress of the night, enchantress of the
morning
Mingalarbar, your weary pilgrims.*

XXV – Tuywindaung

*Temples, thousands of temples;
Never too few our blessed Mingalarbar!*

XXVI – Bagan

*A thousand nights, a thousand domed
temples,
Nay ten thousand temples,
Nary enough our dear Mingalarbar!*





Expanded Adventure System - Overview

The structure of the map of **Conjunctio** places the location of nodes beneath the final 15 temples of Mingalarbar. If your party is enjoying exploring the lands of Mingalarbar, any of the nodes can easily extend the adventure through the creation of a side adventure with a few simple elements.

If you aren't new to *Dungeons & Dragons*, but are relatively new to being a DM, have you had the privilege of running a "roll your own adventure"? It's the art of creating and running an adventure of your own creation!

I've spoken about *roll your own* in previous modules and the inspiration that they have for me as a writer and storyteller. They can be intimidating because there are so many details you have to consider, but I would draw our attention back to the start of *Mingalarbar*: at their heart, adventures are about the story and your players. You are merely directing them. Your goal is to allow your players to find themselves in interesting situations where they have to make potentially life-changing events.

In that spirit, all I can do is direct you through the process of creating your first adventure, and we'll do that in two parts. In the first, I'll walk through setting up an expansion adventure for one temple, and some of the decisions that were made in the process of creating it. In the second, I'll leave you with a template to do this on your own. I'll also provide a space on *Tomorrow River Games* where you can publish your expansion, share your work with others, offer feedback and support.

In the meantime, think about the following elements as you work on your adventure. Everything that you create should somehow help you to give your players and their characters a:

- Fantastic world of adventure;
- A realm of fiction and danger, whether through direct action or misdirection;
- Universe of monsters that aren't just unthinking pin cushions for your players, but are life-like monsters that challenge your players to do their very best;
- World where they get to make decisions, ask questions, use the answers, and work toward an ultimate purpose.

Throughout: test the bonds that tie your players together, terrorize them to the bone, and allow them to act heroically, if they so choose.



Tutorial: Manuha – Mishibizhii's Temple

How the Party Gets There: Start by identifying the location where you will extend the adventure. In this case, I have selected **Manuha** because it was a temple that the party knew about from their conversations with Brinton and Damarra. It is also located on the map of **Conjunctio** and has a **Canto** associated with it.

Once you know that, the party needs to have a way to get from the location you have selected:

Manuha is located directly above **11. Scriptorium and Book Bindery**.

This location serves as the jumping off point to the expanded adventure. Next, we need a way for the party to get from the Scriptorium to the temple above. In this case, we'll pick an object to use to activate a secret door that will lead to a tunnel and stairwell to the temple **Manuha**.

As the party explores the **Scriptorium**, they discover a scrap of vellum on one of the desks. It appears as though the monks have scribbled a note on it with the words *apertum templum manuha* and a very rough sketch of a small key.

Write notes to the DM (you) to remind you how things work behind the scenes that you won't disclose to your adventurers.

Note to DM: Allow the party to find the scrap of paper. If they then actively search for the small key, it will require a **DC 12 Perception** check. Next, they need to find the secret door in order to use the key, another **DC 12 Perception** check. It's not difficult to locate the secret door because, in this particular situation, it is trapped! Remember that not everything needs to be trapped, but you might train your party to use caution as they explore.

Remember that a DC 12 is relatively easy, DC 16 is more challenging, and a DC 20 difficult! Consider how much of a feat it is for a character to accomplish something.

You discover a small keyhole in the stone wall next to a bookshelf. Above it are the same words as written on the scrap of paper that the party found earlier: *apertum templum manuha*. It would appear that the small key you found earlier will fit in the keyhole.



Note to DM: The party needs to remember the words from the scrap of paper and say them as they turn the lock. If they do, the lock will open. If they do not, it will trigger the lock's trap.

For the trap, consider what the trap is, how it is activated, an appropriate saving throw, and damage.

If the party utters the phrase *apertum templum manuha* and turn the key, a secret door next to the bookshelf opens in front of you.

If the party fails to utter the phrase, they will hear a sonic shriek. Although everyone in the room will swear that they heard it, the shriek is psionic, existing only in their minds.

Note to DM: If the trap is triggered, everyone in the room makes a **DC 16 Wisdom** save or takes **1d12** psionic damage, or half on a save. The party may retry the lock in an hour. If they make any attempts in advance of an hour, nothing happens.

What the Party Needs To Do in This Adventure: In the sample adventure, move Canto XI from the dungeon to the side adventure. The party will have to discover its location before returning to the core adventure.

Note that finding Canto XI is only one option. The party could find an NPC or familiar that will help them with the adventure, an extra magic item for the final encounter with Xan Yae, or some kind of hint that will come back into play later in the adventure.

Maps: The towers and temples of Mingalarbar are essentially multi-level combinations of circular and square/rectangular floors that are consistent with the rest of the module. In a very basic sense, as the DM, you are creating a story for your adventurers that are based on a couple of basic shapes! Remember that it is better to tell a good story than it is to be overly clever.

Special Traps: Not everything needs to be trapped but think about a combination of what should be trapped, how difficult the trap is to locate, how difficult to disarm it, and then how damaging it is to the party. Remember that your party may already be injured when encountering one of your traps—they may be deadlier than you anticipate!

Rooms: The following is setup as a random table, but you could also just use it as inspiration for the types of rooms that your players will encounter.

Random Room Table

Roll	Room
1	Bedroom
2	Altar and Worship
3	Guard Room
4	Library
5	Kitchen and Dining
6	Common Area
7	Prayer Room
8	Garden
9	Treasury
10	Scriptorium
11	Library
12	Observatory
13	Observation Deck
14	Forge
15	Mine Tunnel
16	Mine Equipment
17	Storage
18	Cellar
19	Prison Cell
20	Priest's Room

Note about rooms: I am not a fan of random maps and rooms because they don't tell a story. Instead, think about using this table as inspiration for the types of rooms that might help inspire you and the adventure you are creating.

Monsters: Think about the goal and theme of your expanded adventure and choose monsters that help support your story. One guiding principle that may help: many less-challenging monsters, in the right circumstances, might be more difficult for your party to defeat than one extremely powerful creature!

Just like with rooms, I'm not a HUGE fan of random monsters, but the following table includes suggestions for monsters, and a number of them, that seem likely to fit with your adventure, while still providing sufficient challenge to your party, and feeling as though they are consistent with the overall theme of the adventure:





Random Monster Table

Roll	n	Monster	Aggregate XP (LVL)*
1	4 (1d6)	Banshee	4,400 (8)
2	1	Behir	7,200 (11)
3	1	Death Tyrant	11,500 (14)
4	2 (1d4)	Cloaker	7,800 (12)
5	1	Death Knight	18,000 (17)
6	3 (1d4)	Barbed Devil	5,400 (10)
7	3 (1d4)	Drider	6,900 (11)
8	4 (1d6)	Ghost	4,400 (8)
9	2 (1d4)	Githyanki	7,800 (11)
10	3 (1d4)	Grick Alpha	8,700 (12)
11	1	Invisible Stalker	2,300 (6)
12	1	Mummy Lord	13,000 (15)
13	4 (1d6)	Bone Naga	4,400 (8)
14	2 (1d4)	Oni	5,800 (10)
15	3 (1d4)	Otyugh	5,400 (10)
16	1	Purple Worm	13,000 (15)
17	4 (1d6)	Revenant	7,200 (11)
18	3 (1d4)	Troll	5,400 (10)
19	3 (1d4)	Wraith	5,400 (10)
20	4 (1d6)	Xorn	7,200 (11)

* This is meant as a general guide when more than one (n) monster is present and serves as a way to gauge multiple less challenging monsters against larger ones at higher challenge levels.

Some of the monsters noted above could easily fit a scenario where they have taken over part or all of the temple that you design for your party. The party's secondary goal, then, may be to rid that particular temple of those creatures.

The Rest of Manuha: The party will find itself in what you suspect is the lowest level of one of the temples of Mingalarbar—judging by your movements below ground and the proximity of the temples.

When you pass through the secret door and ascend the stone staircase, the air warms considerably.

You enter out into a large rectangular area that smells of dry rot, dust and decay. There are no natural light sources.

All four walls are lined with ancient wood shelving. Some appear to have been used to store dry goods, another wheels of cheese, another wines, ales and meads, and the fourth general supplies.

In the opposite corner, there is a set of very rickety looking wooden stairs that lead up a level.

There is something in the air that smells rotten. Most likely, part of the smell is rotting food, but there is something underneath that smell that doesn't just turn your stomach: it makes your stomachs reel and churn.

Before the party can do anything, they need to make a **Constitution DC 14 save** or flee back down the stairs from the smell of the cellar. A roll of 15 or 16 will cause a player to make a mad dash for the stairs to the upper level of the temple. To remain in the cellar and make a more reasoned decision will require a **roll of 17 or better**.

For party members that make a mad dash for the stairs: they are in absolutely terrible repair, and quite rickety. Against their better judgment, though, the impacted party member will risk the stairs regardless. There are 8 steps, each with an increasing chance of collapse, that will cause harm to the player who falls. If a player is on a lower step, they will automatically be pushed off the stairs, fall, and suffer the damage equal to the stair on which they find themselves:

Stair	Chance	Fall Damage
1	10%	1d4
2	15%	1d4
3	20%	1d4
4	25%	1d6
5	25%	1d6
6	25%	1d6
7	25%	1d8
8	25%	1d8

Note that this is really just a very subtle variation on a trap! Be creative about your traps, encounters and what your party has to accomplish in your adventure. Events like these are memorable, and your party will talk about them for quite some time.



THE DEMONS OF MINGALARBAR



Example: A character falls from the fifth stair. She takes 1d6 damage. A character is on the 3rd stair, below her. He takes 1d4 damage.

If any of the party members are able to tolerate the stench and remain in the cellar, they will confirm that only a small part of the stench is coming from the rotting good and cheese on the shelves.

The source of the smell seems to be emanating from behind one of the sets of shelves. The smell will alert the party that there must be some kind of secret door, allowing them to find it relatively easily with a **DC 6 Perception** check. If the party first inspects the ceiling of the cellar, a **DC 8 Perception** check reveals a curiosity: each of the four shelves appear to be on some kind of track system that would allow them to move away from the walls, toward the center of the room.

If the party inspects the secret door mechanism for traps, they will discover that there is a hidden series of gears that seem to somehow connect it to the shelves and to the track system on the ceiling. A **DC 12 Dexterity** check will allow a party member to disarm the mechanism and open the secret door. If the trap is triggered, any party member that is **not** on one of the sets of stairs will be impacted. They will have a split-second to recognize that a series of razor-sharp blades have suddenly emerged from all four sets of shelves at knee, waist, and neck height. The only ways to avoid the blades would be to quickly fall to the floor or somehow quickly get above the blades. Failure to do so will result in a player being sliced with up to **1d4x4** blades, each causing **1d10** damage. Most players will not survive this trap.

Alternatively, a player could drop to their stomach and lie below the blades. They will still take **1d6** bludgeoning damage from the force of the shelves, as they quickly move along the tracks to the center of the room. The shelving units will return to their original positions.

If the party deactivates the trap, a small section of the shelving will swing open revealing a small alcove that is roughly 6 feet tall, and 10 feet by 10 feet in dimension.

In the dim light of the alcove, the party will see the decaying body of a medium-sized humanoid.

The body has been split open from chin to waist, and has been left to rot in the small, enclosed area.

The body is the only clue to the party that there is something terribly sinister and awful about Manuha. If they search the body—which will be gut-wrenching—the first thing that they will note is that it is human and wearing a monk's robe that is emblazoned with the black lotus of Xan Yae. It suggests that her followers didn't just abandon the area but were chased out by something absolutely sinister in nature.

There is nothing of value on the body.

The party's only next step, other than to return to **Conjunctio**, will be to navigate the rickety stairs to the upper level of **Manuha**.

It is possible that you won't even need maps for your side adventure! But if you do, you have a couple of options depending upon your preferences as a DM, and your group's preferences. I know that there are a number of players who use laptops, phones and tablets. That's fine.

Here at *Tomorrow River Games*, we prefer a more traditional way of playing consistent with the home-brew games that we played as kids: no computers or technology during the game!

In that spirit, we'd encourage you to give it a go, and create your maps by hand. You could just grab a blank piece of graph paper!

What we've found that we prefer is starting with a site like Mipui.net (www.mipui.net/app/). They provide all of the basic symbols that you need, a couple of options for the "look and feel" of your map, and the ability to export your work. There are certainly options out there that will allow you to create prettier, more complex maps, but if our focus is on telling a good story, our maps are just another tool that we use in the telling.

Although we believe that our modules exist to be used, and to be played, we also love them and like many of you, we don't write in them (well, maybe sometimes with pencil!).

The next couple of pages provide you with basic shapes that are consistent with what we have in mind for the temples of Mingalarbar. We recommend that you make copies before you create your maps, but that's up to you, heathens! Note that the three shapes are the same scale so that if you want to stack different shapes, you will be able to do so, and still get things like stairs to align, if that's something you need.





And if we don't provide what you're looking for, just remember to hop on over to **Mipui.net!**

Don't forget: if some of you are interested, we're going to publish three of your side adventures as part of this series, and the rest will be available on www.tomorrowrivergames.com.

With the distraction of the decaying body, you initially failed to notice that there is an old, faded hemp rope hanging from the ceiling.

The rope appears to reach at least 10 feet toward the ceiling, though it is shadowed and difficult to discern.

If the rope provides a way out of the lower level, it is so far the only way forward that the party has discovered.

This ends the introduction to **Manuha**. You might use it as inspiration for your very own adventure in Mingalarbar, or you might also choose to finish it.

If you choose to finish the adventure, remember a couple of things. First, the goal is for the party to find *Canto XI*. Next, remember that there is a dead body! You might decide as DM that this is a mystery that will remain forever unsolved. Part of the excitement in an adventure is in not always finding answers to questions. However, the dead body might add foreshadowing to what lies ahead for the party. Consider options like another Githyanki outpost. Or perhaps a demon or lich! It's your adventure!

Another Terrifying Alternative: This may also be the hidden temple of the goddess Mishibizhii. This is a particularly interesting option for you to consider. Mishibizhii needs to be developed by you as the DM. She may exist merely to provide a hint to the party that it is their goal to unite Xan Yae and Mingalarbar. Or she may be a foe to try and defeat. She is terrifying in her power, and so part of the excitement for your party is that it could be a mis-placed climax to the adventure! Defeating this goddess will be the most epic thing the party

could accomplish—and it would occur before the end of their adventure. Who says the most important stuff has to always happen at the end of the adventure? (Remember: keep your party surprised and amazed!)

Treasure: Throughout Mingalarbar there is a small mix of treasure that is both what the party might expect from a 5E adventure, along with more interesting items that are unique to the universe of Mingalarbar. Treasure is exciting, in my opinion, when it is hard to come by, *and* when it has an impact on later parts of the adventure.

The table below is offered in the same spirit as the other tables: you may certainly use it randomly, though I would encourage you to think carefully about what and where you place items in your adventure. **As a general guideline**, consider limiting the number of items the party **might find** as equal to no more than the number of adventurers in the party, perhaps plus or minus one item!

Random Treasure Table

Roll	Room
1	Robe of Mindfulness
2	5,000 gp diamond
3	Ring of Protection +2
4	Dagger +2
5	Scroll, 5 th Level Spell
6	Random Wand
7	Random Potions (1d4)
8	2,500 Mingalarbar Pieces
9	Shield +2
10	Long Sword +3
11	Chaos magic item
12	Chaos magic item

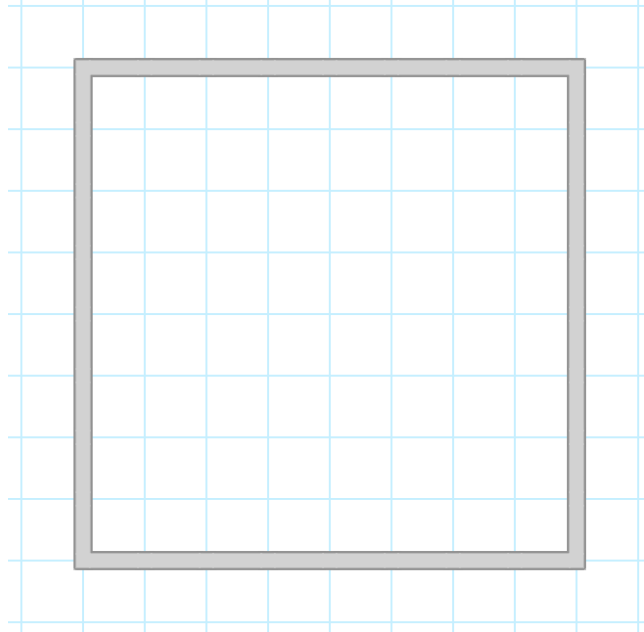
A Final Note: The introduction to this side-adventure, and many of the sections of the two modules are written to be completed in one session of gaming, and for the party to increase in experience by one level. As you think about your own adventure, you'll want to think about the experience that the party gains as well!



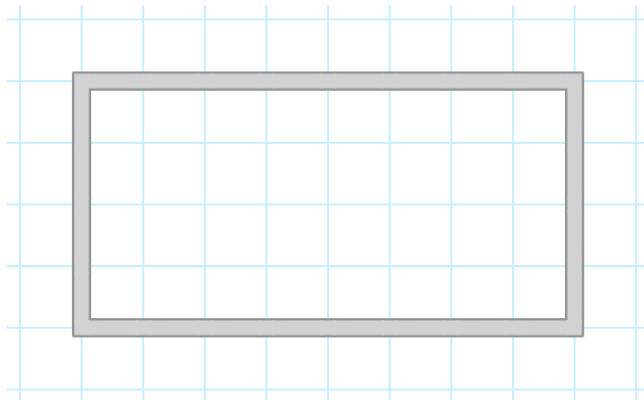


Expanded Adventure System – Map Templates

Square

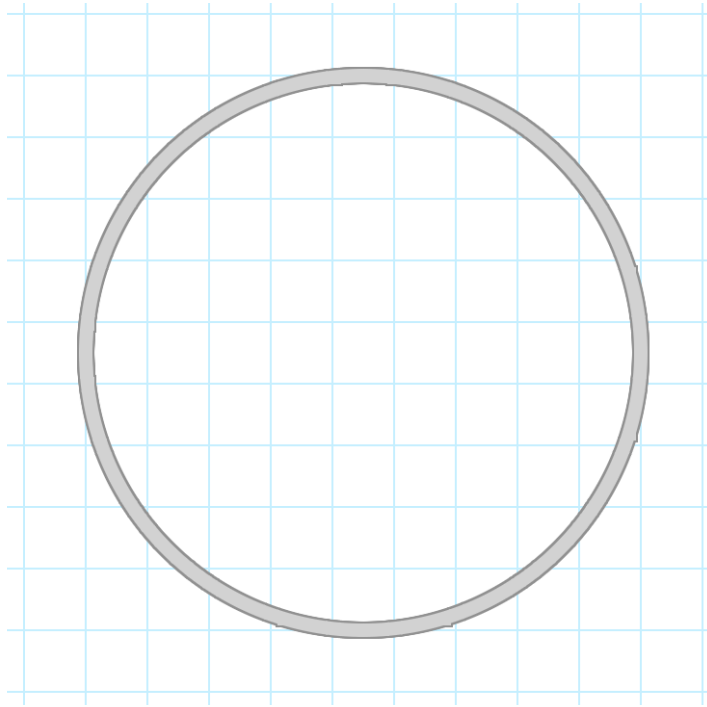


Rectangular



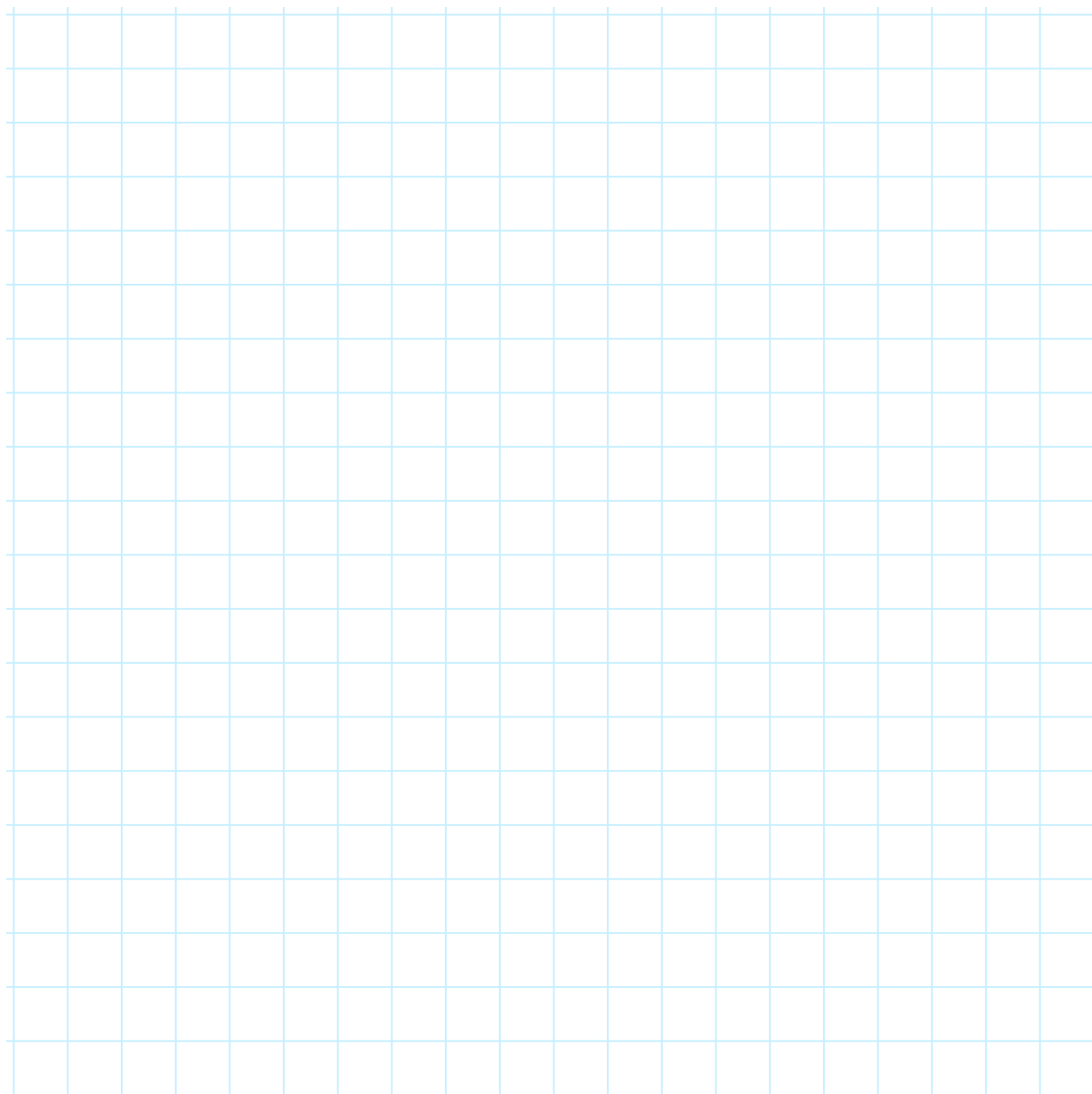


Circular





Roll Your Own





Conversion Chart: Advanced Dungeons & Dragons (5E)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP (HD)	Hit Points/Hit Dice
XP	Experience Points

Name	#	HP	AC	Attack	Damage	XP (LVL)	Notes
LAWKANADA							
Flameskull	4	40	13	+5	10 fire	1,100 (4)	Not sentient
Mimic	1	58	12	+5	7 piercing	450 (2)	Attempt to smother
Shadow Demon	4	66	13	+5	10 psychic	1,100 (4)	Black lotus robes
Mindflayer	1	71	15	+7	15 psychic	2,900 (7)	
Troll	4	84	15	#3, +7	11 slashing	1,800 (5)	
Stirge	10*	2	14	+5	5 piercing	25 (1/8)	*# per party member
Lich	1	135	17	+12	10 cold	33,000 (21)	Save vs paralysis
MAHABODHI							
Shield Guardian	2	142	17	+7	11 bludgeoning	2,900 (7)	Not sentient
Poisonous Spider	1	1	12	+4	1 piercing	25 (1/8)	Save vs. poison
Awakened Tree	1d4	59	13	+6	14 bludgeoning	450 (2)	False appearance
Awakened Shrub	1d6	10	9	+1	1 slashing	10 (0)	False appearance
Giant Centipede	1d6	4	13	+4	4 piercing	50 (1/4)	Save vs. poison
Giant Scorpion	1d4	12	15	#3, +4	6 bludgeoning	700 (3)	Sting, poison save
Phase Spider	1d4	32	13	+4	7 piercing	750 (3)	Save vs. poison
Blood Hawk	1d8	7	12	+4	4, piercing	25 (1/8)	Pack tactics
Medusa	1	127	15	+5	6 piercing	2,300 (6)	Turn to stone
THARABHA							
Allosaurus	2d6	51	13	+6	15 piercing	450 (2)	Claw: +6, 8
Ankylosaurus	2d6	68	15	+7	18 bludgeoning	700 (3)	
Triceratops	1d4	95	13	+9	24 piercing	1,800 (5)	Stomp: +9, 22
Pteranodon	4d12	13	13	+3	6 piercing	50 (1/4)	
Tyrannosaurus Rex	1d4	136	13	#2, +10	33 piercing	3,900 (8)	Tail: +10, 20
Tarrasque	1	676	25	#5, +19	36 bludgeoning	155,000 (30)	Claw, horn, swallow
Revenant	1d12+4	136	13	+7	11 bludgeoning	1,800 (5)	Vengeful glare
Dark Mantle	1d20+6	22	12	+5	6 bludgeoning	100 (1/2)	False appearance
Myconid, Adult	1d10+4	2	12	+2	5 bludgeoning	100 (1/2)	Rapport spores
Purple Worm	1	247	18	+9	22 piercing	13,000 (15)	Swallow
BONUS							
Angel, Deva	1	136	17	#2, +8	7 +8 radiant	5,900 (10)	Change shape
Angel, Solar	1	243	21	#2, +15	22 +27 radiant	33,000 (21)	Flying sword
Dragon, Red	1	546	22	#3, +17	21 +14 fire	62,000 (24)	Frightful presence
Dragon, Red, Young	1	75	18	#3, +10	17 +3 fire	5,900 (10)	Firebreath
Githyanki, Warrior	1d10	49	17	#2, +4	9 +7 psychic	700 (3)	Psionics
Githyanki, Knight	2	91	18	#2, +9	13 + 10 psychic	3,900 (8)	Psionics
Githyanki, Monk	2	38	14	#2, +4	6 +9 psychic	450 (2)	Psionics
Zerth	1	84	17	#2, +7	11 +13 psychic	2,300 (6)	Psionics
Ice Devil	1	180	18	#3, +10	12 bludgeoning	11,500 (14)	Wall of ice (35 dmg)





Conversion Chart: Advanced Dungeons and Dragons (AD&D)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

Name	#	HP	AC	Attack	Damage	XP (HD)	Notes
LAWKANADA							
Flameskull	4	38	7	1	11	900	Not sentient
Mimic	1	35	7	1	9	900 (7+1)	Attempt to smother
Shadow Demon	4	40	5	3	5, 4, 4	1,250 (7+3)	Black lotus robes
Mindflayer	1	44	5	4	2 each	1,428 (8+)	
Troll	4	36	4	3	6, 6, 7	650 (6)	
Stirge	10*	6	8	1	1-3	11 (1/4)	*# per party member
Lich	1	60	0	1	5	2,750 (11+)	Save vs paralysis
MAHABODHI							
Shield Guardian	2	88	0	1	9	1,400	Not sentient
Poisonous Spider	1	20	4	1	6	225 (4)	Save vs. poison
Awakened Tree	1d4	35	5	1	12	900	False appearance
Awakened Shrub	1d6	18	12	1	1	7	False appearance
Giant Centipede	1d6	2	9	1	1	7 (1/4)	Save vs. poison
Giant Scorpion	1d4	20	5	3	6	225	Sting, poison save
Phase Spider	1d4	35	7	1	4	425 (5)	Save vs. poison
Blood Hawk	1d8	16	7	1	4	425	Pack tactics
Medusa	1	30	5	1	3	600 (6)	Turn to stone
THARABHA							
Allosaurus	2d6	32	7	1	9	900	Claw: +6, 8
Ankylosaurus	2d6	45	0	1	12	240 (3)	
Triceratops	1d4	80	6	3	5, 7, 7	4,000 (16)	Stomp: +9, 22
Pteranodon	4d12	18	7	1	5	150 (3+)	
Tyrannosaurus Rex	1d4	90	5	3	4, 4, 25	5,250 (18)	Tail: +10, 20
Tarrasque	1	540	-10	5	33	22,000	Claw, horn, swallow
Revenant	1d12+4	50	10	4	21, 21, 21, 21	1,750 (10)	Vengeful glare
Dark Mantle	1d20+6	28	4	1	8	900	False appearance
Myconid, Adult	1d10+4	2	4	1	7	900	Rapport spores
Purple Worm	1	75	6	1+1	13, 6	3,900 (15)	Swallow
BONUS							
Angel, Deva	1	50	0	2	12	2,000	
Angel, Solar	1	100	-5	2	55	2,750	
Dragon, Red	1	425	-6	3	34	5,000	Fire breath
Dragon, Red, Young	1	50	-2	#3	17	2,500	Fire breath
Githyanki, Warrior	1d10	38	0	2	12	900	Innate Spellcasting
Githyanki, Knight	2	76	-1	2	20	3,000	Innate Spellcasting
Githyanki, Monk	2	27	8	2	12	750	Innate Spellcasting
Zerth	1	80	0	2	19	3,900	Innate Spellcasting
Ice Devil	1	65	-1	3	21	3,900	





Conversion Chart: Hyperborea (AS&S)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

Name	#	HP	AC	Attack	Damage	XP (LVL)	Notes
LAWKANADA							
Flameskull	4	20	6	1/1	4	800	Not sentient
Mimic	1	22	5	1/1	5	775	Attempt to smother
Shadow Demon	4	24	5	1/1	6	825	Black lotus robes
Mindflayer	1	30	5	1/1	7	850	
Troll	4	32	4	3/1	4, 4, 8	870	Save: 14
Stirge	10*	5	7	1/1	2	19	*# per party member; Save: 16
Lich	1	60	0	1/1	6	4,300	Save vs paralysis; Save: 11
MAHABODHI							
Shield Guardian	2	65	0	1/1	7	3,000	Not sentient
Poisonous Spider	1	15	6	1/1	8	161	Save vs. poison; Save: 14
Awakened Tree	1d4	34	5	1/1	6	400	False appearance
Awakened Shrub	1d6	15	8	1/1	5	200	False appearance
Giant Centipede	1d6	3	9	1/1	1	25	Save vs. poison; Save: 17
Giant Scorpion	1d4	20	2	3/1	4, 4, 3	180	Sting, poison save; Save: 15
Phase Spider	1d4	29	7	1/1	4	740	Save vs. poison; Save: 14
Blood Hawk	1d8	3	9	1/1	5	25	Pack tactics
Medusa	1	64	0	1/1	6	3,000	Turn to stone
THARABHA							
Allosaurus	2d6	36	5	1/1	12	900	Claw: +6, 8
Ankylosaurus	2d6	40	4	1/1	14	950	
Triceratops	1d4	72	3	1/1	18	1,250	Stomp: +9, 22
Pteranodon	4d12	21	6	1/1	6	90	Save: 15
Tyrannosaurus Rex	1d4	105	2	2/1	20	1,500	Tail: +10, 20
Tarrasque	1	500	0	5/1	24	50,000	Claw, horn, swallow
Revenant	1d12+4	105	2	1/1	20	1,250	Vengeful glare
Dark Mantle	1d20+6	20	2	1/1	4	175	False appearance
Myconid, Adult	1d10+4	2	10	1/1	2	50	Rapport spores
Purple Worm	1	256	1	1/1	22	10,000	Swallow
BONUS							
Angel, Deva	1	102	2	2/1	21	1,250	
Angel, Solar	1	212	0	2/1	42	2,500	
Dragon, Red	1	400	0	3/1	34	5,000	
Dragon, Red, Young	1	45	6	3/1	15	90	Fire breath
Githyanki, Warrior	1d10	32	4	3/1	4, 4, 8	870	Innate Spellcasting
Githyanki, Knight	2	64	2	3/1	5, 5, 10	1,000	Innate Spellcasting
Githyanki, Monk	2	23	6	2/1	6, 8	750	Innate Spellcasting
Zerth	1	68	1	3/1	5, 5, 12	1,250	Innate Spellcasting
Ice Devil	1	60	0	1/1	6	4,300	





Conversion Chart: Dungeon Crawl Classics (DCC)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

Name	#	HP	AC	Attack	Damage	XP (LVL)	Notes
LAWKANADA							
Flameskull	4	32	19	1, +7	14	2	Not sentient Save: FORT+8, REF+5, WILL+8
Mimic	1	52	18	1, +7	11	2	Attempt to smother Save: FORT+6, REF+4, WILL+6
Shadow Demon	4	58	19	1, +7	14	2	Black lotus robes Save: FORT+10, REF+5, WILL+8
Mindflayer	1	64	20	1, +10	19	2	Save: FORT+6, REF+4, WILL+6
Troll	4	46	19	1, +10	16	2	Save: FORT+10, REF+5, WILL+8
Stirge	10*	3	11	1, +1	3	1	*# per party member Save: FORT +1, REF+0, WILL-3
Lich	1	128	20	1, +14	14	3	Save vs paralysis Save: FORT+7, REF+4, WILL+8
MAHABODHI							
Shield Guardian	2	142	20	1, +9	13	2	Not sentient Save: FORT+10, REF+5, WILL+8
Poisonous Spider	1	1	17	1, +5	2	1	Save vs. poison Save: FORT+9, REF+4, WILL-2
Awakened Tree	1d4	52	16	1, +7	18	2	False appearance Save: FORT+9, REF+4, WILL-2
Awakened Shrub	1d6	16	15	1, +1	3	1	False appearance Save: FORT+9, REF+4, WILL-2
Giant Centipede	1d6	6	17	1, +6	5	1	Save vs. poison Save: FORT+9, REF+4, WILL-2
Giant Scorpion	1d4	72	18	1, +12	9	2	Sting, poison save Save: FORT+9, REF+4, WILL-2
Phase Spider	1d4	26	15	1, +6	9	2	Save vs. poison Save: FORT+9, REF+4, WILL-2
Blood Hawk	1d8	8	11	1, +6	6	1	Pack tactics Save: FORT+9, REF+4, WILL-2
Medusa	1	122	19	1, +7	10	2	Turn to stone Save: FORT+7, REF+4, WILL+8
THARABHA							
Allosaurus	2d6	30	15	1, +2	6	1	Save: FORT+6, REF+5, WILL+2
Ankylosaurus	2d6	42	17	1, +9	22	2	Save: FORT+6, REF+5, WILL+2
Triceratops	1d4	54	15	1, +11	28	2	Save: FORT+6, REF+5, WILL+2
Pteranodon	4d12	16	15	1, +5	10	2	Save: FORT+6, REF+5, WILL+2
Tyrannosaurus Rex	1d4	126	15	2, +12	37	3	Save: FORT+6, REF+5, WILL+4
Tarrasque	1	645	22	5, +21	40	3	Claw, horn, swallow Save: FORT+8, REF+5, WILL+6
Revenant	1d12+4	128	14	1, +9	15	2	Vengeful glare Save: FORT+10, REF+5, WILL+8



THE **DEMONS** OF MINGALARBAR



Dark Mantle	1d20+6	22	13	1, +7	8	1	False appearance Save: FORT+6, REF+4, WILL+5
Myconid, Adult	1d10+4	16	18	1, +4	12	1	Rapport spores Save: FORT+8, REF-4, WILL+4
Purple Worm	1	234	20	1, +11	26	2	Swallow Save: FORT+6, REF+5, WILL+2
BONUS							
Angel, Deva	1	124	18	3, +10	18	3	Save: FORT+12, REF+6, WILL+9
Angel, Solar	1	248	22	2, +17	52	3	Save: FORT+12, REF+6, WILL+9
Dragon, Red	1	496	23	3, +19	39	3	Save: FORT+12, REF+6, WILL+9
Dragon, Red, Young	1	75	20	3, +10	23	3	Save: FORT+12, REF+6, WILL+9
Githyanki, Warrior	1d10	42	20	2, +6	16	2	Innate Spellcasting Save: FORT+10, REF+5, WILL+8
Githyanki, Knight	2	84	21	2, +11	23	2	Innate Spellcasting Save: FORT+10, REF+5, WILL+9
Githyanki, Monk	2	28	16	2,+5	19	2	Innate Spellcasting Save: FORT+10, REF+5, WILL+8
Zerth	1	79	18	2, +9	24	3	Innate Spellcasting Save: FORT+10, REF+5, WILL+9
Ice Devil	1	145	20	3, +12	16	3	Save: FORT+10, REF+5, WILL+9



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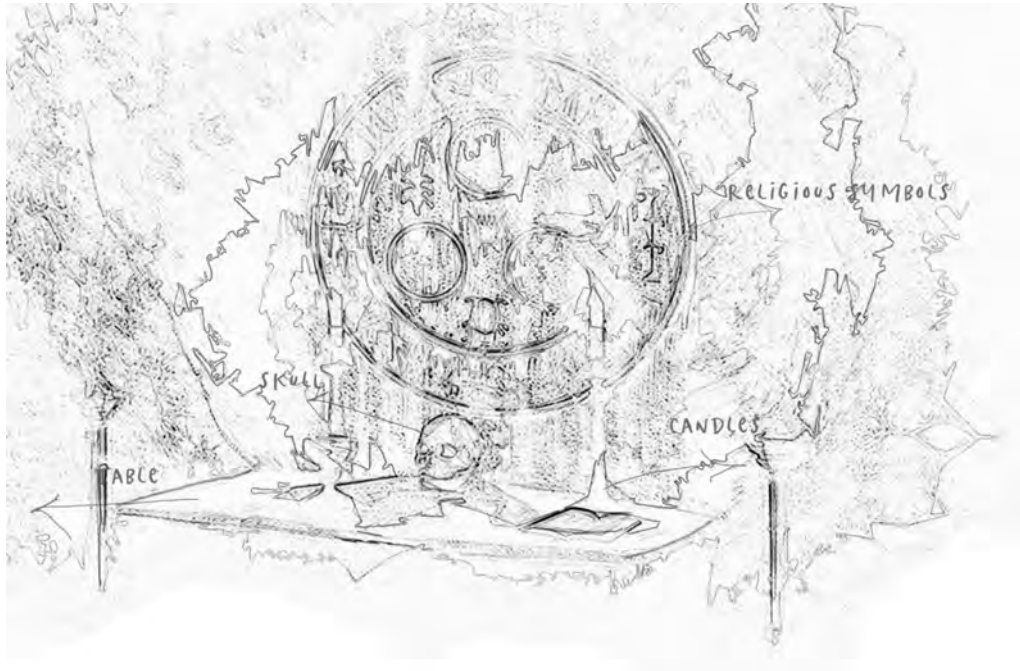


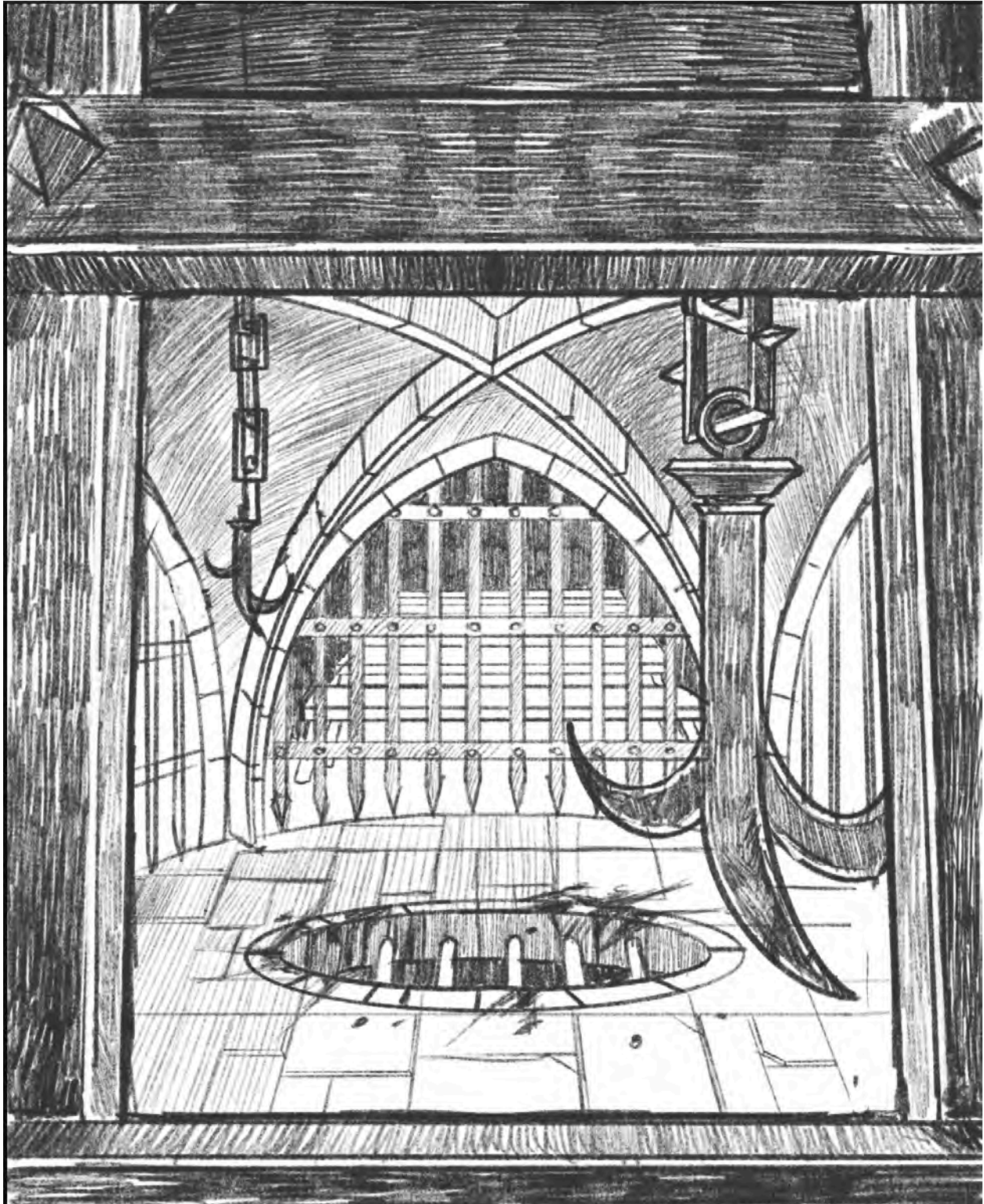
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THE DEMONS OF **MINGALARBAR**

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