

# THE TREASURE REVEALERS

## Dungeon Module TR 1

By Tim Krause

**A 5E and Magic Seekers Module for 4-6 Players, Level 7+**

Can your party of brave adventurers find the *Treasure Revealers* and save all of Theramour from the deadly Skinwalkers before it is too late? Only Siguia, the spider-Drow, and the mystical Terton can reveal their secrets and aid you in your quest.

Blending the look of classic modules from the 1970s and 1980s with 5E rules.



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## FORWARD

There is an allure to the phrase *treasure revealer*.

First, the implied promise of treasure. But, fellow adventurer, it doesn't end with the promise of gold and fortune. No, to reveal treasure is to also know its location. There's the realization that hidden between the words *treasure* and *revealer*, there is a long-held secret.

While some secrets are discovered in the dark whispered secrets of midnight, this one is hidden deep in the dangerous jungles of Theramour, less a promise and more a rotting and sinister death that has lingered for centuries.

Imagine, as you seem to grasp the frail and rotted arm of one the treasure revealers, that you beseech them to share its secret location. But instead of firm flesh, your fingers touch wet, frail, and fragile bone instead. This is a secret that soon, as with everything, will die.

Unless treasure seekers.

Unless you are worthy.



Treasure that is truly legendary is the mark of heroic deeds and myth. Perhaps, though, brave adventurer, you tell yourself your own epic story. Why?

Indeed, why.

Just once, brave adventurers: just once those legendary treasures will be revealed, and only to you. Know, however, that the price exacted for such valuable secrets is beyond measure: you risk your life and the lives of your party for treasure, fame, and fortune.

The treasure revealers expect much in return for their secrets. They are plagued by the walking, decaying memories of the skinwalkers. Once thought to be no more than

the stuff of a child's nightmares, the skinwalkers venture from the heart of the jungle, threatening the very existence of the treasure revealers.

There is only one alternative that remains, and it is uncertain at best: the ancients among the treasure revealers are certain their hidden treasure contains a fearsome weapon that will defeat the skinwalkers and banish them for all eternity. But legend has it that it is for a band of adventurers. It is not for the treasure revealers themselves to discover this hidden source of power over the skinwalkers and use it to defeat them.

This is the true secret the treasure revealers have hidden for centuries. Now they rely on you, brave adventurers, to save them from the deadly claws of the skinwalkers.

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## PLAYER'S INTRODUCTION

"In the age of my grandmother's grandmother, it is said that there were those who knew of ancient treasures," begins Siguiya's story.

Your party finally met Siguiya after getting lost in the southern-most jungles of Theramour. Lost and wandering in dangerous and unknown terrain, you stumbled upon an old wooden shack, nearly choked off from vines, and creepers.

The worn and weathered hut appeared to be a place to get out of the jungle briefly, rest, and protect yourself from the unknown creatures that you know had been pursuing you for the past two days.

When you entered, both you and Siguiya were startled by each other's presence: you were expecting an abandoned shack, and she was not expecting visitors.

After a meal that Siguiya described as stew, but you thought tasted of old swamp water and ancient roots, she began her story of the **Treasure Revealers**.

"Deep in the jungles just beyond the reaches of Theramour to the west of here, the treasure revealers keep themselves away from the rest of the prying eyes of humanity."

Your party leans in at the prospects of treasure.

"My grandmother's mother told my mother who told me of the treasure revealers, and treasures untold. Only they know the treasure's location."

"But their time on this world is drawing to a close, and when they are lost, so too is the location of the treasure. "

"The treasure revealers are not difficult to find, but the way is full of danger. The skinwalkers of legend have grown stronger and more numerous. They haunt the jungles and seek prey to kill and make into their own kind."

When prompted by you, Siguiya warns the party, "Only the strongest magic will keep the skinwalkers at bay, and only stronger magic yet will defeat them. Although the skinwalkers are often spoken of in children's stories late at night, I assure you they are real."

"The skinwalkers are cowardly. They will follow you and track you relentlessly until they know they can defeat you in the dark of night."

"Be ever mindful of them," Siguiya ends her story, "they are an ever-increasing danger. My fear is that when the treasure revealers disappear, the treasure will not only be lost, but the skinwalkers will finally roam free and Theramour will no longer be safe."

Just as the party thinks Siguiya has finished speaking, she looks up and whispers, "There may be hope in the treasure."

"There are stories that the skinwalkers fear something hidden deep in the treasures that has the power to destroy them."

"This, I believe, is what the treasurer revealers wish to remain a secret out of fear that all could be lost if it falls into the wrong hands."

And so Siguiya's story ends, and your party's adventure begins.

*This is Siguiya, The Treasure Revealers*





## THE TREASURE REVEALERS: KEY

The color-coding system in our adventures highlight critical decision-points and features in your game:

Ability check or save  
Chaos Dice (optional)  
NOTE TO DM  
Monster  
Treasure

## THE TREASURE REVEALERS: DM'S GUIDE

Adventurers: stop reading now!

The mark of a good adventure is that your players have agency in a rich world full of dangerous opportunity. As a DM, it is your opportunity to offer them challenges, monsters, a compelling plot, and magical setting to offer them the chance for success and sometimes even failure.

Your players shouldn't need lengthy explanations, but as DM and master storyteller, you do need to have an understanding of the main features of your adventure. And you need to know that they will be unpredictable, and you will need to bend and shape the adventure accordingly.

What do you need to know about **The Treasure Revealers**? There are five main characters, or group of characters, that make up the story of **The Treasure Revealers**:

**Ashkuwheteau, Ash's Repose, Ash**: The most mysterious of the five, Ash, will first appear to the party as an old, solitary traveler at the *Tavern on the Tomorrow*. He will reappear as Ash's Repose later in the adventure. Although the party may come to suspect it, Ash will not reveal that he is a powerful demi-god who works in opposition to **Tlaloc**. Other than aiding the party indirectly on the **Plane of Tlaloc**, Ash will not engage in battle with Tlaloc, instead relying on the party to do this work, and take the risks, themselves.

**Siguiya**: A powerful Drow, Siguiya lives a largely reclusive life in the swamps on the outer reaches of Theramour. Although responsible for enslaving Elves as **Skinwalkers**, she is not fully aware of the deadly influence of Tlaloc on her actions. Siguiya often takes the form of a large spider.

**Skinwalkers**: The party will be misled by Siguiya into believing that their success depends upon the destruction of the Skinwalkers. Enslaved, this horrifically disfigured and tortured race of Elves will

in fact be dangerous to the party—at least until the Skinwalkers recognize that the party has gained the power to free them from the shackles of **Siguiya** and **Tlaloc**.

**Terton**: The mystical Terton rely on ancient legends that are an unfortunate misinterpretation of the history of the **Skinwalkers**. Unwittingly they will charge the party with the destruction of the Skinwalkers. They will, however, correctly guide the party in the role of the ceremonial dagger, the **Purbas**, and at least the general notion that some kind of sacred text exists that will be crucial to their success.

**NOTE TO DM**: the party requires the **Purbas** to complete the adventure. However, though they will benefit from finding the runes and fully empowering the **Terton Robe of Power**, it is not necessary for the successful completion of the adventure.

**Tlaloc**: Tlaloc is ultimately the main actor in this adventure, though he operates in the background for the majority of the adventure. As is often the case, those under Tlaloc's influence are not fully aware of the god's influence upon them and their decisions.

## THE TREASURE REVEALERS: INTRODUCTION

Rested, yet restless and yearning for adventure you join your fellow adventurers for a night of food, drink, and boisterous stories of past glory at the local Inn, the *Tavern on the Tomorrow*.

**Lucerne**, the Inn's proprietor, has served up a fine platter tonight: a hearty black, crusty bread, nutty aged cheese, and a honeyed drink spiced with cloves and ginger.

You long for the road and for adventure.

For a Saturday evening, the Inn is uncharacteristically quiet, and your little party are the only ones there until shortly after you finish your meal.

The oak door creaks open and lets in the uncharacteristically warm and dusty air that foretells the final throes of fall, and the looming winter that lurks on its heels. With the fall air comes the swirling grey coat and snuggly-worn cap on the head of a presumably wisp of an old man. Without even looking up from the floor, the ancient door slams shut behind him, and he drifts over to the bar and pulls up a tall stool. You and



your party sense that he travels alone, and likely prefers it that way.

When Lucerne returns to your table to refill your tankards, she nods subtly at the stranger at the bar and says cryptically, "Looks like Ashkuwheteau has returned at last."

### The Adventure Begins

If the party asks Lucerne what more she knows about the stranger, she will tell them little more: Ashkuwheteau, or Ash as he is known locally, doesn't come around much, and tends to keep to himself. She will tell the party that there are rumors that he is a user of magic, but because he keeps to himself, it is rumor at best. She will tell the party that when he does stop by the Tavern, it is often for a quick meal, a pint of ale, and he is again on his way.

As an afterthought, Lucerne will tell the party that there is a feeling of great sadness and loss that surrounds Ash.

For the adventure to begin, the party will need to approach Ash, and introduce themselves.

Ash sits hunched over atop his stool, his shoulders appearing to bear a heavy burden. Although his hat is pulled low, you can make out the heavy, aged lines that confirm that this man has lived a tough life filled with great sorrows.

It does not take a terribly perceptive eye for the party to see that the man's weathered coat, cracked boots, and worn hat have seen many adventures over the years.

Ash does not look up from his plate of bread and cheese.

When the party introduces themselves, they will quickly discover that Ash is a man of few words. He is not impolite, but also not interested in small talk. After short introductions, Ash will state, "It doesn't look like you're from these parts."

While the party might reveal that they are seeking adventure, if they inquire about Ash and his background, he will respond with, "I keep watch." Initially, he will offer no more than this until he is prompted.

Once prompted, however, he will share a portion of his tale:

### The Skinwalkers

*"I have watched for a very long time..."*

*"Long before the eagles and the crows flew across this land, humans crawled like an animal on all fours. He lived like a beast, fanged, clawed, and covered in heavy matted fur to keep out the winter winds and rains."*

*"One day, crow taught humans how to walk."*

*"But all was not right with crow's plans. In the rush to teach humans to walk, crow confused humans and wolves. Some humans continued to crawl, and some wolves learned to walk on hind legs."*

*"If that were only the end of the story, but it unfortunately is not," Ash pauses, sighs before continuing.*

*"Crow's efforts also crossed the wolf and the human, creating the Skinwalker."*

*"Part wolf, part human, the Skinwalker walked unnaturally between both worlds."*

*"Until late, the Skinwalkers, though, faded with time. But they have somehow, like black magic, returned once again. I have watched quietly as the Skinwalkers have grown bolder, more powerful. They roam further from their lairs deep in the jungles of Theramour, and they threaten the entire kingdom. No one knows for certain why the Skinwalkers have returned, but they are a danger to us all."*

*"If the Skinwalkers prevail, all of humanity will become like them, demonic, possessed, cursed to live between wolf and human form for the rest of time."*

*"The Terton, treasure revealers, who are but legend themselves, are rumored to know the true secret of the Skinwalkers. Humanities' only hope is that you reach the Terton in time, discover the secret of the Skinwalkers and defeat them before it is too late for the kingdom of Theramour."*

Ash will be able to provide the party with little more information and will beseech them to make haste and find the Terton, who are believed to live in the jungles west of Theramour. If asked, he will decline to travel with the party as he tells them it is his fate to "watch" for the kingdom of Theramour



and warn them if danger in the shape of Skinwalkers approaches the kingdom's doorstep.

Ash will be able to provide limited information and directions for finding the Terton, telling the party, "travel west of Theramour, and north of the road to Nonesuch, toward the mountains." If they persist further, he will tell them that they will encounter a narrow river, and a small hermit's hut where **Siguiya** resides. An old hermit, Ash suspects she may know more about the Terton than does he.

### Setting Off

Before the party sets off, they will be able to find and secure basic provisions for their adventure. Prices will be generally those described in the *Player's Handbook* (or equivalent). As they are making their purchases, they will be casually asked about their destination, and each player will have the opportunity to hear at least one rumor before they depart.

**NOTE TO DM:** You will need to determine how to handle duplicate rolls. Either assume that party member learned nothing new OR re-roll. If a party member suspects a rumor may be untrue, they can make a **DC Deception 12 save**. A successful save confirms "true" rumors, and a subtle difference for those that are "false", as the shopkeeper believes that what he is sharing is true.

### Rumors

1D6	RUMOR	TRUE/FALSE
1	There is an old hag named Siguiya who lives in the swamp and knows of the Treasure Revealers.	True
2	The Treasure Revealers are dangerous and do not like strangers.	False
3	The river to the west holds a dangerous monster, part demon, part alligator.	True
4	Skinwalkers can only be harmed by silvered or magical weapons.	True
5	The Treasure Revealers have a book filled with magical spells unknown to even the most powerful of wizards.	False
6	Terton tower to the west holds treasures beyond the party's wildest dreams, but it is carefully protected by the strongest of magic.	False

The most immediate rumor that the party may hear and desire to act upon would be the need for silvered weapons. Unfortunately for the party, the local provisioner has nothing that will be of help to them.

If the party returns to provision before traveling to the **Plane of Tlaloc**, there are some items that are more expensive than others, as they are rarely sold in Siguiya:

### Winter Gear

# AVAIL.	ITEM	COST
1	Pick	5 gp
1D4	Piton (6)	5 sp
2	Rope, 50'	2 gp
1D6	Clothes, Heavy	1 gp
1D6	Boots, Heavy	1 gp
1D6	Bedroll, Heavy	1 gp



## SIGUIYA

### The Wilderness

The true danger in the party's journey to first find Siguia, and then the Terton, begins when they leave the road between Theramour and Nonesuch.

Once the party has entered the jungles, they will almost immediately get the sense that they are being watched and followed very carefully, and at a distance. In spite of any efforts from the party, whatever is following them will evade their efforts.

**NOTE TO DM:** To build suspense, allow your players to set traps, determine marching order, and make **Perception** checks. They should see shadows, twigs snapping, errant howls: clues that they are being followed, but nothing specific. Your goal is to build suspense and fear for eventual encounters.

Plan on the hike to **Siguia's Hut** to take roughly a half of a day, or four hours. For each hour of travel, there is a 25% chance of a random encounter.

**If the party appears to be avoiding any random encounter:** they should have a minimum of one encounter with a **Skinwalker**. While it is possible that such an encounter could defeat the party, it is more likely that the Skinwalker will flee if it senses it will be defeated.

Once the party has encountered a Skinwalker, they should find **Siguia's Hut** in relatively short order.

**TABLE 1: Random Monster Encounters**

1D6	MONSTER	N
1	A'doshlê (Giant)	1
2	Camazotz	1d6
3	Naldoshi (Skinwalker)	1d4
4	Phrys	1d4
5	Chaneque	1
6	Quinametzin	1

None of the random monster encounters will provide the party with additional information. None of them carry anything of value.

## SIGUIYA'S HUT

As the party continues their hike through the dense jungle, they will notice that the foliage will start to get less dense at the same time as the

ground starts to get soft and wet, as though they are approaching a swamp.

The jungles finally open up and give way to heavy swamp. At first glance, it appears impassible without considerable difficulty. To the north, you can make out the faint brown, muddied waters of a slow, languid river. Suspecting this may be the river that Ash hinted at the previous evening, you spot the faint pattern of what you think might be the thatched roof of a small hut. You might reasonably think that you have found Siguia's hut.

### Approaching Siguia's Hut

As the party approaches the hut, they will note the swamp starting to close in around them, affording them little option but to approach the hut.

Once the swamp seemingly surrounds the party, they are struck by the dark green of the ferns, and grasses. It is almost un-natural in color.

The air is heavy with humidity, and thick with mosquitos and flies. It would be nearly unimaginable to think about spending the night in the swamp!

Around the party, stagnant water pools between plants. Other than the swarms of insects, though, the swamp seems devoid of life.

If there is a Ranger in the party, she or he will note that they have naturally taken to walking along a long, narrow ridge of land that is elevated ever so slightly above the surrounding swamp. While it makes their hike relatively easy, it also makes them vulnerable should anything attack them from the swamp. There is nowhere for the party to go except into the swamp itself!

### Siguia's Hut

The elevated ridge of land leads the party directly to the door of Siguia's hut, though to call it much more than a mud hovel would be a stretch.

Windowless and doorless, the tiny mud hut doesn't appear to be inhabited or inhabitable.

When the party approaches, the area surrounding the hut is completely and almost unnaturally quiet.



Where there should be a door to the hut, there is instead a massive spiderweb. The silken strands of the web completely obscure the doorway. In the center of the threaded cobwebs, there appears to be a pattern that looks very much like a series of ancient runes.

As the party inspects the spider web, they will notice a couple of important things about it. First, they will have to cut through the web in order to enter the hut. If they first callout, there will be no response or noise from within the hut.

Whether or not the party remains silent, the cutting of the web will alert **Siguiya** to the party's presence, so she cannot be surprised by them, regardless of how they attempt to enter her hovel.

If the party inspects the runes in the center of the web, a party member with proficiency in **Religion** or **Arcana** can make a **DC 17 check** to determine whether or not they recognize any of them, or their significance. Once identified, one rune in particular is an eywas, symbol of strength and power. It was placed in the center of the spider web to strengthen its strands and protect the hut's inhabitant.



The presence of the rune should also be a strong hint to the party that whomever—or whatever—spun the web is a creature of some intelligence.

When Siguiya appears to them in spider form, the party should expect that they are not dealing with a normal giant spider.

The other runes in the spider web are unidentifiable by the party, though they appear similar in design. Later in the adventure, the party will recognize that three of the rune symbols will match those that they find on the rune stones that will ultimately be used to empower the **Robe of Terton** which may help them to free the **Skinwalkers** from their curse.

The party will be unable to enter the hut without destroying the cobweb. Although you could make them roll **strength checks** against the web, they will ultimately prevail. Instead, describe the experience as feeling almost un-natural in the amount of strength and effort required to cut through the cobwebs.

Siguiya will first appear entirely in the form of a large spider, and she will be hiding in a far corner of the hut, protected by a spell of invisibility. Because she is a rare creature who is of perfectly **neutral alignment**, both facts mean that she will be nearly impossible to detect until she wants her presence known to the party.

### Siguiya

**Siguiya** is a high-level Druid with limited abilities to both change shape (in the form of a giant spider) and to cast limited magic spells, including invisibility.

The old druid is a master and guardian of many ancient languages. She lives alone in the swamp, and studies in complete isolation.

Siguiya will reveal herself to the party once they enter the hut, at first in spider form. She is roughly the size of a large dog, and pitch black in color, save for dark emerald green eyes, and a ruby marking on her abdomen.



The marking is of note: the party will not know if it is in the shape of the number eight or an infinity symbol.

If Siguiya determines that the party means her no harm, she will transform partially into a Drow elf, from the torso to the roots of her hair.

If the party attacks Siguiya she will give them one opportunity to stop. Otherwise, she is a formidable foe. Whether or not they emerge victorious, fighting Siguiya marks the end of the adventure!

On the other hand, if the party approaches Siguiya with any combination of caution or respect, she will begin by greeting them, "Adventurers, what brings you to this dark and dangerous swamp?" Siguiya will expect nothing but the truth from the party and will **roll with advantage against any efforts at deception**.





Presumably, the party will quickly tell Siguiya of their search for the Terton, and their efforts at defeating the Skinwalkers. She will readily share what she knows with them.

"The Skinwalkers are a formidable foe. Only the Terton, the Treasure Revealers, know how, or even if, it is possible to defeat them," Siguiya pauses.

"It is a lonely, reclusive place, but their tower lies a half day's travel to the northeast of here. You will find the way fraught with danger as many creatures, giants and beasts call the jungle home."

"What I fear most for you, though, my adventurers, are the Skinwalkers themselves. I sense they are already following close behind you. Only the strongest and bravest will prevail against them, and only with the most potent magical help."

"With this, I regret that I can offer you only limited assistance."

With this, Siguiya, will offer the party three gifts to aid in their journey to Terton Tower, and their quest to defeat the Skinwalkers. First, she will impart knowledge of a secret language to any druids or clerics, and the ability to use it telepathically with others who know it. For any who ask, it is the language of Siguiya herself, a Sylvan language whose chittering sounds as though it were spoken by spiders.



"The ability to speak this language is conferred through this **runestone**." Siguiya will hand the party a small, greyish stone etched with the same eywas symbol that they saw woven into

Siguiya's spider web in the doorway to the hut. The stone will take on additional significance and power as the adventure progresses.

The next two gifts are poultices: the first acts as a **Potion of Invisibility**. The second acts as a **Potion of Supreme Healing**.

Siguiya wishes the travelers well. If asked, she cannot join them as she has been cursed to live out her days constrained to her wooden hut.

**NOTE TO DM:** If the party questions the truthfulness of Siguiya's advice, or aid, they can roll a **DC 20 Deception check**. A successful roll reveals that in all of this Siguiya tells the truth and offers aid. However, the party member gets the sense that Siguiya may be withholding something from them—even if they don't know what it is. If they

challenge Siguiya on this point, she will merely shrug off the questions, telling them that she has nothing more to offer them. She will say as much without any malice or ill-intent.

If the party specifically questions whether or not Siguiya is truthful when she says she cannot join them in their quest, a successful roll will reveal that this is not an honest response. However, Siguiya will again merely shrug off these challenges, insisting only that she cannot join them.

Although small and uncomfortable, Siguiya will invite the party to spend the night in her hut, safe from the dangers of being in the swamp at night. If the party chooses, to do so, the night will pass uneventfully for them.

If the party, however, refuses and sets out into the jungle in the darkness of night, they will have a random encounter with a monster **every hour**, for a total of 6 encounters. Either Roll on **Table 1 (above)** for the encounters or have the party encounter each of the six at least once.

## TERTON TOWER



Presuming the party spends the night in Siguiya's Hut, they will depart early the next morning, heading west, in the direction Siguiya indicated as the location of the Treasure Revealers. Your party is aware that the skinwalkers are probably not far behind.

Off to the north, your party sees a short stone tower emerge from the rocky mountains, much as Siguiya described it. Worn down by the winds and ravages of time, at a distance you might almost mistake the tower for a large pile of rubble and rock, nothing more or less. The faded path you are on appears to lead up toward the base of the tower.





As you approach the tower, its shape will come more strongly into focus, and you note a barred portcullis at the base of the tower.

In order for the party to open the locked portcullis they will need to identify that there is a pressure plate to the right of the entrance, **DC Perception 14 check**. A roll of **18 or higher** and the party member will discover that the pressure plate appears to do something other than activate the portcullis. The party will therefore also need to identify that one of the stones on the opposite side of the portcullis is loose. A **second DC Perception 16 check** reveals that the stone needs to be removed while there is the equivalent of the weight of a humanoid on the pressure plate.

Failure to meet both conditions will result in a dangerously strong wind issuing forth from the portcullis. Any party member standing in front of the portcullis, or 5 ft. to either side of it will need to make a **DC 14 Strength check** or be blown back 5 ft and taking 4 points bludgeoning damage. A successful check means the party member withstood the strong wind and will take no damage.

1. **Entrance:** The interior of the tower reveals that it is as ancient as it appeared from the outside. Though crumbling, and in a state of significant decline, the tower appears well-kept and there is every indication that it must still be inhabited.

The entrance area is small, only 10' x 10'square. There is a solitary oak door in the north wall.

If the party actively looks for it, there is a secret door that is poorly concealed on the eastern wall of the Entrance. There is no required check to identify the secret door. The door is un-trapped and leads to the **Guard's Chambers (2)**.

2. **Guard's Chambers:** Whether the party discovers the secret door to the guard's chambers first, or the guards discover the party first will not change the outcome of the encounter.

The chambers itself are relatively small, and only a bit deeper than the entrance hall. It is currently home to two guards who are **A'doshlê**. If the party has encountered the **A'doshlê** earlier, they will recognize them. Immediately, in an encounter, the giant guards will state "Do

not resist us. We have been ordered to take all who visit the Terton to the **Grand Hall**."

If the party resists, the **A'doshlê** will initially attempt to subdue or restrain the party, and the party will note quite easily that is their intent. If they continue to fight, the **A'doshlê** will change tactics and fight to defend the hall. If they feel outnumbered and over-powered, they will quickly retreat into the depths of the hallway.

3. **The Grand Terton Hall:** As the party leaves the entrance area, they will find themselves in a tunnel that is somehow even more ancient than the tower itself, perhaps as old as time itself. After about twenty or so feet, it will descend quickly more than 100' below the surface of the entrance. The party would surmise that the descent was once a stairwell, but it has long worn away to nothing but an extremely slippery and wet decline into the depths below. The party recognizes that their ascent will be slow and treacherous.

At the bottom of the tunnel, if the party can see in the pitch black of the cavern, they will note that roughly twenty or so feet in front of them, the cavern widens. Longer than it is wide, the cavern extends to the northeast farther than they can see.

The cave walls are lined on both sides with tall grey pillars of rock that extend the entire height, from cavern floor presumably to the ceiling which is tall enough to not be visible to the human eye (well more than 100' above!).

The party will be allowed to walk the entire length of the cavern, to the northeast end which ends in a large stone dais.

There is one human sitting on a large chair atop the dais, to the left side of what appears to be an altar of sorts.



Atop the altar sits a dusty old tome. It will glow magic if the party inspects it. If the party heard a rumor about having a spell book, they would probably suspect that this is one in the same (even though the rumor was false!). **The Tome of the Terton**, below, describes what will happen if the party attempts to inspect it, or steal it.

The man sitting in the chair will introduce himself as Coheed, an elder of the Terton. He will tell the party that **Siguiya** told them of their coming. He begins his story thus, "From the beginning of time, perhaps before, we have been known as Terton, treasure revealers." He pauses, and your party knows somehow that he speaks truth.

"The Skinwalkers walk the earth and threaten us all. But it is not for the Terton to defeat them, just as it was not for Siguiya to join you in your quest. It is only to protect the sacred *dorje*, the sacred text that will help you, the chosen ones, defeat the Skinwalkers for all time. You have arrived, you have been chosen."

As the Terton speaks these words, two robed monks roll out a dark oaken cart with a large bell hanging from a center crossbeam.

"The *dilbu*, the ritual bell, tolls as it reveals the location of the *dorje*, the sacred text that reveals the treasure," he pauses briefly, and the monks strike the bell once, its sound deep, and rich, it reverberates through your being, and it feels as though your very soul resonates with the sonorous bell.

The party will somehow know that they find themselves in the middle of a ritual in which the Terton are rediscovering and revealing the hidden treasure that they hope will help defeat the Skinwalkers.

"When the *damaru*, double-sided thunderbolt, struck the earth," here, the bell richly underscores the monk's words twice, "the sacred text was shattered, and feared lost."

"But sater-earth is mysterious and swallowed the fragments of our sacred text."

"Mother-sater holds our sacred text in four locations revealed only to us."

As the old monk reveals the four locations, the bell tolls deep and rich, once for each, "Under riter mountains, below flowing chuter waters, flying with twin damaru in namter sky, resting only in gongter, your minds."

Puzzled, perhaps, by the monk's words, the bell falls silent, its last toll reverberating in the air.

Before the party can speak, the monk reveals an ornate, golden ritualistic dagger from beneath his dusty brown robe.

"**Purbas**, sacred, ritual dagger, only pierces the darkness that will free and reunite the sacred text and give you strength of will and mind to defeat the Skinwalkers," he holds the dagger in the palms of his hands, outward to the party.





Once a member of the party accepts the dagger, the monk will add one final comment, "Purbas does not cut, but only reveals that which is sacred to us," he concludes. The two other monks will silently roll the bell from the Hallway and leave the party alone again with the elder Terton.

The elder Terton will tell the party that he believes the references to riter mountains, chuter waters, namter sky, and gongter minds refer to ancient locations in the **Lost Kingdom**. Located directly to the west of **Terton Tower**, the Terton believes that should be the next destination for the party.

#### **Concluding and The Tome of the Terton**

The Terton will notice if the party is eyeing the book and will warn the party not to disturb the book as it contains their most guarded secrets. The Terton *will not* give the party permission to touch, open or read the book. If they persist, the Terton will warn them one last time that "the book is extremely dangerous to those not initiated in the ways of the Terton."

If a party member touches the book by anything other than magical means, they will need to make a **DC 24 Wisdom save** or take 250 HP lightning damage. They incur half damage upon a successful save. The book describes in written detail the same story told by the Terton (below), and otherwise is of no value, or interest.

If the party chooses to avoid the book, and take the advice of the Terton, he will offer them a robe as one last gesture of help on their quest. The robe is inscribed with the **four runes** that the party will discover at the **Lost Kingdom**. The Terton will not reference or be able to identify any significance to the runes, suggesting that they probably are what confer magical power upon the robe. The robe is the **Terton Robe of Power**.

If the party has the **eywas rune stone** from Siguia, and it is in possession of the same player who takes the robe, that character will feel a strong pull between the two items that suggests they are related to one another. The Terton will not be able to confirm or deny this feeling.

**NOTE TO DM:** The Terton myth is essentially correct, and the advice to travel to the **Lost Kingdom** is accurate. However, other than providing general hints at the location off the runes, the specifics of the Terton myth are nothing more than that: legendary details whose meaning has been lost to the ravages of time.

**RESTS IN TERTON TOWER:** Should the party decide to try and take a short or a long rest in the tower, it is your discretion to determine what to allow. There is a mechanism for closing the portcullis from the inside, so there is no risk of a random monster encounter.

However, remember that the Terton have indicated urgency to the party's quest. If they ascend back to the tower alone, you might allow them a short rest, uninterrupted. However, the **A'doshlé** will return and insist that the party leave. You may allow the part to persuade the giants otherwise, at your discretion.

**ABOUT THE SACRED TERTON TEXT:** The sacred text, as far as the Terton are concerned, are very real. However, the party may discover that the "text" is really a metaphorical reference to the runes, and not as much a text at all.

### **RIVER CROSSING**

After the party departs for the **Lost Kingdom**, they will have to cross a narrow, but deep and treacherous river.

When the party approaches the river, they will note that, while it is narrow, it runs swift and black, its surface choked with any variety of logs, sticks and debris. Characters proficient with **nature** can make a **DC 12 check** and would know that the river is probably considerably deeper than it would appear from how narrow it is from bank to bank. The river, however, is both deep and dark enough that they will not be able to discern its actual depths.

The marshes surrounding the river are home to four **Cipactli**. They will allow the party to approach the river, and then attack. Their attack is indirectly coordinated with the **Ahuizotl** who calls the river home. As the attack from the Cipactli gets underway, the weakest member of the party will most likely be one of the closest to the river—with



the false impression that the river offers them some defense.

The water in the middle of the river drops to more than 40 feet deep and is home to the **Ahuizotl**. This terrifying creature lies in wait with just its head and hand above the water level. The party would normally mistake it for debris, but characters making a **DC 17 Perception** check will note that the debris has eyes and a nose, perhaps those of an alligator or crocodile. Rolls of **DC 20** or higher and the party recognizes that it belongs to a creature they have not encountered in the past as the thin layer of dirt and mud hides what appear to be dark bluish gray scales the size of a humanoid hand!

**NOTE TO DM:** The **Ahuizotl** is a solitary creature, and its presence would normally signal that there are no other reptiles present in the river. The creature prefers the taste of humanoid flesh, though it will attack deer, monkeys, rabbits, and other small mammals. If the party attempts to bait the creature to distract it with a dead carcass, they have a **50% chance of success**.

If the party splits itself on opposite sides of the bank, you might split the **Cipactli** or wait for them to attack until after the party has split up. They may still pin one or more party member against the riverbank and aid in attack from the **Ahuizotl**.

If the party searches the bank for suitable carcasses, they will readily note that the underbrush conceals several corpses of past prey. They lack eyes, fingers, or teeth. They are given the impression that something ate all of the missing parts, though the missing teeth strike them as odd.

The Ahuizotl will do its best to target the weakest member of the party; its goal is not to defeat the party, but to drag one of its members to the depths of the river and feast upon its corpse.

If the Ahuizotl succeeds in killing any member of the party, their soul is transported to the **Plane of Tlaloc**.



The lair of the Ahuizotl is along the northern bank of the river and is carefully hidden from view. The party will have to explicitly seek it out, requiring a **Survival DC 17 check** to discover the entrance.

Once inside the lair, they will encounter a truly gruesome scene as the cave is littered with the corpses and gore of years' worth of victims, some fresh, some mummified.

For every turn that a party member is in the lair, they will need to make a **DC 15 Constitution save** or flee from the combination of the gruesome sight and smells. For every turn, they may choose to search the lair, with the following results (each result may only occur once; duplicates result in a turn with no find):

For every turn a party member makes their save, they can **add +1** to each subsequent turn. It is possible, therefore, for party members to eventually find all of the treasure noted in the chart.

1D12	TREASURE	FOUND?
1	2,100 gp	<input type="checkbox"/> Y
2	Cloak of the Bat	<input type="checkbox"/> Y
3	115 pp	<input type="checkbox"/> Y
4	750 gp silver cross	<input type="checkbox"/> Y
5-9	Nothing	--
10	Opal, 5,000 gp	<input type="checkbox"/> Y
11	Boot of Levitation	<input type="checkbox"/> Y
12	Amethyst, 500 gp	<input type="checkbox"/> Y

### LOST KINGDOM

As the party approaches, they will nearly stumble on the Lost Kingdom as it has been abandoned



for centuries. From the outer walls, the party expects nothing but the bare stubble of ruins as the jungle has encroached on crumbling exterior walls.

The party will surmise that the Lost Kingdom was once an emerald jewel in the surrounding jungles of Theramour. Judging by the thickness of the remaining stones, the walls likely stood two or even three stories tall. Time and the elements have reduced the walls to rubble in most places, and in rare areas, no more than a couple of feet in height. However, the combination of ruins and jungle growth have made the walls as impassible as they likely ever were.

The only way in for the party is through a main gate on the southern end of the Lost Kingdom.

Once the party has entered Lost Kingdom, they will realize that the outer walls are elevated above the grounds of the kingdom, which are recessed roughly 20 feet below the jungle's surface. The residents used this feature as a creative way of defending themselves from invaders who would not have been prepared to descend into the kingdom, rather than ascending the walls of a keep.

1. **Main Gate and Entry:** Once regal in size, sturdiness, and ornateness, the mahogany of the main gate rots against the stone archway. In its time, it would have been possible to drive a large team of horses and enormous carriages through the gates of the Lost Kingdom. As the jungles have encroached, however, the party will be forced to walk through the archway single file. To say that the gate stands open would imply that one could close it: the state of rot and ruin is far enough advanced that the doors are worthless as a means of defense. As the party approaches, they will see faded symbols adorning the wooden doors of the gate, which is flanked by large stone statues of a demon-like creature on either side.

It is unlikely that the party will have time to investigate the symbols or runes around the entrance. However, if they do somehow find time, a **DC 16 Arcana** or **History** check will indicate that there are four in particular that appear to be some kind of **power runes**.

The entry is open to the elements, and extends approximately 40 feet to the north, and is 20 feet across. There are large, fortified doors on each of the three walls, north, west and east. The walls surrounding the entry are wide enough to walk upon, and the party would correctly assume that the entry largely served the purpose of defending the **Lost Kingdom** from intruders. Not only could defenders conceivably attack from the walls above, but they could attack on three sides, leaving only the way to the south as a retreat for invaders.

There is, so far, no evidence of life in the **Lost Kingdom**, and nothing of value in the entry.

**If the party delays entering The Lost Kingdom**, they will be set upon by 2d12+4 **Skinwalkers**, or a large enough number to strongly encourage them to quickly enter the **Lost Kingdom**. The only problem with this?

The three doors are all trapped, and all in the same way. The traps cannot be deactivated, except by a lever on the opposite side of the door. Because of this, they are particularly difficult to identify, requiring a **DC 18 Perception check**. Once a trap has been identified on a door, they may be more readily spotted on any remaining doors (or suspected).

If the traps are set off, opening the door will release 1d4 poisoned spears. Players first make a **DC 18 Dexterity** save per spear or take 1d6 damage from each where they fail (zero damage if they succeed). The spears are doubly dangerous in that each is coated with a different poison. Characters make a **DC 16 Constitution** save for every spear that hits them. For each failed save they take 1d6 poison damage for 1d6 turns, or half on successful saves. It is therefore possible that one character could take a maximum of 24 piercing damage from 4 spears, and an additional 144 poison damage from those same 4 spears over 6 turns! (168 HP max).

Short of making their saving throws, the only way to avoid the poisoned spears is to open the door while standing to the side of it. If the players successfully identify





that the doors are trapped, they will reasonably draw this conclusion.

Given the defensive nature of the entry to the **Lost Kingdom**, the traps are deadly, but crude as the assumption was that invaders would not have the time or inclination to search for them and could easily trigger them on all three doors simultaneously. Although unlikely, if the players open more than one door, they could create a deadly crossfire!

The Skinwalkers will not pursue the party inside the **Lost Kingdom**, but as the party explores the towers and temple, they will hear the Skinwalkers just outside the walls, presumably looking for another way into the kingdom. Once the party has discovered the four runes, the Skinwalkers will enter. In the meantime, the DM should continually remind the party that the Skinwalkers continue to circle and threaten. The sense of urgency might very well cause some careless decisions as the party searches out the four runes!

**NOTE TO DM:** Whether in the entryway or in one of the towers, players might notice that there is something about the **Lost Kingdom** that is out of the ordinary. Should they choose, have them roll either a **DC 12 Investigation** or **History** check. A successful check will cause them to realize that the normal defensive features of a castle's walls and towers are missing: There are no windows, arrow slits, parapets, balustrades or other features.

Once the party enters the towers, below, they will note that there are some weapons and basic supplies—but clearly not in quantity necessary to defend a structure of this size.

2. **West Tower:** This tower doubled as a living and worship space for the guards of the **Lost Kingdom**. The party will note that there is a large, round wooden table in the center of the tower. Around three of the walls, are a number of single beds and storage chests.

The western-most wall (exterior wall) is different in that there is a small altar with a single cross sitting atop it. The cross appears to be affixed firmly to the altar.

The round table is a pressure-sensitive trap that works in conjunction with the

cross on top of the altar. Once the party discovers the nature of one of the two, the other will be evident. However, the function of the table is more complex and requires a **DC 17 Investigation check**, where the cross requires only a **DC 12 Investigation check**.

In a seemingly sacrilegious sense, pulling the cross toward oneself will deactivate the pressure-sensitive trap that is the tabletop. If the trap has not been deactivated, it is triggered by the placement of the equivalent of 10 lbs (4.5 kg) of weight or force on top of it. Once the weight, or pressure, has been applied, the tabletop will collapse into the floor with surprising speed. Any party member leaning on the table makes a **DC 12 Dexterity save** or will fall on top of the table, sustaining 1d4 damage, or no damage if they succeed.

Once the tabletop has collapsed into the floor, it will reveal a series of four hollowed out recesses around its outer edge in the floor. They contain the following items: 1) 1 dozen crossbow bolts and a crossbow; 2) a shield; 3) **100 gp**; and 4) a **key**. The party might reasonably suspect that the items were placed there as a poorly disguised escape kit.

The **key** unlocks the **East Tower** and prevents the trap from being set off when the outer door is opened.

3. **East Tower:** The outer door to the eastern tower is locked and trapped. If the party uses the **key** from the West Tower, it will disarm the trap. If, however, they do not have the key, they can detect the trap with a **DC 19 Perception check**. If detected, it will be fairly evident that a key will deactivate it—though there are no hints or clues as to the whereabouts of the key. If the party has the key, they will have a strong suspicion that it will work in the lock. If a player rolls a **DC 22 or higher**, they will suspect that the trap will trigger a magical spell. Deactivating the trap will require a **DC 20 Dexterity check** or higher. A thief will readily conclude that if they fail in their attempt, they will trigger the trap!

If the party successfully disarms the trap, the door will simply unlock. However, the





trap will trigger a magic fireball. Players that are 10 ft. on either side of the door make a **DC 18 Dexterity save** or take **10d6 fire damage** (half if they save).

The eastern tower is identical to the western tower, except for the fact that the table is not trapped. It is inhabited by a **Matlazihua**. It is possessed by **Siguiya** and cursed to live out its days in the **Lost Kingdom**. If it senses that it is out-powered its first instinct will be to flee if possible. If not, it will attempt to bargain for their lives. It will share that it has been cursed by Siguiya—the first and only real tangible hint of her true being. It otherwise knows little of her. It most certainly does not know anything about Tlaloc and will not be helpful in that regard.

The party could attempt to **remove curse** on the **Matlazihua**. Success would require a **DC 23 Charisma** save from the creature. If successful, she will transform back into **Veldrym**, a female Drow Elf. Because of the Skinwalkers, she will have no other choice, but to join the party. She will remain in the back of the party and avoid danger at all cost. One successful hit (AC 12) will kill her, unfortunately.

There is nothing of value in this tower.

4. **North Tower:** The door to the north tower is locked in a unique fashion, designed to ensure the safety of the **Lost Kingdom** as the inhabitants of the tower would be the Kingdom's last defenses: both doors to the **West** and **East** tower need to be open for the door to unlock. The party might discover this by inspecting the door with a **DC 18 Perception check**. Success will reveal a relationship between the three doors; a check of **20 or higher** will confirm that the other two doors need to be opened to unlock this door.

Once opened, the party will be set upon by **6 skinwalkers**, who unwittingly found themselves trapped in the tower.

Unaware of its significance or power, the first of the rune stones, **pertho**, (emerald green in color) is simply lying on the floor in the middle of the tower. The party will easily recognize that it is one of four on the sleeves of the robe they received from Terton.

**NOTE TO DM:** There is no required order to how your party discovers the first rune stones, though the first one they find will indicate how all four of them behave. The runes are **neutral**, but **magical**, if the party investigates them. A **DC 16 Arcana check** would suggest to the party that there is a striking similarity between the rune stones, the **Terton Robe of Power** and the eywas rune in the center of Siguiya's web.

If the wearer of the robe holds a rune stone, it will disappear in a flash of light that corresponds to the colors noted for each stone. The wearer of the robe will feel a power emanating from the corresponding sleeve of the robe and note that the rune has been emblazoned upon the robe.

**Pertho** and **ansuz** will adorn the left cuff of the robe, and **elhaz** and **eywas** the right.

**Pertho is symbolic of** fate and luck. If the wearer of the robe holds the rune, or places it in a pocket, the power of the robe grows, and adds: **+1 to all Perception checks**.



5. **Temple:** Even from the outside, the party will recognize this as a small temple. This short building has ornate double oak doors on the southern side inscribed with what the party believes to be religious symbols—even though they do not recognize them. They are similar in likeness to the runes on the robe, but none of them are a direct match to them.

The east and western walls are inset with stained glass windows that depict pictures of at least a dozen elven monks in various stages and poses of worship. The doors to the temple are unlocked, and they are not trapped.

Upon entering the temple, the party will note a dark, natural, but ornate interior. Where there is space between the ornate windows, the walls are covered with rich ornate tapestries.

Along the **north** wall, scenes of green spiders lurking in shadowy forests, the trees buffeted by strong winds.



To the **east**, wolves pace among ashen grey forests of cedar on the shores of a great, but dark lake. The **ansuz rune** is hidden in this portion of the tapestry and requires a **DC 14 Perception** check to locate.

The **western** wall is draped in tapestries depicting giant silver elk near the edge of a great juniper forest. Dark, twisted gardens of dying shrubs and plants lie in ruins under their hooves.

Finally, to the **south**, a dark blue and empty cypress stand shrouded in mist, as something enormous, dark and sinister lurks just beyond the trees.

When the party discovers the **ansuz rune**, (ashen grey in color) it is symbolic of wisdom, knowledge, and communication. It conveys a **+1 on all Wisdom-related checks**. They will associate the color and the rune with the tapestries on the eastern wall off the temple.



6. **Barracks:** From the outside, this low wooden structure is unremarkable. The party will quickly discover that the doors to this windowless building are unlocked and not trapped.

The inside, at first glance, clearly resembles a barracks as there are about a dozen beds and small storage trunks scattered haphazardly around the interior. The barracks are the temporary home of another **4 skinwalkers**. At random, one of the skinwalkers will have the **Elhaz rune** in its possession.



The **Elhaz rune** (silver) symbolizes protection and spirituality and confers an additional **+1 protect and saves against attacks from undead**.

7. **Inner Courtyard:** The party will already have the eywas stone in their possession from their encounter with the **Terton**. It will not, however, activate until the party stands in the courtyard. An ornate fountain stands in the center of this over-grown courtyard and garden. If the party inspects the fountain carefully,

they will see the remnants of stones in the dirt ground that encircled it.



Stepping up to the fountain will automatically summon a **Rune Walker**, who will appear as a mummy. The creature will be covered in tattered cloth covered in runes much like those on the **Robe of Terton**. The Rune Walker is undead and will fight until defeated. It does not speak and has no means of communicating.

The area appears as though it has been neglected for many years, if not decades. It stands dark, quiet and eerily devoid of all signs of life. It will immediately remind the party of the scenes on the **south** wall of the **temple**. This is the party's clue that the **eywas** rune will activate while they are in the courtyard.

Symbolic of power, the **eywas stone** (dark blue) confers **+1 Strength** to the robe wearer while the rune is in their possession.



#### THE FINAL RITUAL

Once the party has collected the four stones, they will have empowered the **Terton Robe of Power**. They will also need to have the **Dagger of Purbas**.

It is the dagger that will reveal the nature of the runes, what the Terton thought were the "secret text" that they revealed would defeat the Skinwalkers. As the party discovers over the next few moments, the Terton myths were not entirely accurate in terms of what happens next.

The holder of the dagger will feel compelled to stand in the center of the circle in the **Inner Courtyard** as though knowing the ritual in advance. The character raises the dagger, tip up, in front of their face, and will speak the names of the four runes, pertho, ansuz, elhaz, and eywas, turning in a complete circle as they utter the runes. In each of the four directions, a solitary ghost-like figure of a woman (one in each direction) will appear and stand silent, their long, flowing dresses, rising like smoke to the sky above.

This begins the ancient ritual of the Terton. Once the ritual has begun the entire party cannot be



harmd by the **Skinwalkers**. Instead, they will drop their heads and slowly approach. The character holding the **Purbas** will instinctively know that she or he should lightly touch the Skinwalker on the shoulders. Doing so will return the Skinwalker to Elven form.

When the first Skinwalker has been transformed, the action will summon **Siguiya**. The party will readily surmise that it was actually Siguiya who transformed the race of elves into the Skinwalkers. Not only will she immediately attack the party, but the party's temporary protection from the Skinwalkers will be halted with Siguiya's appearance.

When the party defeats Siguiya, any remaining Skinwalkers will immediately cease attacking, cower, and again be unable to attack anyone from the party.

The last Skinwalker to be cured will pause and introduce herself as **Alva**. She will impart the following:

"Thank you, brave adventurers, for saving me and my people from this curse."

"Long have we had to crawl in the dirt as Skinwalker, scorned by all. For centuries, many blamed Siguiya, though one who walked among us had his doubts."

"The *Dagger of Purbas* confirms he was right all these many years, and Siguiya was but a pawn in a larger game."



#### END

If the players succeed in defeating Siguiya and restoring the Skinwalkers to their Elven form, **Alva** will share with them an additional detail:

"The puma-god Tlaloc tends to unwitting Siguiya's Web. The **eywas** rune held her captive in her own hut, even as she held us captive in the half-coyote skins and bones that were not our own."

"Her release very likely was his desperate attempt at defeating you and your party."

"Deceived by **Tlaloc**, Theramour very nearly became theirs', had it not been for you and your brave party."

"But Tlaloc will not rest until all of this, and all of the lands and people of Theramour bend to his will and command."

"There is no other choice, by the will of the **Dagger of Purbas**, than to defeat him. The dagger is his downfall even as it restored us to our true form."

"If you so will it, the dagger will transport you and your party to the **Plane of Tlaloc**. There you must find Tlaloc and defeat him at the **Reach**, high above the four reaches of Ehec, Apan, Cameh, and Miqu."



"Depart quickly, but do not stray from your journey to the **Reach** for your party lacks the strength of will to survive on Tlaloc's plane for long."

"Legend has it that the kingdom of Tlaloc floats on an immense disc of stone that floats high above the tallest peak on the plane, suspended for all eternity so that Tlaloc may survey all below him. There you must go and defeat him at the foot of his own throne."

Having charged the party with defeating Tlaloc on his own plane of existence, Alva will have nothing more to share with the party other than her gratitude.

Depending upon the party, the act of traveling to the **Plane of Tlaloc** might be described as something akin to telepathy, meditation or prayer. However, the experience, give each player in the party an opportunity to willingly be drawn to the **Plane of Tlaloc**. If they choose to resist, they may attempt to do so with a **DC 18 Charisma save**, or they will be transported against their will. The experience will be nearly instantaneous and party members will have no specific point of reference for the experience.

The **Dagger of Purbas** does not have the ability to return the party back to the material plane.

#### A NOTE ABOUT THE TREASURE REVEALERS' TREASURE

And what of the treasure that the Terton supposedly might reveal? The party may not ever

### WEATHER AND ELEVATION

Weather plays a central role in this adventure, and how the party deals with various aspects of their environment will influence their relative success or failure. Additionally, many of the creatures and gods that the players encounter has special relationships with weather, and may be able to control it, or have special immunity from some of its effects.

Weather can vary significantly depending upon the party's location.

This section also includes an optional chart that will allow you to introduce a level of randomness to the weather the party encounters.

fully realize, but the secret treasure revealed by myth and the ritualistic **Purbas**, ultimately are manifested by the **Terton Robe of Power** and the four runes that the party might discover and use to bring forth its true power. In combination, dagger and robe are the ultimate treasure of the Terton.

**NOTES TO DM:** You might allow your party a **DC 20 Arcana check** to determine if they understand that they have discovered the treasure that the Terton have revealed to them. Or if they fail to make the connection, you may decide that the nature of the treasure remain a mystery that perhaps they might solve on the **Plane of Tlaloc** or by returning to the **Lost Kingdom** again someday to search for it.

Regardless of how you deal with the nature of the dagger and robe, you might then allow the party to take a long rest before they continue to the **Plane of Tlaloc**.

At this stage, assume that successful characters gain **one level of experience**.

If, however, you feel as though your party is having an easier time of the adventure, you might alternatively build in an essence of urgency, and prevent leveling up until after their final encounter with **Tlaloc**.

If the players fail, the Skinwalkers will overthrow the kingdom of Theramour, the Keep's walls crumbling to dust, and its people perishing for all time.

### Weather and Related Hazards

**Exhaustion:** The party is susceptible to exhaustion from cold, lack of food, or lack of water. Characters wearing heavy armor make exhaustion checks at disadvantage. For each hour of any extreme condition, party members make a **DC 10 Constitution save** that increases by 1 for each consecutive hour in those conditions. In the case of **extreme cold** (defined as at or below 0 degrees Fahrenheit or approximately -20 Celsius), characters with resistance or immunity to cold automatically succeed on their saving throws, as do those who are wearing cold weather clothing.

Every consecutive failing saving throw adds one additional level of exhaustion. A short rest restores a level of exhaustion. A long rest restores two levels of exhaustion.



### Level Exhaustion Impact

1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack and saving throws
4	Hit point maximum halved until rest (and HP reduced to same maximum)
5	Speed reduced to 0
6	Death



General notes on the weather and its possible impact on the party are noted in the adventure by the sun icon.

You should feel free to adjust these guidelines based on your party's experiences and progress within the game. For parties that find that adventuring is getting "routine", however, this is an opportunity to introduce a new dynamic that could dramatically change the outcome of the adventure.

### Elevation

Once your party of adventurers reach **Tlaloc's Respite**, they will be at elevations in excess of 10,000 ft. (+3,000 meters). This altitude makes it increasingly challenging to breath,

As a result, treat every one-hour of travel as **double** in terms of the distance they are able to travel.

### Rocky and Slippery Surfaces

As the party ascends **The Reach** on the **Plane of Tlaloc**, the surface becomes rocky and slippery to the point of being treacherous. Players who move above **Tlaloc's Respite** must make a **DC 10 Acrobatics (Dexterity)** check every hour, or risk falling, and becoming prone. Players may avoid making checks by moving at half speed with the assistance of pickaxes and ropes.

**If a character falls, roll 1d12** and reference the table below.

### Falls

1D12	RESULT	DAMAGE
1	Prone	
2	Prone	
3	Falls 10 ft.	1d10
4	Falls 10 ft.	1d10
5-9	Recovers	
10	Falls 20 ft.	2d10
11	Falls 30 ft.	3d10
12	Falls 40 ft.	4d10



## BONUS ADVENTURE: THE PLANE OF TLALOC

The **Plane of Tlaloc** is an emerald green, bordering on technicolor. On the surface, one would think that it teems with life. This, however, is a different green: one of envy, decay, and greed. The life here, in fact, feeds on sacrifice, death, and decay.

Transporting to the **Plane of Tlaloc** requires the **Dagger of Purbas**, found in **Siguiya**. They will be teleported to the center of the plane.

Characters may reach **The Plane of Tlaloc** one of two different ways: 1) death at the hands of the **Camazotz**; or 2) from learning about the portal from the party's final encounter in **The Lost Kingdom** and being in possession of the **Dagger of Purbas**.

### Day 1

The general environment of the **Plane of Tlaloc** will retain its greenish, technicolor hue.

### Day 2

As the party spends more time on the **Plane of Tlaloc**, the technicolor dreaminess will start to fade, taking on first a greyish, green monochromatic hue. The land and sky will become indistinguishable, and any **Perception Checks** will be either at a **-1** or **chaotic**.

### Day 3 and Beyond

The skies darken to a blackish-green, and the sun hangs in the sky like a rotting lime. Sickly grey and green clouds hang in the skies, and mists of the same color rise from the ground. It is as though life has entered a cycle of constant birth and decay that undulates and pulses to a hidden drumbeat.

The party's ability to perceive and act are challenged mercilessly by their environment. At the start of every hour, they must make a **DC 20 Wisdom save**, or all **Perception Checks** are at disadvantage. Additionally, they must make a **DC 20 Dexterity save** or all other rolls are at disadvantage for the remainder of that hour.

**Entry by Death:** If a member enters the **Plane of Tlaloc** after they were killed by **Camazotz**, they will be confronted with the following scene:

Somehow you are aware that you are entering what is the first planar level of the **Thirteen Heavens**. This is a place of an abundance of green foliage, and eternal spring. If anything, everything appears altogether *too green*. A scant

few landmarks orient you in what is otherwise a sea of green.

To your south, cameh, a spring of boiling water, shrouded in mist and clouds.

To the east, the place known as *apan*, the waters. This is a great lake united in its depths with all of the waters of the surface of the world.

To the north, ehec, and west, miqu, caves in the distance.

What your mind and body know, though, your spirit instinctively wills you toward a large mountain to the north, beyond the caves.

The mountain towers high and grey in contrast to the lush greens of Tlalocan, "The Reach of Tlaloc".

At the summit, amid the cloud and haze, you vaguely can make out a rotating disk of grey stone that matches the mountain, though it hangs, as if by magic, over the mountain's pinnacle.

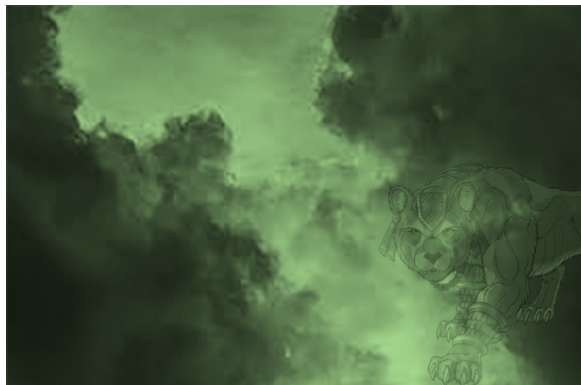
Somehow you know the floating disk of stone as your final destination. Even in death, you journey onward.

**NOTE TO DM:** Your party may return to the **Plane of Tlaloc** in the future. The locations at the four ordinal (compass) points do not factor into this adventure but will come back into play in the future. In this adventure, should the party attempt to travel in another location, they may travel as long as they choose, but they will never appear to make any progress toward the four landmarks.

**Entry from the Portal:** If the party enters instead through the portal, read the description above, and then add the following:

As you embark, off in the distance, between your party and the floating disc, you see a visage in the cloud. It has a bluish hue to it and appears to be a puma or other large cat. The best you can tell, it appears to be wearing some kind of headdress or crown and is heavily jeweled.





If the party does not conclude on their own that this is a vision of **Tlaloc's Puma**, a member of the party who is proficient may make a **DC 12 Religion check** which would confirm the same. The vision of will only last about 30 or so seconds before it disperses. If the party member rolls higher than a **DC 15** on their check, they will be certain that Tlaloc knows they have arrived on the Plane!

The mountain peak and Tlaloc's Reach are visible to the party, rising above the caves of **Ehec** to the north.

As the party sets off to the mountain, they likely will be lulled into a sense of security. Collectively, the party will have one chance to identify **Ash's Repose**. If they are traveling normally, they need to roll a group (average) **DC 20 Perception** check as the tree does not necessarily desire to be seen. If the party is traveling carefully, each player may roll with advantage.

If the party notices the tree, it will first be because it smells oddly musky, like an animal—not in a bad way, but in a vibrant, alive way. If the party detects good, the tree will glow; however, it is not magical.

The tree will rumble in greeting, if the party notices that it is there. If they speak the language of **Siguiya**, they will be able to converse with the tree.

The tree will tell the party that it has been here for centuries longer than centuries. Perhaps longer than that, it isn't quite sure. The tree will name itself in something that roughly translates as **Ash's Repose**. The tree will ask the party why they are there, as it doesn't see many other creatures on the **Plane of Tlaloc**. Ash won't express any interest whatsoever in their answer and won't notice or care if they are attempting to deceive it either.

Ash will tell the party,

"It is time for me to move on from this place. I have been here for longer than the centuries are old."

"But the way is perilous, and if we travel together toward the mountain, I might find a new home, and you are more likely to arrive safely at your destination."

"The god on the mountain rules this plane, and if we travel, we need to be careful. The ground can eat you up, and the air can grind you to the bone."

"Fear not, adventurers, if we travel together, we can protect each other from these dangers."

It is not central to the adventure, but if the party makes a connection between **Ash's Repose** and **Ashkuwheteau** from the Inn, he will confirm that, yes, he sometimes travels in human form, and that he recalls meeting them earlier.

If the party travels with Ash, they will be able to make the trip uneventfully. You might alert them to shifting ground under their feet. When that happens, Ash will lift the party over those patches of ground and entreat them to continue, without looking behind them.

At least once, Ash will point out a greenish shimmering off in the distance. He will warn the party that it is *the air* that will grind them to the bone unless they take refuge in his branches. If the party takes his advice, the shimmering cloud will descend upon the tree with a sound like gnawing rats. Whatever it is, though, will not harm the party.

If the party chooses to engage with any of the creatures, Ash will not assist them, but will continue moving slowly along his way. Neither **Tlaloc's Swarm** nor the **Bog Concealers** (see below) will attack the tree.

**If the party does not encounter Ash:** when they get about halfway to the mountain, they will notice a shimmering greyish-green cloud descend quickly upon them without warning. This is **Tlaloc's Swarm**, a particularly deadly swarm of tiny puma-looking beetles. The party would estimate them to number in the hundreds. They will attack, and because they are not sentient, they will continue to attack until they are completely destroyed.

After one round, the party will get the sense that the ground is shifting beneath their feet. Everyone



in the party should make a **DC 18 Perception** check. Those who fail their checks will feel as though the swarm is making them feel disoriented. Party members making the check will swear that the ground beneath their feet, though there is no tangible evidence of it, is alive and moving. Each player will have **1d4 Bog Concealers** surrounding them underneath their feet. They will attack at the end of the second turn of combat, and then with initiative in future turns.

If the party retreats, the **Bog Concealers** will be unable to pursue them. However, **Tlaloc's Swarm** is lightning fast and will pursue them relentlessly unless the party can evade them by magical means.

It should be extremely unlikely that the party will make it to the **Reach of Tlaloc** unless they are aided by **Ash**. Once the party reaches the base of the mountain, Ash will tell them they will travel the remaining distance alone. He tells the party that when they have accomplished their goal of defeating Tlaloc, they should return to him, and he will help them find their way back to the Material Plane.

### The Reach of Tlaloc

The party will have otherwise traveled with Ash to the mountain uneventfully. As they approach, the mountain is somehow much taller and more threatening than it may have first appeared from a distance. Even with no experience climbing mountains, they will recognize that the ascent will be a lengthy and treacherous affair.

### The Bridge of Tlaloc

Their surroundings change little as they continue up the mountain: all remains full of life and lushly green, the weather a perfect summer day.

As the party begins the ascent, the climb will begin easily enough. The first physical feature they will encounter will be an old wooden bridge that crosses a chasm in one of the mountain passes.

As your party approaches, you see a lengthy wooden and rope bridge that connects two off the mountain peaks. You know not if it is the weather or centuries of age, but the wooden slats and ropes of the bridge are extremely worn, and the way across treacherous at best.

To make matters worse, the winds howl around the mountains and shake the bridge relentlessly.

As your party looks around, however, you see no other way forward than to cross the bridge.

The bridge is guarded by two **Quinametzin**. They are quite skilled at blending into their mountain surroundings and will attempt to ambush the party.



The Quinametzin have one item that might catch the party's attention: a simple ring with a rune that is inset on the surface of it, **The Ring of Quinametzin**.

After the encounter with the **Quinametzin**, if the party is explicitly keeping an eye on the mountain, they will notice that the summit often disappears quickly in heavy storm clouds that dissipate as quickly as they form. The party, however, is too far away to be able to ascertain anything about the storms: they could be blizzards just as easily as they could be thunderstorms.

As the party approaches **Tlaloc's Respite**, they will be suddenly set upon by **1d12 Nagual**. Unless the party hinders the movement of the Nagual, they will move through quickly, attack the party once, threatening to throw them off balance and send them plummeting off of the side of the mountain.

If any member of the party is hit by a **Nagual**, they must make a **DC 16 Dexterity save**, or fall off the side of the cliff. Falls will be 1d10x10 ft. before a character is able to stop their fall. They will incur 1d10 bludgeoning damage for every 10 ft. they fall and require 2 turns to climb back every 10 ft. they have lost in the fall. Otherwise, the Nagual will simply run off.

### Tlaloc's Respite

As the day draws to a close, and the sun sets quickly behind the mountains to the west, the winds pick up dramatically, howling as snow swirls around the party.

Good fortune seems to be shining on your party for once; however, as the sharp side of the mountain suddenly flattens out at your feet and you find yourself on a small ledge, just large and long enough for your party (and their tents) to stop and spend the night.



The ledge is on the eastern side of the mountain and fully protected from the westerly winds. Finally, your fortunes seem to have turned. If you choose to spend the night, you are confident you will reach the summit by mid-day the following day.

A crafty master of the weather and its elements, **Tlaloc** knows that the party is on his plane of existence and are getting ever closer to the **Reach**. While the weather certainly would have been brutal on the mountain, Tlaloc has strengthened the winds and the snow. His hope is that the party will stop for the night on the ledge.

**NOTE TO DM:** Understandably, you should expect your party to be suspicious of the timing and location of the ledge in their journey to the summit—as they should.

Depending upon their suspicions, they might roll either a **DC Perception** check OR **DC Nature** check, if they are proficient. Perception checks will reveal nothing! However, players should roll regardless to build suspense. Players making decisions that are based on their knowledge of the weather, or of camping in the mountains, may make a **DC 20 Nature check** if they are proficient. If they are successful, they will conclude that the wind and the snow are far harsher than they might normally expect, even in the mountains.

If a character is successful with their **Nature Check**, they will also feel as though the ledge is a relatively safe place, from the perspective of the weather, to camp on the ledge for the night **provided that they are careful in setting up their camp**.

The night will pass uneventfully for the party. Tlaloc's main goal is to slow their progress to his reach so that he may better prepare his attack.

#### The Reach

Once the party leaves **Tlaloc's Respite**, the climb, altitude and cold will all become significant issues.



Unless they find other means for making the ascent, it will take four hours of slow climbing to make it to **The Reach**, requiring four saving throws per party member against falling. Alternatively, the party may double their travel time to avoid their saving throws, but then will have to contend longer with the cold temperatures.

If the party is not properly equipped, they will have to make four additional saving throws against the

freezing cold. If they are moving at half speed, that number doubles. See **Table 2**, which will clearly indicate the hazards of the remaining climb.

The climb is really a climb against the altitude and cold: because of the extreme conditions, the party will not have any encounters with any creatures as they complete their climb. Reference the section about **Weather** for the implications of failed saves; however, note that the risk as that the party may arrive at their destination completely exhausted and in poor shape for their final encounter with **Tlaloc**.

**TABLE 2: WEATHER SAVES**

CONDITION	# SAVES
Normal Travel	4
Lack of Equipment	8
½ speed	8
½ speed, lack of equipment	16

As the party reaches the summit, there will be two **Guardian of Tlaloc** guarding a portal that leads to **The Reach**. The **Guardians** have a 25% (1 on 1d4) chance of surprising the party because of their camouflage.

#### Final Encounter

When the party finally reaches the summit, they will be teleported to **The Reach**. There is no saving throw. When they arrive and immediately encounter **Tlaloc**, he will be impressive: he has great tusks, large round eyes, and an enormous headdress of vibrant feathers and jewels. He is accompanied by **Tlaloc's Puma**, who will fight by his side.

For the final encounter, Tlaloc will appear dressed all in black, save for a simple garland of white eagle feathers.

If pressed in battle by the party, Tlaloc will summon a bolt of lightning, and use it against them. The lightning causes 40 HP damage to those in armor, 30 HP to those wearing clothes, and 20 HP to those who are naked. He uses the lightning bolt as though it were a weapon instead of a spell, so he has unlimited attacks with it.

At any time, if Tlaloc thinks he cannot prevail against the party, he and the Puma will flee to one of the other astral planes—leaving no hint as to his destination.

If the party stays and searches the area, they will discover a poorly hidden treasure chest with



**10,000 GP of gems and coins.** They should suspect that this is but a mere portion of Tlaloc's treasure, which must be hidden somewhere on another plane of existence.

**NOTE TO DM:** Whether the party completely defeats Tlaloc, or they cause him to flee, they will need to remember that Ash offered to help them leave the **Plane of Tlaloc**.

The return down the mountainside will be uneventful, if Tlaloc has been defeated and they will once again encounter **Ash**.

Ash will be very curious to hear the party's story of their encounter with Tlaloc.

In exchange, Ash will finally reveal his story about his efforts to bring Tlaloc's reign of terror to an end:

"Many, many years ago, Tlaloc roamed the land as Puma, and I grazed freely as a silver-colored elk."

But Tlaloc grew hungry, not just for the mortal flesh of elk, but for power and dominion over all of the beasts and humanoids that called Theramour their own.

Tlaloc enslaved all who opposed him, The Drow particularly infuriated the young god, and he persuaded Siguiya, the spider-druid to enslave their bodies as Skinwalkers.

My elk-brethren and I resisted Tlaloc and were cursed by him and turned into the form you see before you."

Ash continues, "Under the silver moon, and unknown to Tlaloc, his curse on me is broken for a fortnight, and I am free once more to roam the earth—but in the form of an elderly human."

"With the defeat of Tlaloc, I can once again return to my natural form and rejoin my people. I become silvered elk once again."

Whether they recall that Ash travels between the Plane of Tlaloc and the Material Plane, he will offer to return the party.

As the party prepares to return to the Material Plane, they turn to look one last time upon Ash:

*Ash's Repose's upper-most branches wither, turn black, and fall off, revealing large silver tined elk*

*horns. The base of his tree shrinks, thickens, and shimmers as the bark turns to hair.*

*As Ash completes his transformation, branches turn to legs and grow hooves, and two nearly imperceptible knot holes turn to grey-silver eyes.*

*Just as the party disappears from the plane, Ash the newly transformed silver-elk nods at them, and they disappear.*

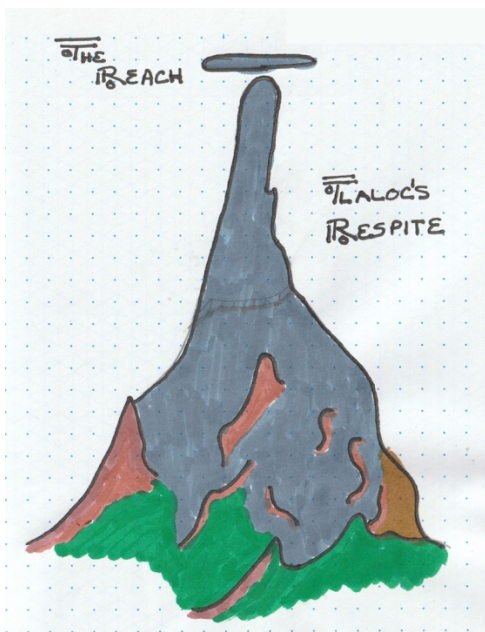
As the party returns to the **Material Plane**, they will note that they each have gained a silver-grey tattoo in a location of their choosing, the **Mark of Ash**.

The tattoo is powerful and grants the equivalent of **Legendary Resistance**. Once per day, the party member may choose to turn a failed saving throw into a successful one.

Party members will have 30 seconds to reject the tattoo. They will have to make their decision before they know what the tattoo does. If they suspect it, they may make a **DC 18 Arcana check**; upon success, they will know that the mark was placed by Ash.



Upon their return, the party will find themselves back at the **Tavern on the Tomorrow**, which serves as a magical portal to other planes of existence. If the party inquired earlier, it is the only location to which Ash can return them. If for some reason, the party declines Ash's offer, there is no other way for them to return to the Material Plane.



### END OF THE PLANE OF TLALOC

If the party succeeds in either banishing or defeating Tlaloc, grant them a level of experience. If he has not been destroyed, you should give them a sense that they have not seen or heard the last of the god, who is vengeful, and likely to track them down and kill them when given the opportunity!

It is likely that the party has not had an opportunity to return to the **Terton**. If they elect to do so the Terton will be quite grateful but will offer their regrets they have no greater rewards for them.





## MAGIC ITEMS

### Dagger of Purbas

The dagger plays a central role in solving the mystery of the **Skinwalkers** and returning them to their prior selves.

In addition, however, the dagger is usable by **clerics** or **monks**. It is highly ritualistic in nature so while it will function as a normal dagger, its true power rests in the fact that it conveys a **+1 to Intelligence**, and Proficiency in the following ability checks: Arcana, History, Investigation, and Religion.

### Ring of Quinametzin



This simple ring confers the ability for the wearer to blend into their surroundings, provided that they do not move.

Other creatures in the area attempting to find them require a **DC 16 Perception** check or better, or the wearer remains camouflaged and hidden from view. The ring is also effective against creatures who have advantage when making checks that rely on any physical sense, cancelling the effects of that advantage.

### Ring of Tlaloc

This symbol ring is adorned with the rune of a puma and is the symbol of the god **Tlaloc**. As a magic item, it is unique, and only found on the **Plane of Tlaloc**.



In any circumstances, the ring functions as a **Ring of Protection +2**, conferring +2 to AC and saving throws.

However, if worn on the **Plane of Tlaloc**, the ring functions once as a **Rod of Security** when the wearer's HP is reduced to zero. The ring will telepathically warn the wearer that their life is in danger and allow her the opportunity to choose up to six willing humanoids to travel with her to a paradise that exists on another plane. **NOTE: This feature only works once.**

When the wearer ends the time on the other plane, or they are completely healed, they are returned to the exact place they were in—whether good or ill—when the ring's powers were activated.

### Terton Robe of Power

The robe may be worn by a character of any class, provided that their Alignment is any variant of **Lawful**. Characters of **Neutral** alignment will receive no benefit from the robe, while those who are **Chaotic**, will be cursed with a **-2** (though they may remove the robe at any time they choose).

This robe is a deep purple, with gold trimming. Only one such robe exists, and that is the one that might be given to the party by the Terton before the final leg of their adventure.

The robe has two features, which is part of what makes it unique.

It serves as a **Robe +2**. It is large enough that it may be worn over light armor. The **+2** is added to the following:

- Armor Class
- Saving Throws
- Temporary Hit Points\*

More significantly, however, the robe also renders the wearer **Invisible** (2xday/30 minutes). Items carried by the wearer are also rendered invisible. Although the wearer remains invisible as she or he moves about, attacking a target will cancel the robe's effects, and expend that charge.

The robe is extremely powerful, and may not be damaged or destroyed by normal means. Magical attempts that are explicitly targeted to destroy the robe result in the robe making DC saving throws based on the wearer's attributes, but with the same **+2**.

If the party discovers the four runes, each will add to the robe's power:

**Pertho:** +1 Perception checks

**Ansuz:** +1 to all other Wisdom-related checks

**Elhaz:** +1 protection against undead

**Eywas:** +1 Strength

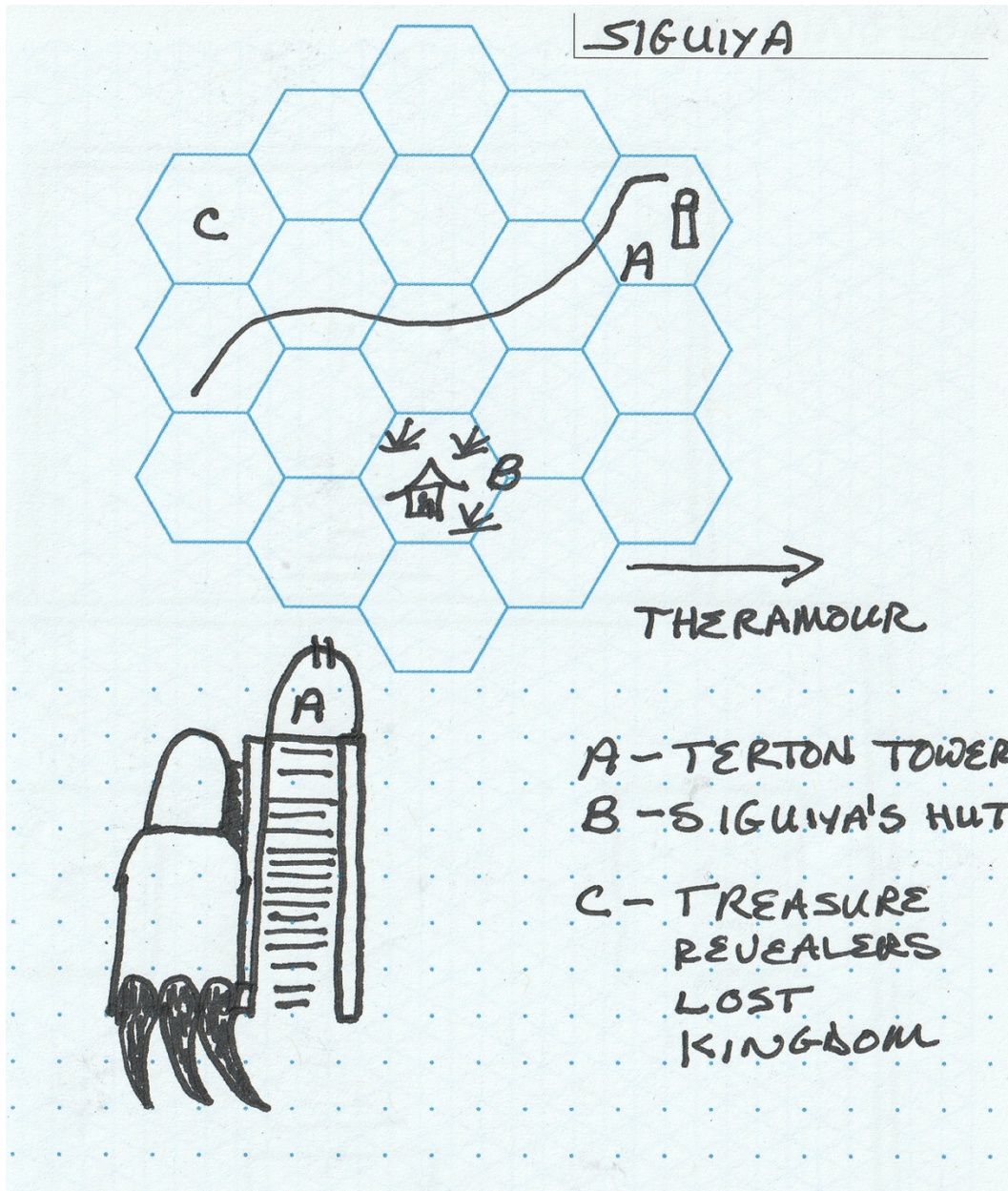
\* The robe's temporary hit points are reduced **last** instead of first. If the wearer is hit for damage that reduces their hit points to 1 or lower, the hit has the effect of only reducing the wearer's HP to 2. It has this effect only 1 time per day.





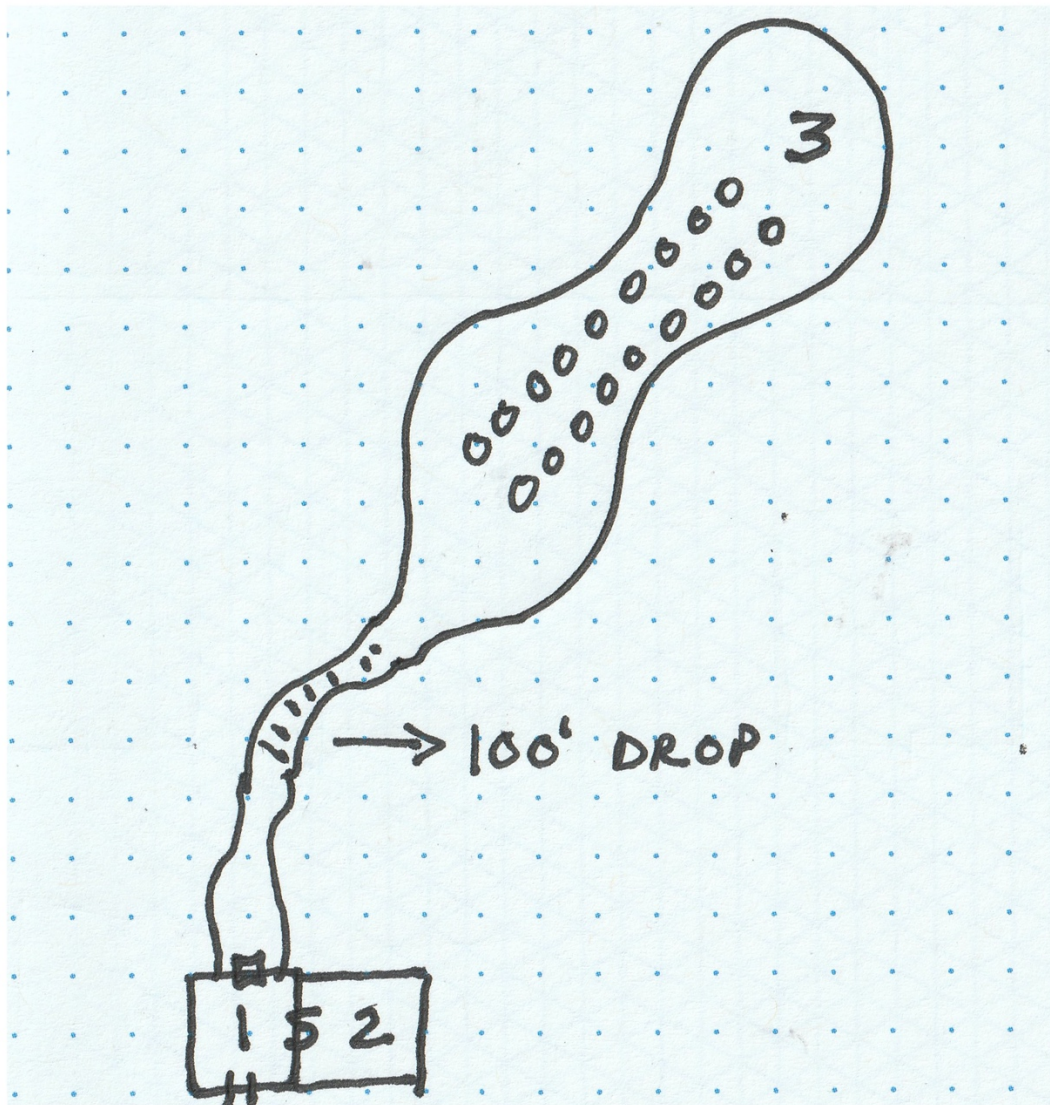


MAP: SIGUIYA



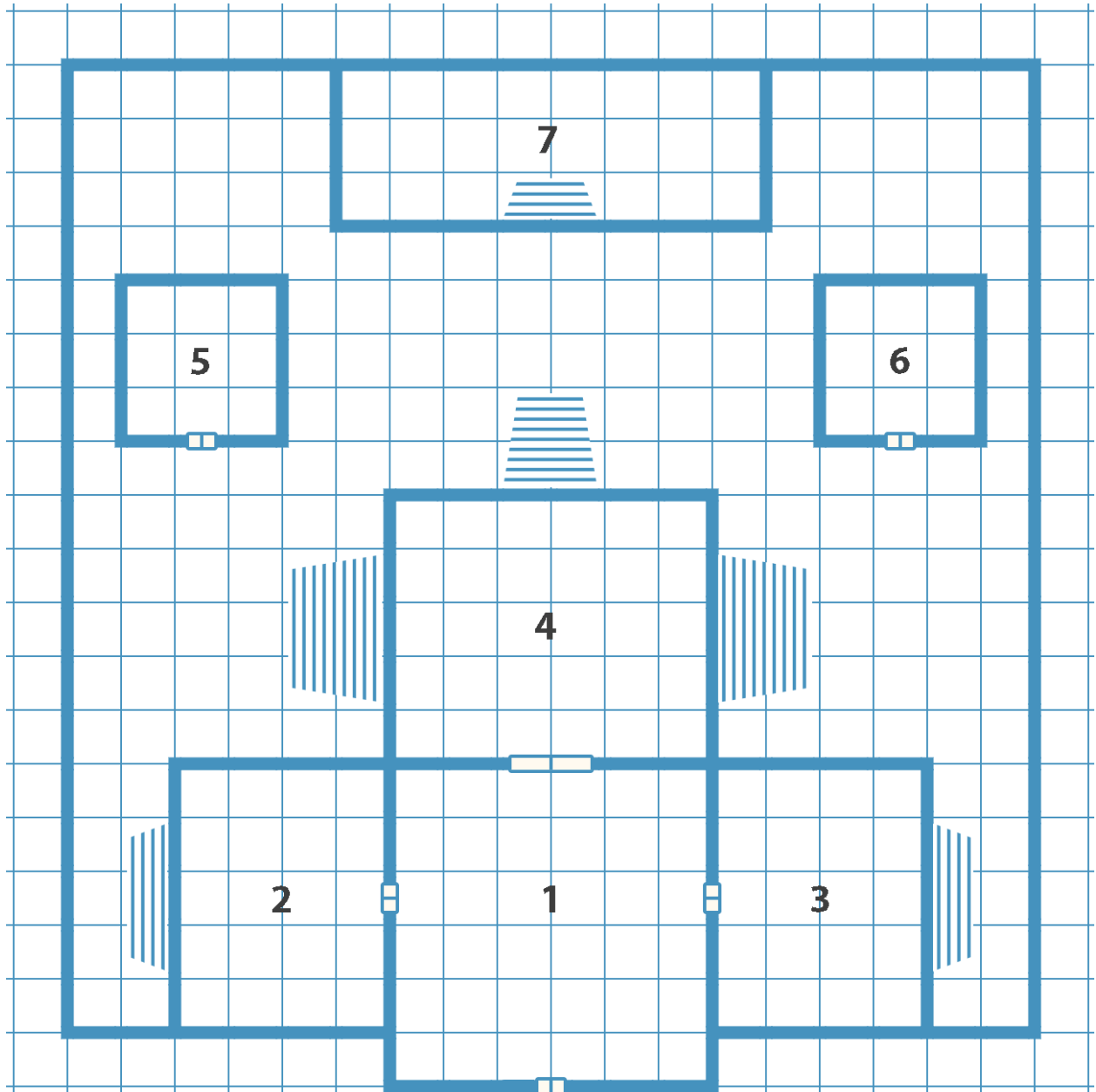


MAP: TERTON TOWER





MAP: LOST KINGDOM







## MAP: LEGENDARIA



Detail of Theramour Region





## MINDFULNESS SUB-CLASS

### The Way of Mindfulness

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 upon reaching the 1<sup>st</sup> 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, you use **double its 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 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.





## CONVERSION CHART: ADVANCED DUNGEONS & DRAGONS (AD&D)

### Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
Attack	Bonus, Number
HD	Hit Dice (d8)
XP	Experience Points

### Monsters

Name	#	HD	AC	Attack	Damage	XP	Notes
A'doshlê	1d4	12	0	+5, 2	12, 12	1,800	
Ahuizotl	1	8	0	+4, 2	12, 15	2,000	
Ash's Repose	1	10	6	+4, 2	12, 12	2,800	
Bog Concealer	1d8	6	8	+2, 2	8, 8	500	
Camazotz	1-2	12	7	+4, 2	8, 8	1,800	
Chaneque	1	7	6	+3, 2	6, 6	1,600	
Cipactli	1d4	16	6	+4, 3	18, 12, 12	2,800	
Guardian of Tlaloc	2	25	4	+4, 2	24, 24	17,500	
Matlazihua	1	20	6	0, 2	14, 12	12,000	
Nagual	1-2	15	4	+4, 2	7, 7	3,000	
Naldoshi	1	12	4	+4, 2	12, 12	2,400	
Quinametzin	1-2	28	6	+5, 2	11, 11	6,000	
Rune Walker	1	25	4	+1, 3	15, 15, 15	7,500	
Siguiya	1	25	4	+1, 6	6x9	20,000	
Tlaloc	1	35	-2	+5, 2	40/30/20	21,000	
Tlaloc's Puma	1d12	8	6	+3, 2	6, 8/6, 8	2,000	
Tlaloc's Swarm	1	15	6	+3, 8	8x18	7,500	

### Random Monsters

Die Roll	Name	#	HD	AC	Attack	Damage	XP	Notes
1	A'doshlê	1d4	16	0	+5, 2	12, 12	1,800	
2	Camazotz	1d6	12	7	+4, 2	8, 8	1,800	
3	Naldoshi	1	12	4	+4	2-12	2,400	
4	Naldoshi	1	12	4	+4	2-12	2,400	
5	Chaneque	1	7	6	+3, 2	6, 6	1,600	
6	Quinametzin	1-2	28	6	+5, 2	11, 11	6,000	



## CONVERSION CHART: THE MAGIC SEEKERS (TMS)

### Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
Attack	Bonus, Number
LP	Life Points
LV	Level Challenge

### Monsters

Name	#	LP	AC	Attack	Damage	LV	Notes
A'doshlê	1d4	30	13	+8, 2	14	6	Initiative: +6, Save: +5
Ahuizotl	1	24	16	+4, 2	12	8	Initiative: +4, Save: +4
Ash's Repose	1	26	14	+2, 2	13	4	Initiative: +1, Save: +3
Bog Concealer	1d8	14	12	+6, 2	3	1	Initiative: +3, Save: +2
Camazotz	1-2	28	13	+4, 2	12	6	Initiative: +4, Save: +2
Chaneque	1	14	12	+6, 2	8	4	Initiative: +3, Save: +2
Cipactli	1d4	24	17	+4, 3	12	5	Initiative: +2, Save: +4
Guardian of Tlaloc	2	32	17	+6, 2	14	10	Initiative: +2, Save: +2
Matlazihua	1	28	14	+4, 2	11	8	Initiative: +4, Save: +4
Nagual	1-2	24	16	+6, 2	12	5	Initiative: +6, Save: +4
Naldoshi	1	26	13	+8, 2	13	6	Initiative: +6, Save: +5
Quinametzin	1-2	40	14	+7, 2	14	8	Initiative: +5, Save: +4
Rune Walker	1	28	14	+4, 2	11	8	Initiative: +4, Save: +4
Siguiya	1	42	16	+4, 6	14	20	Initiative: +6, Save: +6
Tlaloc	1	56	20	+10, 2	20	20	Initiative: +8, Save: +8
Tlaloc's Puma	1d12	30	14	+8, 2	9	4	Initiative: +8, Save: +6
Tlaloc's Swarm	1	60	15	+8, 8	18	12	Initiative: +6, Save: +4

### Random Monsters

Die Roll	Name	#	LP	AC	Attack	Damage	LV	Notes
1	A'doshlê	1d4	30	13	2	14	6	Initiative: +6, Save: +5
2	Camazotz	1d6	28	13	+4, 2	12	6	Initiative: +4, Save: +2
3	Naldoshi	1	26	13	+8, 2	13	6	Initiative: +6, Save: +5
4	Naldoshi	1	26	13	+8, 2	13	6	Initiative: +6, Save: +5
5	Chaneque	1	14	12	+6, 2	8	4	Initiative: +3, Save: +2
6	Quinametzin	1-2	40	14	+7, 2	14	8	Initiative: +5, Save: +4



## APPENDIX: MONSTERS

### A'DOSHLÊ

XP 2,300 (Challenge 6)

Huge, Giant, Chaotic Evil

#### DEFENSE

<b>Armor Class</b>	14 (natural armor)
<b>Hit Points</b>	115
<b>Saving Throws</b>	Con +8
<b>Senses</b>	Passive Perception 10 Dark Vision 60 ft.
<b>Languages</b>	Giant

#### OFFENSE

**Multiattack:** The A'doshlê makes two greataxe attacks.

**Greataxe:** Melee Weapon Attack: +8 to hit, reach 10ft., one target. *Hit:* 18 slashing damage.

#### STATISTICS

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

#### ACTIONS

**Keen Smell:** This giant has advantage on all Wisdom (Perception) checks that rely on smell.





## AHUIZOTL



XP 5,000 (Challenge 9)

Large, Monstrosity, Lawful Evil

### DEFENSE

<b>Armor Class</b>	17 (natural armor)
<b>Hit Points</b>	157
<b>Saving Throws</b>	Strength +7, Dexterity +7
<b>Skills</b>	Perception +5, Stealth +4
<b>Damage Resistance</b>	Bludgeoning, piercing
<b>Damage Immunity</b>	All nonmagical attacks
<b>Condition Immunity</b>	Blinded
<b>Senses</b>	Underwater Vision 120 ft. Passive Perception 15
<b>Languages</b>	None

### OFFENSE

**Multiattack:** The Ahuizotl makes three attacks, one bite with each head, and one claw.

**Bite:** Melee Attack: +8 to hit, reach 10 ft., Hit: 17 slashing.

**Claw:** Melee Attack: +8 to hit, reach 10 ft., Hit: 15 bludgeoning.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	10 (0)	12 (+1)	10 (0)

### ACTIONS

**Keen Smell:** The Ahuizotl has advantage on Wisdom (Perception) checks that rely on smell.

**Tlaloc's Watery Grave:** If the Ahuizotl hits the same target twice in the same turn, it is grappled (escape Strength check vs. Ahuizotl). While a target is grappled, Ahuizotl cannot attack another target. The Ahuizotl will continue to attack twice with advantage while the target is grappled and take a bonus action to move 15 ft. deeper into the water to drown its victim. Victim can hold breath for 1+con modifier minutes, after which the victim has two turns before HP drops to zero. Once the victim's HP reaches zero, Ahuizotl will teleport with the victim's body to the Plane of Tlaloc.



## ASH'S REPOSE

**XP** 1,800 (Challenge 5)

Huge, Plant, Neutral Good

### DEFENSE

<b>Armor Class</b>	15 (natural armor)
<b>Hit Points</b>	94
<b>Saving Throws</b>	Con +8
<b>Skills</b>	
<b>Damage Resistance</b>	Fire
<b>Damage Immunity</b>	Acid
<b>Condition Immunity</b>	Charmed, frightened, sleep
<b>Senses</b>	Darkvision 120 ft., Passive Perception 13
<b>Languages</b>	Siguiya

### OFFENSE

**Multiattack:** Ash's Repose makes two whipping attacks.

**Radiant Cloud:** The tree emits a verdant emerald cloud that is 30 ft. in diameter. Creatures within the cloud have to make a DC 16 Constitution save or take 16 acid damage on a failed save, and half on a successful save. Targets that fail their save take an additional 8 damage at the beginning of their next save, and either have to expend a full turn removing the acid from themselves or continue to take damage every turn until doing so.

**Whip Attacks:** The tree attacks with its branches as a *Melee Attack*: +7 to hit, reach 25 ft., *Hit*: 14 slashing damage.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	13 (+1)	16 (+3)	7 (-2)

### ACTIONS

**Regenerating Aura:** As long as **Ash's Repose** has 1 HP at the start of its turn, it regenerates 1d12 HP.



## BOG CONCEALER

**XP** 200 (Challenge 1)

Medium, Plant, Unaligned

### DEFENSE

<b>Armor Class</b>	12 (natural armor)
<b>Hit Points</b>	29
<b>Damage Immunity</b>	Poison
<b>Condition Immunity</b>	Blinded, charmed, sleep
<b>Senses</b>	Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 10
<b>Languages</b>	None

### OFFENSE

**Bite:** *Melee Attack*: +4 to hit, reach 5 ft., *Hit*: 9 piercing damage.

**Sucking Grasp:** As a bonus action, the **Bog Concealer** can attack a target a second time if it hits it.

**Swampy Trip:** *Melee Attack*: +4 to hit, reach 5 ft., *Hit*: the target is knocked prone.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	12 (+1)	2 (-4)	10 (0)	3 (-4)

### ACTIONS

**Fake Appearance:** The bog concealer appears as a grassy hillock as long as it remains motionless.

**Multiattack:** The bog concealer makes one bite and one swampy trip attack.

**Spell Absorption:** If the **Bog Concealer** is in an area effected by a spell that impacts plants, it will absorb the spell and regain 10 temporary HP.





## CAMAZOTZ



XP 2,900 (Challenge 7)

Large, Humanoid, Chaotic

### DEFENSE

<b>Armor Class</b>	13 (natural armor)
<b>Hit Points</b>	72
<b>Damage Immunity</b>	Poison
<b>Condition Immunity</b>	Grappled, paralyzed, restrained
<b>Senses</b>	Blindsight 60 ft., Darkvision 30 ft., Passive Perception 15
<b>Languages</b>	Common, Draconic

### OFFENSE

**Multiattack:** 2 attacks: one bite, one claw.

**Bite:** Melee Attack: +10 to hit, reach 5 ft., Hit: 9 slashing.

**Claw:** Melee Attack: +7 to hit, reach 5 ft., Hit: 9 slashing.

**Breath Weapon (Recharge: 5-6):** 60' line of acid. Hit: 21. DC Constitution save or half damage on success.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (-2)	14 (+2)	20 (+5)

## CHANEQUE

XP 1,100 (Challenge 4)

Medium, Elemental, Chaotic Evil

### DEFENSE

<b>Armor Class</b>	15 (natural armor)
<b>Hit Points</b>	42
<b>Damage Resistance</b>	Lightning, thunder, non-magical attacks
<b>Damage Immunity</b>	Poison
<b>Condition Immunity</b>	Charmed, paralysis, sleep
<b>Senses</b>	Darkvision 120 ft. Passive Perception 11
<b>Languages</b>	Common, Primordial

### OFFENSE

**Lightning's Revenge:** Ranged Spell: +5 to hit, range 120 ft., one target. Hit: 12 lightning damage, and the target must make a DC 12 Constitution save or be immobile until the end of its next turn.

**Multiattack:** Chaneque makes two thunderous smite attack.

**Thunderous Smite:** Melee Attack: +5 to hit, reach 5 ft., Hit: 6 bludgeoning damage plus 8 thunder damage.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (0)	11 (+1)	17 (+3)

### ACTIONS

**Innate Spellcasting:** Chaneque's innate spellcasting ability is Charisma (spell save DC 13 +5 to hit with spell attacks). She can cast the following at will with no components: create or destroy water, ray of frost, misty step, thunderwave. Once per day, she can also cast sleet storm and wind wall.



## CIPACTLI

XP 2,500 (Challenge 6)

Medium, Monstrosity, Lawful Evil

### DEFENSE

<b>Armor Class</b>	14 (natural armor)
<b>Hit Points</b>	98
<b>Saving Throws</b>	Dex +7, Con +8
<b>Skills</b>	Perception +10, Stealth +11
<b>Damage Immunity</b>	Thunder
<b>Senses</b>	Darkvision 60 ft. Passive Perception 20
<b>Languages</b>	Sylvan

### OFFENSE

**Bite:** *Melee Attack:* +9 to hit, reach 10 ft., *Hit:* 21 piercing damage.

**Claw:** *Melee Attack:* +9 to hit, reach 5 ft., *Hit:* 11 slashing damage.

**Multiattack:** The **Cipactli** can make three attacks, either two bites and one claw, or one bite and two claws.

### STATISTICS

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

### ACTIONS

**Hold Breath:** The **Cipactli** can hold its breath for up to 10 minutes.

**Hop:** Can move remarkably fast by hopping, up to 25 ft. Can leap over obstacles and foes.

**Poison Spray:** As an attack, can emit a spray of poison up to 15 ft., effecting up to two targets. If hit, target rolls a DC 17 Constitution save or takes 14 poison damage (half on save). The poison causes painful, festering blisters which cause an additional 1 HP of damage every hour for the next four hours. Blisters can be healed with *Cure Poison*.



## GUARDIAN OF TLALOC

XP 7,200 (Challenge 11)

Huge, Fey, Neutral

### DEFENSE

<b>Armor Class</b>	17 (natural armor)
<b>Hit Points</b>	148
<b>Damage Resistance</b>	Lightning, Thunder
<b>Damage Immunity</b>	Magic attacks and spells
<b>Condition Immunity</b>	Charmed, petrified, sleep
<b>Senses</b>	Darkvision 120 ft. Passive Perception 18
<b>Languages</b>	Common, Sylvan, Terran

### OFFENSE

**Boulder Smite:** *Ranged Attack:* +13 to hit (40/180 ft.), one target. *Hit:* 30 bludgeoning damage.

**Crushing Blow:** *Melee Attack:* +13 to hit, reach 10 ft., *Hit:* 27 bludgeoning damage.

**Multiattack:** The Guardian of Tlaloc makes two crushing attacks.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
29 (+4)	12 (+1)	20 (+5)	14 (+2)	18 (+4)	18 (+4)

### ACTIONS

**Magic Resistance:** The Guardian of Tlaloc has advantage on saving throws against spells.

**Tlaloc's Cloak (2/Day):** The Guardian of Tlaloc emits an aura that radiates outward 30 ft. for 30 seconds. Every creature with the aura must make a DC 16 Charisma saving throw or be charmed for 2 minutes.

If the Guardian of Tlaloc hits a charmed target, they are pushed off of the side of the mountain. Because they are charmed, there is no saving throw. In addition to damage from the hit, they also take damage from the fall of: 1d12 x 10 ft. distance, and 1d10 for every 10 ft. they fall (example: a roll of 7 on 1d12 rolls of results in 7d10 damage from the fall).



## MATLAZIHUA

**XP** 5,000 (Challenge 9)

Medium, Fiend, Unaligned

### DEFENSE

<b>Armor Class</b>	14 (natural armor)
<b>Hit Points</b>	125
<b>Damage Resistance</b>	Nonmagical attacks
<b>Condition Immunity</b>	Charmed or frightened
<b>Senses</b>	Darkvision 120 ft. Passive Perception 14
<b>Languages</b>	Telepathy 30 ft.

### OFFENSE

**Mesmerizing Touch:** *Melee Attack:* +8 to hit, reach 5 ft., *Hit:* 14 necrotic damage, and target's **Dexterity** is reduced by 1d8. A target dies if their Dexterity is reduced to 0 (or lower). The target restores 1 point for every short rest, and 3 points for a long rest.

**Multiattack:** The **Matlazihua** can make two attacks, one with its mesmerizing touch, and one with its withering staff.

**Withering Staff:** *Melee Attack:* +8 to hit, reach 10 ft., *Hit:* 13 bludgeoning, plus 7 (1d12) necrotic damage.

### STATISTICS

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

### ACTIONS

**Deathly Demise:** **Matlazihua** waves her staff and dances a dance of death. Every creature within 10 feet must make a DC 15 Constitution save or take 28 (4d12) necrotic damage and be frightened for 2 minutes. On a successful save the target takes half damage and is not frightened. Frightened targets repeat saving throws at the end of each of their turns. It takes two turns, and concentration, to effect **Deathly Demise**.

**Decaying Fog:** A cloud of emerald green mist centers on the **Matlazihua** and radiates out 100 yards in every direction. Creatures must make a DC 15 Constitution save or increase in age by 1d12 years for every turn they remain in the mist. If a character ages past their average life span, their Constitution decreases by 1 for every year. **The fog lasts for 1d4+1 turns.**

**Mistress of the Night:** The **Matlazihua** can sense the general direction of the largest concentration of life within 100 miles.

## NAGUAL

**XP** 2,300 (Challenge 6)

Medium, Humanoid, Chaotic Evil

### DEFENSE

<b>Armor Class</b>	16 (natural armor)
<b>Hit Points</b>	84
<b>Damage Immunity</b>	Lightning, Thunder
<b>Languages</b>	None

### OFFENSE

**Bite:** *Melee Weapon Attack:* +5 hit, reach 5 ft., one target. *Hit:* 7 piercing damage.

**Claw:** *Melee Weapon Attack:* +5 hit, reach 5 ft., *Hit:* 7 slashing damage.

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

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+4)	3 (-4)	10 (0)	7 (-2)

### ACTIONS

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

**Lightning Charge:** If the **Nagual** moves at least 15 feet in an indirect line toward a target, and then hits with one claw attack, the target takes an extra 22 lightning damage. Medium and smaller targets must succeed on a DC 15 Constitution saving throw or be knocked prone.

**Shape Changer:** The **Nagual** can use an action to change into a puma-humanoid hybrid or into a puma, or back into its true form. Any equipment it is carrying or wearing is not transformed. Its statistics, other than AC are the same in each form. It reverts to its true form if it dies.



## NALDOSHI (SKINWALKER)

**XP** 2,900 (Challenge 7)

Medium, Humanoid, Chaotic Evil

### DEFENSE

<b>Armor Class</b>	13 humanoid; 15 (coyote)
<b>Hit Points</b>	78
<b>Damage Immunity</b>	Bludgeoning, piercing, and Slashing from non-magical Weapons that aren't silver
<b>Senses</b>	darkvision 30 ft; Passive Perception 16
<b>Languages</b>	Common, in human form

### OFFENSE

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

**Bite (Coyote or hybrid form only):** *Melee Weapon Attack:* +4 hit, reach 5 ft., one target. *Hit:* 6 piercing damage. If the target is humanoid, it must save on a DC 12 Constitution saving throw or be cursed with Naldoshi lycanthropy.

**Claws (Coyote or hybrid form only):** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 slashing damage.

**Spear (Humanoid form only):** *Melee or Ranged Attack:* +4 to hit, reach 5ft., or ranged 20/60 ft., one target. *Hit:* 5 piercing damage, or 6 piercing damage if used with two hands to make a melee attack.

### STATISTICS

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

### ACTIONS

**Shape Changer:** The Naldoshi can use its action to polymorph into a coyote-humanoid hybrid or into a coyote, or back into its true form. Its statistics, other than AC are the same in each form. Any equipment it is carrying or wearing is not transformed. It reverts to its true form if it dies.

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

**Naldoshi Lycanthropy:** A *remove curse* spell can remove this effect. The curse is like *lycanthropy*, impacting the afflicted target but during the new moon (no save). During other times, other times, the afflicted may change shapes once per day (once in each direction). Once the transformation is complete, the target assumes the alignment of the Naldoshi.

In Naldoshi form, the player's AC is 15, and their **Dexterity is 18**, unless their score is higher.

Other than **remove curse**, there is no cure for **Naldoshi Lycanthropy**. The curse must be removed before the player first turns into Skinwalker form.





## PHRYS

**XP** 3,300 (Challenge 6)

Medium, Creature, Neutral

### DEFENSE

<b>Armor Class</b>	17 (natural armor)
<b>Hit Points</b>	86
<b>Saving Throws</b>	Dex +8, Con +5, Wis +6
<b>Skills</b>	Perception +6, Deception +7, Stealth +8
<b>Condition Immunity</b>	Poisoned
<b>Senses</b>	Darkvision 60 ft. Passive Perception 16
<b>Languages</b>	Common, Sguiuyan

### OFFENSE

**Bite:** Melee Weapon Attack: +5 to hit, range 5 ft., Hit: 6 (1d3+3) piercing. Save vs. poison DC 14, or 2 DMG per turn for 8 rounds, or half on save.

**Claw:** Melee Weapon Attack: +5 to hit, range 5 ft., Hit: 6 (1d6+3) slashing.

**Multiattack:** Makes 3/x attacks, 1 bite, 2 claws

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	15 (+2)	15 (+2)	16 (+3)	18 (+4)

### ACTIONS

**Climb Walls:** Can climb walls and ceilings as though they are normal terrain.

**Keen Hearing and Sense:** Advantage on Perception (Wisdom) checks that rely on hearing or tremor sense.

**Running Jump:** With a 5 ft. running start, the **Phrys** can jump up to 20'.



**Phrys** are Drow that have been enslaved by Sguiuya and mutated to resemble spiders.

Possessing eight limbs, four humanoid and four arachnid, they have the ability to flip on their backs and climb walls, or run across ceilings. With a running start, they also have the uncanny ability to jump great distances.

**With thanks to Mark Dougherty for support**





## QUINAMETZIN

**XP** 5,000 (Challenge 9)

Huge, Giant, Chaotic Evil

### DEFENSE

<b>Armor Class</b>	14 (natural armor)
<b>Hit Points</b>	168
<b>Saving Throws</b>	Dex +4, Con +9, Wis +6
<b>Skills</b>	Perception +5
<b>Damage Resistance</b>	Cold, fire
<b>Damage Immunity</b>	Lightning, Thunder
<b>Condition Immunity</b>	Exhaustion
<b>Senses</b>	Darkvision 60 ft., Passive Perception 16
<b>Languages</b>	Common, Deep Speech, Giant

### OFFENSE

**Club:** *Melee Weapon Attack:* +8 to hit, range 10 ft., *Hit:* 11 bludgeoning.

**Multiattack:** Makes 2/x attacks with club per turn.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	20 (+5)	10 (+0)	15 (+2)	21 (+5)

### ACTIONS

**Mountain Camouflage:** The Quinametzin has advantage on Dexterity (Stealth) checks when in mountainous terrain.

**Terrorizing Hit:** If the Quinametzin hits the same target twice with its clubs in one turn, the target must make two saving throws: 1) DC 16 Strength or be knocked back 10 ft. and, if they fail: 2) an addition DC 14 Wisdom save or be frightened and unable to attack for two turns.

## RUNE WALKER

**XP** 5,900 (Challenge 10)

Large, Fey, Lawful Evil

### DEFENSE

<b>Armor Class</b>	16 (natural armor, rags)
<b>Hit Points</b>	154
<b>Damage Resistance</b>	Magical attacks, spells
<b>Damage Immunity</b>	Bludgeoning, slashing
<b>Condition Immunity</b>	Charmed, frightened
<b>Senses</b>	Darkvision 60 ft., Passive Perception 11
<b>Languages</b>	Common, Sylvan

### OFFENSE

**Magic Resistance:** The Rune Walker has advantage on saving throws against spells.

**Multiattack:** Can cast **Rune Caster** and then make three **Throwing Runes** attacks.

**Rune Caster:** The creature can cast the following spells at will, with no components: blindness, blink, control weather, fear, meteor swarm, sleep, storm of vengeance, summon creature (1d6 Camazotz).

**Throwing Runes:** *Ranged Weapon:* +11 to hit, one target, range 60 ft., *Hit:* 15 slashing damage. *Melee Weapon:* +0 to hit, one target, range 5 ft., *Hit:* 2 slashing damage.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	15 (+2)	2 (-4)	12 (+1)	18 (+4)

### ACTIONS

**Rune Walk:** The Rune Walker can occupy the space of a target and vice versa. It can squeeze itself through any space that is large enough for a tiny creature. Most powerfully, the Rune Walker can travel to the **Plane of Tlaloc** once per week.





## SIGUIYA

XP 33,000 (Challenge 22)

Medium, Fey, Neutral

### DEFENSE

<b>Armor Class</b>	16 (20 with spider armor)
<b>Hit Points</b>	157
<b>Saving Throws</b>	Con +10, Wis +11
<b>Skills</b>	Arcana +12, Deception +15 Perception +11, Stealth +12
<b>Damage Resistance</b>	Fire, lightning
<b>Damage Immunity</b>	Nonmagical weapons
<b>Condition Immunity</b>	Charmed, frightened, sleep
<b>Senses</b>	Truesight 120 ft., Passive Perception 21
<b>Languages</b>	Common, Siguia, Telepathy, 120 ft.

### OFFENSE

**Clawed Legs:** *Melee Attack:* +12 to hit, 5 ft. reach. *Hit:* 9 piercing damage plus 12 necrotic damage.

**Multiattack:** Siguia makes six attacks with her clawed legs.

**Unravel:** If a spell is cast, and Siguia can see the results of the spell, she can cancel its effects (3/day).

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	20 (+5)	18 (+4)	26 (+8)

### ACTIONS

**Druidic Resistance:** If Siguia fails a saving throw, she can choose to succeed instead (3/day).

**Keen Smell:** Siguia has advantage on all Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Shadow Capture:** *Ranged Attack (3/Day):* +9 to hit, range 20 ft., one target. *Hit:* The target is restrained by invisible spider webs. Escaping can be attempted every turn with a **DC 16 Strength** save, provided they are conscious. Every turn the target is held, it takes 12 psionic damage and must make a DC 16 Wisdom save or fall unconscious.

**Shadow Walking:** The spider druid can move throw other creatures and objects as though it were difficult terrain.

**Siguia's Tenacious Climb:** Siguia can climb any surface in her hut, without making ability checks.

**Spider Armor:** Creates a chitinous armor that increases Siguia's natural armor from 16 to 20. Duration: 10 minutes.

**Spider Cast:** Siguia's spellcasting ability is Charisma (spell save DC 23, +15 to hit). She knows the following Druid spells and can cast them innately.

Cantrips: *Mending, poison spray, resistance, thorn whip*  
 1<sup>st</sup> Level: *Charm person, cure wounds, fog cloud, jump*  
 2<sup>nd</sup> Level: *Enhance ability, hold person, moonbeam, spike growth*  
 3<sup>rd</sup> Level: *Conjure animals, dispel magic, feign death*  
 4<sup>th</sup> Level: *Confusion, grasping vine, hallucinatory terrain*  
 5<sup>th</sup> Level: *Antilife shell, greater restoration, mass cure wounds*  
 6<sup>th</sup> Level: *Heal, wall of thorns*  
 7<sup>th</sup> Level: *Mirage arcane, plane shift*  
 8<sup>th</sup> Level: *Control weather, feeblemind*  
 9<sup>th</sup> Level: *Shapechange, true resurrection*

**Teleport:** Siguia can teleport to any location up to 120 ft. away.

**Unravel:** The druid spider can cause time and the planar continuum to unravel, allowing her to travel to another plane of existence (1/day).

**Web Walking:** Siguia ignores any movement restrictions caused by spider webs.





## TALOC

XP 33,000 (Challenge 21)

Large, Greater god, Lawful Evil

### DEFENSE

<b>Armor Class</b>	20 (natural armor)
<b>Hit Points</b>	407
<b>Immortality</b>	Suffers no effects from aging; cannot reduce abilities or reduce max HP
<b>Saving Throws</b>	Con +11, Int +11 Wis +10
<b>Skills</b>	Deception +8, Perception +11
<b>Damage Resistance</b>	Lightning, thunder, weather
<b>Damage Immunity</b>	Damage from non-magic
<b>Condition Immunity</b>	Advantage on saves vs magic; charmed, frightened, sleep
<b>Senses</b>	darkvision 120 ft., Passive Perception 16
<b>Languages</b>	Any, Telepathy 120 ft.

### OFFENSE

**Innate Spellcasting:** Casts all spells without components, and with no daily limits. Spellcasting ability is Charisma (spell save DC 17, +10 to hit with spell attacks). Can cast any magic user spell up to 9<sup>th</sup> Level, and any cleric spell up to 9<sup>th</sup> Level)

**Multiattack:** makes 2/x lightning bolt attacks per turn.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	24 (+7)	24 (+7)	23 (+6)	19 (+4)

### ACTIONS

**Divine Lightning:** Creates a lightning bolt and uses as a weapon. *Melee/Ranged Attack:* +7 to hit, reach 10ft., or ranged 200 ft., *Hit:* 40 (vs armor), 30 (vs clothed), 20 (vs naked) damage.

**Legendary Actions:** Tlaloc can take 3 legendary actions, at the end of another creature's turn. The actions are restored every turn. There are 3 actions:

**Devastating Weather:** Similar to the spell **Control Weather**, the effects of casting are immediate. Instead of changing the **Stage** by 1 level, Tlaloc can change 1-3 stages in either direction.

**Teleport:** Tlaloc may teleport within line of sight.

**Spellcasting (Costs 2 actions):** Tlaloc can cast an additional magic user spell up to 6<sup>th</sup> level.

**Legendary Resistance (3/day):** If Tlaloc fails a saving throw, he can choose to succeed instead.

**Planar Return:** If banished to another plane, may return one per day.

**Summon Naldoshi:** Tlaloc can summon 1d4 Naldoshi per turn.





## TLALOC'S PUMA

XP 1,100 (Challenge 4)

Medium, Undead, Lawful Evil

### DEFENSE

<b>Armor Class</b>	14 (natural armor)
<b>Hit Points</b>	84
<b>Saving Throws</b>	Dex +4
<b>Skills</b>	Perception +2
<b>Damage Resistance</b>	Cold, necrotic, non-magical
<b>Condition Immunity</b>	Charmed, petrified, sleep
<b>Senses</b>	Darkvision 60 ft., Passive Perception 12
<b>Languages</b>	None

### OFFENSE

**Gaping Maw:** Melee Attack: +5 to hit, 5 ft. reach. Hit: 6 piercing damage plus 8 necrotic damage.

**Multiattack:** Makes two gaping maw bites.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	10 (0)	8 (-1)

### ACTIONS

**Horifying Pack:** If more than three creatures are present, and a target is hit twice or more in a turn they must make a DC 18 Dexterity save or be thrown 10 ft. with the following possible outcomes (1d6):

1-2	Knocked back, 4 bludgeoning
3-4	Pressed against cliff, 8 bludgeoning
5-6	Knocked off the mountain*

\* If a target is knocked off the mountain, roll 1d10 for the number off 10 ft. increments they fall, then an additional 1d10 for each roll of the first day (e.g., 1-100 damage).



**Pack Tactics:** Advantage on attack rolls against a creature if at least one other puma is within 5 ft. of the target.

**Tlaloc's Protection:** Tlaloc's puma has advantage on saving throws against any effect that turns undead.

## TLALOC'S SWARM

XP 11,500 (Challenge 13)

Large, Swarm, Lawful Evil

### DEFENSE

<b>Armor Class</b>	15 (natural armor)
<b>Hit Points</b>	176
<b>Damage Resistance</b>	Bludgeoning, piercing, slashing
<b>Damage Immunity</b>	Psychic
<b>Condition Immunity</b>	Blinded, charmed, prone
<b>Senses</b>	Restrained, sleep, stunned Blindsight 90 ft., Passive Perception 10
<b>Languages</b>	None

### OFFENSE

**Gaping Maw:** Melee Attack: +8 Hit, 5 ft range, Hit: 18 suffocating damage, or 9 if the swarm has half or less of its HP. The target must make a DC 16 Intelligence save or take 24 psychic damage on a failed save, or half upon success.

**Innate Spellcasting:** The Swarm's innate spellcasting ability is Charisma (spell DC 17, +9 to hit). It can cast the following spells: eldritch blast (4 beams), minor illusion, and 3x/day: lightning bolt.

**Multiattack:** The **Swarm** makes 8 attacks with its gaping maw.

**Swarm:** When the swarm dies, it explodes in an effervescent green. Creatures within 20 ft. of the explosion must make a DC Dexterity saving throw or take 20 psychic damage and suffer a level of exhaustion. Damage is half upon success, and the target does not suffer from exhaustion.

### STATISTICS

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	3 (-4)	10 (0)	18 (+4)

### ACTIONS

**Mass Regeneration:** When the swarm takes damage from spells, it regenerates 1 HP (or one swarm entity) per level of the spell cast. The swarm does not reproduce if HP drops below 0.



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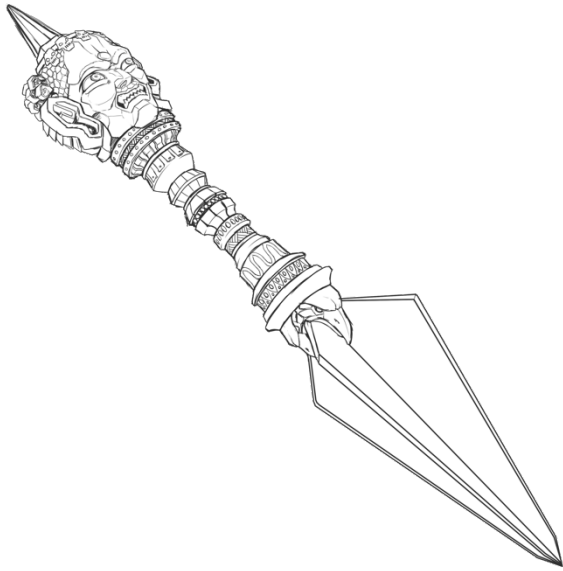
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