

The logo for "War of the Burning Sky" is located in the top left corner. It features the word "War" in a large, stylized, red font with a black outline. Below it, "of the" is in a smaller, black, serif font. "Burning Sky" is in a large, stylized, black font with a red outline. The entire logo is set against a dark, stormy background with lightning bolts.

**War of the
Burning Sky**

SHELTER FROM THE STORM

A Fantasy Adventure for
5th-Level Characters

CONTENTS

INTRODUCTION	2	Lyceum Academy	33
The Weather	2	The War Council	34
Railroading?	2	Shahalesti Envoy	38
Adventure Overview	3	Audience with Simeon	40
Character Motivations	4		
ACT ONE: JOURNEY TO SEAQUEN	5	ACT FOUR: THE STORM	41
Dassen	5	The Plan	41
Sour Lake Swamp	10	The Show	41
		Assassins (EL 10)	44
		The Eye of the Storm	47
ACT TWO: SEAQUEN	15	ACT FIVE: THE FIRE TOMB	48
Entering Seaquen	15	The Sunken Prison	48
Seaquen at a Glance	17	The Pyromancer's Tomb	51
General Encounters	19	Back into the Storm (EL 9)	54
North Coast Encounters	21	Messenger of Gentle Winds	55
Harbor District Encounters	23	Conclusion	55
Sunken Ruins Encounters	25		
Rebel Camp Encounters	26	APPENDIX A: MONSTERS AND NPCs	56
South Harbor Encounters	30	APPENDIX B: ITEMS AND TRAPS	73
Swamp Encounters	30	LEGAL INFORMATION	76
ACT THREE: LYCEUM	33		

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On the Cover
The fight for Seaquen and the storm above it reach
their climax as illustrated by Ian Mullen.



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INTRODUCTION

On a rocky coastal spur on the far side of a remote swamp, on the southern tip of civilized lands, an old city was swept into the sea. An earthquake collapsed its coastline, and volcanic geysers obliterated its people. All this happened centuries ago, but eventually people forgot the legends of curses, and sought to inhabit the land again. A clan of wizards, remembering only that once the peninsula had been home to a mighty fire mage in ages past, established a school, the Lyceum, on the rocky coastline, and brought slaves with them to tend to their needs.

Students, headmasters, and even slaves came and went, until only free men lived on the now-verdant rock spur. Around Lyceum grew a large town named Seaquen, home to just over a thousand fishermen, craftsmen, and former students. Spellcasters from around the world travel to Lyceum, no longer a school simply for wizards, but for all those who practice the magical arts. Lyceum and Seaquen have never known danger.

But now once-peaceful Seaquen is overrun with refugees, diplomats, spies, and heroes. A Scourge from the north burns its way outward from the Ragesian Empire, which seeks to capture or kill spellcasters disloyal to their realm; thousands have flocked to Seaquen in hopes of safety and salvation.

Lyceum, after proclaiming it will fight the Scourge, has found itself the rallying point for all the fleeing refugees. Most seek safety in numbers, some want to help, others desire an alliance; but a few wish to end Lyceum before it can affect Ragesia's plans.

Among those arriving in Seaquen are heroes bearing a message from Gate Pass, a neutral city besieged by Ragesia. At the same time they arrive, a fleet from the elvish nation of Shahalesti begins a blockade of Seaquen, trying to force Lyceum to ally with them. While Lyceum and Seaquen struggle to handle the influx of refugees and volunteers, a secret plot to destroy the city is being set into motion, supported by Ragesian spies, but orchestrated by a distant and as-yet-unknown enemy.

Welcome to the third adventure in the *War of the Burning Sky* campaign saga. After escaping a city under siege and fighting their way through a burning forest to shake pursuit, the heroes arrive in Seaquen, where they can find allies to help fight the Ragesians or work toward other goals. But Seaquen is threatened by many foes, and the heroes are in a unique position to defend it. If they fail, Seaquen will be destroyed, and slim will be the chances for allied

resistance against the might of the Ragesian Empire.

THE WEATHER

As the heroes leave the frigid winter in the mountains and cross over the Nasham River into Lady Dene's lands, a very light drizzle continuously falls, incurring disadvantage on Wisdom (Perception) checks. During the fourth act of the adventure, the rain intensifies, incurring disadvantage on ranged attack rolls and automatically extinguishing unprotected flames.

At the end of the fourth act and throughout the remainder of the adventure, a hurricane roars over Seaquen. Anyone caught in the wind and rain finds it nearly impossible to function outdoors. Ranged attacks become impossible, and it is impossible to hear anything beyond a few feet. Large or smaller creatures that start their turn in the wind or enter it for the first time on their turn must make a DC 15 Strength saving throw, being knocked prone on a failure; Medium or smaller creatures that fail the saving throw also roll 1d4 x 10 feet, taking 1d4 bludgeoning damage per 10 feet rolled.

The heroes, however, will have magical aid to resist being blown away by winds, either by virtue of receiving Indomitability's boon in adventure two, or by exposure to a particular magic item early in this adventure. Except for the adventure climax, a magically protected hero will only need to make this check every mile travelled, or portion thereof, and they will have advantage on the check.

RAILROADING?

The material in this adventure describes just one possible course of events—the one we think is the most likely. In some key scenes, we propose what NPCs do if they are present, with the intention of making scenes more dynamic and interesting. Feel totally free to scrap these and do things your own way; whatever you think your players will enjoy best.

All that truly *needs* to happen to propel this adventure is that the heroes come to Seaquen and get in contact with the budding resistance to Ragesia so they have contacts who can give them the information they need to pursue their later adventures. If the heroes happen to kill a particular NPC, fail to save the city from a hurricane, or decide that the leaders of Lyceum are incompetent buffoons, the future adventures are modular enough that you

should still be able to use them with just a little tweaking.

Please, for your players' sakes, don't force them down specific courses of action just because they're the ones we have written into the adventure and done the most planning for. Instead, use the material in this adventure to guide your response to what the players want to do.

ADVENTURE OVERVIEW

At the start of *Shelter from the Storm*, the final leg of the heroes' journey to Seaquen takes them through a swamp patrolled by hostile soldiers and prowled by cannibal witches. From the latter, the heroes rescue a fire mage named Katrina, who sees them as her route to power.

Once they reach Seaquen, Katrina gets the heroes invited to a council to share news and discuss the war effort. During this council, word comes that an ominous fleet of ships from the nation of Shahalesti have arrived, and their representative—Shalosh, daughter of the Shahalesti ruler—interrupts the meeting, trying to convince the city to ally with her people. The leaders of Seaquen initially rebuff her, and in the following days the fleet blockades the peninsula while a persistent drizzle falls upon the city from thick storm clouds.

The heroes have a chance to make friends and allies, to help the thousands of refugees who currently have no shelter and dwindling food, and to prepare Seaquen and its people for the



coming war, but before long conflict erupts when assassins attempt to kill various town leaders fails in a surprise attack designed to look like it was orchestrated by the Shahalesti. A group of refugees with ships fall for the ruse and hastily attempt to retaliate, an attack that will ruin any chance for diplomacy with the Shahalesti if the heroes cannot stop it, and which lures dozens of ships out of the safety of the Seaquen harbor.

The true threat is not the Shahalesti, but rather the Ragesians, who have allied with a distant master of air magic hailing from the Monastery of Two Winds. For weeks leading up to the climax of this adventure, the Ragesians have been collaborating with Lee Sidoneth, a druid well respected by the leaders of Seaquen, to prepare a magical storm. As warships sail to battle, the storm that has lingered for days (and throughout most of this adventure) intensifies to hurricane strength, forcing

ADAPTING THE ADVENTURE

If you are running this episode as a standalone adventure, the key aspect to retain is Seaquen's role as a diplomatic center. Some political event important to the heroes should be occurring, which the various factions in (and under) the city are seeking to disrupt.



ENCOUNTERS, RESTING, AND LEVELS

Because this adventure was converted from an earlier edition, experience points and advancing levels do not line up. If you are following the campaign saga, we recommend advancing the PCs to level 6 before the start of act 4 and to level 7 at the end of this adventure rather than adhering to experience points.

At several points in the adventure, the PCs have an opportunity to take a risk to help someone or solve a problem without combat. While the original adventure awarded ad-hoc experience, awarding inspiration to the PCs that contribute is one option to reward their actions instead of using experience points.

The encounters are balanced for a party of four 5th-level PCs. Each encounter has a suggestion for how to adjust the number or hit points of creatures if your party is larger or smaller than 4 PCs. NPC participation can also make encounters easier. For instance, if participation by Torrent or Katrina is making encounters too easy, you can consider them as an extra PC for the purpose of re-balancing the encounters. If you are following the campaign saga, the heroes can have five (or more) NPCs accompanying them to Seaquen. One way to manage this is to give the heroes the option of having one NPC of their choice act on initiative count 0 each round.

You can also use this technique of adjusting the encounter for a different number of NPCs to make the adventure work for PCs of different levels. This adventure can be used for a party of 4th-level PCs by adjusting the

encounters as if there is one fewer PC than is actually present. Similarly, this adventure could be used for a party of 6th-level PCs by adjusting the encounters as if there is one more PC than is actually present. In either case, advancing the PCs by one level before act 4 will help them keep up with the increasing challenge.

If you do not add a lot of your own encounters to the adventure, you may want to limit resting somewhat to preserve some of the challenge of the encounters in the first three acts. While all of act 1 takes 470 miles and over 3 weeks, it only has a couple encounters that are not optional. Act 2 also has relatively few combat encounters even though the story can take place over the course of 1 or more weeks in Seaquen, and act 3 does not have a combat encounter.

You can balance the pacing and difficulty any way you see fit that works for you and your group, but one way to handle the pacing of acts 2 and 3 would be to handle several of the tasks the heroes want to accomplish while giving them the option of a short rest at the end of each day and take a long rest before the events of act 3. After the council in act 3, the heroes can tackle more of the encounters in act 2 while the Wayfarers practice their play. The heroes could then take a second long rest before act 4 starts. After act 4, there is not much time to hunt down the cause of the hurricane. The Lyceum can heal the heroes before sending them back out to find Lee Sidoneth rather than have the heroes take the time for a long rest.

the people of the city to take shelter, and potentially demolishing both the Seaquen and Shahalesti fleets.

The Ragesians responsible for creating the magical storm are hiding in an ancient fire sorcerer's tomb built into the lava tunnels and steam vents under the city. The heroes must fight their way into the dungeon and destroy the item controlling the storm, or else Seaquen will be destroyed, and with it the best hope of bringing the war to an end.

CHARACTER MOTIVATIONS

If the heroes have completed the first two adventures in the campaign saga, they're probably here because they're seeking aid from Seaquen in order to break the Ragesian siege of Gate Pass. Though Seaquen itself lacks the might to accomplish this, the town is a growing nexus of political dealings and a gathering place for potential warriors and resistance fighters. The heroes will probably be interested in keeping Seaquen safe, not least to win the favor of those here in power and preserve the town as a rallying point

against Ragesia.

Characters might also come to Seaquen for other reasons, such as if they have individual agendas against one of the nations involved in the war, or if they want to opportunistically use the war as a means to gain power. The characters might be spies sent by Ragesia, in which case—should their sympathy not be roused by the plight of the refugees—the final act would not be the heroes' fight against the stormbringers, but rather defending against an attack by Seaquen's true defenders, giving the storm time to do its work.

ACT ONE: JOURNEY TO SEAQUEN

Before the heroes reach Seaquen, they must travel 420 miles from the edge of Innenotdar forest to the Sour Lake swamp and then another 100 miles through the swamp itself. A typical party on foot should take three or four weeks to make the journey, while mounted groups might make it in as short as two weeks. Ship passage to Seaquen is unavailable at any price the party can afford because of rumors that a hostile fleet prowls the waters.

This act is very linear, as the heroes routes are largely constrained by the features of the land. On the way they will discover more about Dassen, the setting of *The Mad King's Banquet*, the next adventure in the campaign saga. You can develop the ideas for combat encounters along the way or keep the journey to only including social encounters until the heroes reach Vidor. Of course, feel free to make the journey to the swamp's edge uneventful if you want. In this case, the heroes travel, resting every so often, until they get to Vidor.

DASSEN

Two-Range Pass

The heroes must traverse twenty miles through a treacherous mountain pass. They have no mounts and the terrain is mostly difficult so it will take them two days to get through to the Thornwood valley in Dassen. If the seela are still alive, Tiljann senses the need to make new winter gear and helps the heroes prepare for their journey by scavenging from the rest of the village and making new garments. As the heroes begin their journey, read the following:

You leave the scorched and rapidly cooling forest to face a winter that seems fiercer than before. The only road that leads south has been untouched for forty years and is in disrepair. At first the travel is easy, but the full fury of winter poses great danger within the Two-Range Pass where the Hetkonn and Tundra Mountains meet. Ice has broken great chunks of rock that now lay across the road. Fissures twenty feet wide reveal craggy ledges that split and crumble at the lightest pressure, and a constant icy wind races northward like smoke through a chimney.

The travel through the pass is not meant to be overly challenging and, depending on your players' play style, it can be abstract with your narration driving the journey, or it can be a mixture of encounters and ability checks to satisfy the combat-

minded. If you do use the combat encounters, feel free to modify the challenge according to your needs.

Lookout Tower. A lookout tower on the north slope promises an excellent view of the path ahead. The door is locked with an *arcane lock*. If the heroes gain entrance, they discover an upper path that avoids the other two encounters.

Winter Hobgoblin Guard (EL 5). A dilapidated bridge across a wide fissure is guarded by a large hobgoblin patrol consisting of 2 *hobgoblins* per PC. They are not focused intently on the bridge and could be passed by without incident by stealth. The heroes avoid the patrol with a successful DC 10 group Dexterity (Stealth) check. On a failure, the hobgoblins attack when half of the heroes have crossed the bridge.

Wolf Pack (EL 4). A pack of *dire wolves* scrambles along the slopes, feeding on the hardy mountain goats, foxes, marmots, and rabbits that live in the area. A successful DC 14 group Intelligence (Nature) check detects tracks and other signs leading to a cave warren made out of glacial ice, and the heroes give it a wide berth. On a failure, the wolves, one per PC, surround the heroes and attack.

Thornwood Valley

Nestled between the river and the forest, the once-prosperous town of Cornerwood stands as reminder of the trade route between Gate Pass and Dassen, lost to the burning Fire Forest. For forty years, the town's steady decline has birthed desperation and despair for the 500 or so inhabitants unable to leave. The population is divided into three classes: nobility, commoners, and thugs, with thugs comprising about half the population.

As you come to the end of the pass, a valley opens before you. Although winter's grip is still strong, a river carves a small running stream through sheets of ice that extend from its normal banks. A few fisherman can be seen about a mile in the distance with a squad of armed men nearby. Beyond that, a copse of trees obscures the main walls of a town. Smoke rises from chimneys and you occasionally hear a hint of habitation, the ring of steel on an anvil, a muffled shout, and even the whicker of horses.

As you come closer, the armed men notice your arrival and two of them mount a pair of horses and ride towards you. Armed with crossbows and swords, they stop about 100 feet away, with bolts pointed directly towards you.

The other soldiers are approaching on foot in the distance. With a half-snarl, one of the horsemen speaks, "What brings ye to Lord Rego's lands? Speak quickly for we are meager of time and temper!"

Though gruff, the soldiers are not really intent on starting a fight. If the heroes politely answer questions about their travels, the men quickly become curious about their story. No one has come down from the mountain pass in their memory, after all, and legends have grown about the horrible monsters living there. The party is invited to the town and escorted to the "best inn" the soldiers know.

The best inn in town is the sad, barely adequate husk of a once-grand inn: the Palatial. The loss of trade from Gate Pass, the pending invasion of the Ragesians, and the exceptionally long winter have all taken their toll on what was a well-appointed and beautiful hotel. The Palatial's large rooms are now nearly bare, and the food is passable at best. The Palatial still caters to the wealthier members of society, but the locals are certainly not as wealthy as they once were. There is bitterness in almost every conversation.

In town, the heroes can buy horses to speed up the travel to Seaquen. They then need to choose between the eastern route along the coast and the western route through the forest. The letters on some of the events correspond to roughly where they occur on the map of Dassen.

There are many opportunities for adventure on the march. With the threat of Ragesian invasion looming, the people of Dassen aren't interested in helping heroes, who to them are just more refugees pouring out of Ragesia. But many travelers are heading in the same direction as the PCs, many in far worse condition, some desperate enough to be a danger. The following short adventures can be dropped in regardless of which path the heroes take.

Mistaken Identity. The heroes are arrested by soldiers of the local Dasseni noble, who claim the group is responsible for numerous crimes. It turns out another group of refugees have been looting and pillaging, and the heroes could help track them down and stop them.

The Forsaken. A group of Ragesian clerical pilgrims, on their way home when they learned of the Scourge, turned on their leader, who wanted to take them back to be arrested or slaughtered. The leader arose as a wraith that has been chasing down the survivors, who have hidden in various towns

along the road, hoping to hide their magical abilities.

Travelers' Tales. The heroes link up with a caravan of twenty refugees, all of whom tell tales of their flight from Ragesia. One of the heroes is accused of being a Ragesian spy, and the caravan grows paranoid and violent.

Battleground. The heroes travel through a wheat field trampled and smoking from a recent battle. By the bodies left to be gnawed by crows, it looks like a party of Ragesians were discovered by Dasseni knights, and a battle ensued, but a close examination shows that the "Ragesians" had filled their boots with dirt, a Dasseni tradition. Someone is trying to cover their tracks, and they send a stalker to silence the heroes.

Eastern Route

A road winds along the edges of the Thornwood Forest and the Tundra Mountains through a little-traveled area of Lord Rego's lands. The journey is difficult because of the weather and the non-human life that tends to congregate at the wood's edges or in the hills leading to the mountains.

Brightstaff Commons. The heroes reach a small town that sits atop a hill called Brightstaff Commons. It is poor because of the harsh winter, but the people are very content. Hot springs well up on a nearby hill and the heroes can spend an evening in relative luxury from the hot baths where attention is lavished upon paying customers.

The town is named after an artifact called the Brightstaff, a powerful healing object. About ten years ago, an adult red dragon named Vorax-Hûl took the staff and the dwarven clerics who guarded it back to its lair in the mountains, in place of destroying the town and everyone in it. Though grateful for the dwarves' sacrifice, the townsfolk feel guilty and hope that the dragon might one day be destroyed. Vorax-Hûl appears in *Festival of Dreams*, the ninth adventure in the campaign saga.

Dinner and a Story (E2). Quincy Felthuf is a knight of Lord Rego and is patrolling the road. He offers to have a meal with the heroes and listens intently to their tales of adventure, only scoffing with a sneer at their intention to go to Seaquen. He shares a hatred of Lyceum with Lord Rego.

The duke requested the school's aid decades ago to help prevent a sorcerer from tapping into the power of an air primordial trapped on a peak in the Tundra Mountains. The school declined to help and the sorcerer, named Lsi Pu, completed the binding ritual. He gained the fury of a storm that he unleashed on



Rego's castle and lands. After a two-week reign of terror, Lsi Pu suddenly released the creature and disappeared, leaving behind a devastated duchy that was once Dassen's strongest.

(Lsi Pu is an anagram of Pilus, who first appears in *The Monastery of Two Winds*, the fifth adventure in the campaign saga. The megalomaniac Pilus, in his early years as a sorcerer, was attempting to control the elements and eventually find immortality. Pilus lost control of the elemental creature described in the story and nearly died.)

The Sphinx Whisperer (E3). Off in the distance a rumbling roar is heard coming from the hills. Soon after, a large creature with the body of a lion and the wings of an eagle shoots towards the sky as if it is pouncing. It seems to play for awhile and then abruptly starts to descend to a hilltop where a dwarf wearing a magnificent silver mantle and silver skullcap stands.

Before anyone can reach him, though, the dwarf climbs onto the beast's back and takes wing. A successful DC 11 Intelligence (Nature) check recognizes the creature to be a sphinx of some sort, but a successful DC 15 Intelligence (Nature) check provides some general lore regarding sphinxes, which seems to be at odds with this creature's playful behavior. (The heroes will meet the dwarf Kelkin Thravanvost, the wizard who controls the sphinx, in Adventure Four).

No Ticket. If Haddin is still with the heroes and they check whether there are any boats willing to take them to Seaquen, they are lucky enough to find a daring ship's captain willing to sail them to Seaquen. However, an hour out to sea the captain claims he never agreed to take them, and threatens to throw them overboard. It is revealed that Haddin dominated the captain, but became seasick and could not maintain concentration on the spell.

Move Along (E4). The heroes travel into Lady Namin's land and are met with lukewarm enthusiasm. Refugees to Seaquen have been problematic for Namin. She is partial to Shahalesti and does not like to see Ragesians fleeing into her lands. The heroes are almost constantly followed by two knights along the road.

If spoken to, the knights reply that the Dasseni have no interest in Seaquen or refugees, and they are simply making sure the heroes don't decide to stay in the area. The heroes occasionally pick up conversations from the two that relate to Lady Namin's unrequited love for King Steppengard. She carries a torch for him even though he is happily

married and has eighteen children to continue the line. She certainly wants to be a queen, but there is little chance of it.

Western Route

The Churnett River is a long, icy trail that cuts through the Thornwood Forest and ends at the city Trenalath, which is Lord Rego's seat of power. The Prince's Way travels north and south from there through the other lands to meet at a ferry across the Nasham River in Megadon. The journey is difficult at first, but then becomes almost routine once the heroes reach the Prince's Way.

Future Ally (W1). A group of wizards from the Duchy of Timor are encountered along the river as it passes through the Thornwood. They are protecting any caravans and travelers along the way at the express instructions of Lady Timor. While the wizards accompany them, they learn of Lady Timor's background as a wizard, her fear of Ragesian assault, and her preference towards supporting the Resistance and Seaquen.

Dinner and a Story (W2). This is the same as [event E2](#) on the eastern route.

Move Along (W3). This is the same as [event E4](#) on the eastern route.

A Gracious Host (W4). The aging Lord Iz himself, a human 50 years old, greets the heroes as they pass into his duchy. He is surrounded by burly well-armed men who are more barbarian than civilized, yet are very polite and well-groomed.

Iz understands the hardships the Ragesians face and wants to leave an impression that the travails suffered by them are shared by his own people. He believes fully that the Divine Right of Kings places a great burden on nobility, and he takes the mantle of leadership with great humility. If the heroes impress him with a successful DC 14 group Charisma check, he will give them a good meal and his blessing for the rest of the journey. Heroes with a nobility background have advantage on the check.

Leaving Dassen

The heroes' path is fairly fixed from here as they travel around the southern end of the Toraest Steppes and on to the Sour Lake swamp. They will enter Lord Megadon's lands and then cross the Nasham River into Lady Dene's lands before reaching Vidor.

Toll Road (E/W5). The duchy of Megadon is actively hostile to anything related to Seaquen. Lord Megadon has banned all sea travel and trade

with the town, and actively harasses non-citizens, assessing a tax of 10 gp per head to travel on the Prince's Way, which starts at the Nasham River and traces through Iz, Namin, and Rego, and finally into Timor.

In the inns and taverns along the way to the river, the citizens speak favorably of Megadon and his incredible wealth, which he often shares. They are aware that Steppengard is mustering troops to defend Dassen, but they trust Megadon's assessment that Ragesia is not really much of a threat. Most bemoan Steppengard's latest tax increase and some wish Megadon, who is next in line for the throne, was their King.

Price Gouging (E/W6). Traveling through Dene is relatively straightforward until anyone wants to eat or find shelter. Food and lodging costs double normal as the beautiful Lady Dene, who is friendly to Seaquen, believes price gouging is a fine way to fill her coffers.

Lady Dene's army is the weakest in Dassen, and the refugees' gold helps fund mercenaries to fill out the ranks if the Ragesians invade. As the heroes get closer to the swamp, they will frequently discover shallow graves near the roadside where starving emigrants ended their journey prematurely.

Bad Weather. As the heroes pass through Lady Dene's lands, intense rainstorms come out from the north for several days in a row, sweeping over the heroes and flying on southward toward Seaquen, like they're moving with a purpose.

Last Stop

A small shanty town lies at the edge of the Sour Lake swamp, a 50-mile stretch of bayou that separates mainland Dassen from the rocky peninsula upon which Seaquen is built.

Vidor

CN Conventional Thorp

Government. Informal council of elders

Purchase Limit. 800 gp; **Assets.** 5,200 gp

Population. 65 (plus 40 refugees)

Demographics. isolated (86% human, 2% dwarf, 10% elf, 1% half-orc, 1% other)

Vidor is the last village before Seaquen, and between the two are several days of travel through rough, boggy terrain. The party would do well to stock up here, since the locals do a good job of presenting the swamp ahead as dangerous, trying to convince them to buy what they need at inflated prices (twice normal). Though most in the town are

dishonest and out for their own good, they're not lying about the swamp being dangerous.

ITEMS AVAILABLE IN VIDOR

Item	Cost
Map of the swamp	5 gp
Rowboat (seats three Medium-sized creatures)	100 gp
Oar/pole	5 gp.
Gator tooth necklace (purported to ward off wild animals)	25 gp
Portage of a rowboat 15 miles to end of the road (two men per rowboat)	5 gp
Deer hide tent	15 gp

The maps (no two of which agree exactly) indicate that after Vidor is about 15 miles of safe road, then 30 miles of marsh with only scattered patches of dry land, before a final 5 miles of another marsh road to the tip of the peninsula where Seaquen lies. Traveling along the coast is discouraged, since tides will likely get the group mired in unpassable terrain. The town has no seaworthy boats, so avoiding the swamp entirely is all but impossible, and even then there are rumors of a hostile fleet prowling the coast.

Whether they decide to go through the swamp interior or along the coast, the party should buy a rowboat and oars/poles (the water is often so shallow that you must use a pole to push the boat along the bottom) for every three people in their party. Several workshops are busily hammering away at the crafting of more rowboats, and **Leto Moore**, the owner of the boat shop, proudly states that he's sold a hundred boats already to folks since refugees started pouring in. To entice the party to buy from him — as opposed to the lame carpenter down the road who only knows how to make doors — Leto calls to them as they pass by, "Free keg for every three boats you buy. I'll even throw in the beer for free."

The townsfolk are getting unconscionably rich exploiting refugees, and a few small groups of poorer refugees have had to stop traveling because they can't afford the exorbitant prices. These unfortunates live in tents outside the town and might ask the heroes for money or help; the party is too large and dangerous for them to try to rob.

There is no tavern or inn in Vidor, but one townsfolk is selling deer-hide tents for 15 gp for those who want to camp out. None of the other refugees are eager to travel because of the rain, but the weak storm has been going on for a week and shows no signs of passing.

VIDOR INFORMATION

Heroes can gather information with a Charisma (Investigation) check, learning news and rumors based on the threshold reached.

DC 10. “Lots of refugees coming through here. Lots of mages. Too many, I think, with lots of black cats coming with them. Lots of bad luck concentrating in one place. Folks who can afford a boat through the swamp have already left. One crazy redhead, she just hired a couple of burly guys as bodyguards and walked into the swamp. Swamp’s dangerous. Guess she had a death wish. Too bad. She was the prettiest thing I ever seen in this town.”

DC 15. “Sometimes mages—rejects from that wizard school probably—get lost in the swamp and go crazy, start eating folks who get lost in the fog. Don’t trust any lights you see at night.”

DC 25. “Two weeks ago, I overheard a big orc talking to a woman that stank of blood and swamp sweat. She must’ve been a witch, and sure as shit I’d swear that orc was one of them inquisitors from Ragesia. A few of the folks in the tents went missing that night.”

While in the town, the party can make Charisma (Investigation) checks to collect rumors, as shown in the sidebar.

SOUR LAKE SWAMP

This adventure assumes the heroes travel through the swamp instead of risking the rocky coastline where shifting tides can leave travellers stranded, but it is easy enough to still make use of the encounters detailed, simply transposing them to near the coastline instead of the interior.

When the party sets out, the road is fairly tame. The path is about 5 feet wide, shored up in places with small stone bridges when the ground dips. Going more than 20 feet off the path will usually land a person in knee-deep muck. After 15 miles, a run-down shack sits at the side of the road, once used by a hunter to sleep in, now serving as a marker of the end of the road. Nearby trees have been cleared, and a few abandoned, half-made rafts litter the area, none of them structurally stable.

Beyond this point, travel will have to be by boat, or by wading and swimming. The water is usually waist high and icky, though it poses no direct hazard. If the group takes a boat, poling or rowing is a move action that propels the boat 20 feet. A character can move the boat at double speed as a full-round action, but doing so is as tiring as running. Each boat fills the same space as a Large creature, and can hold

three people and their gear.

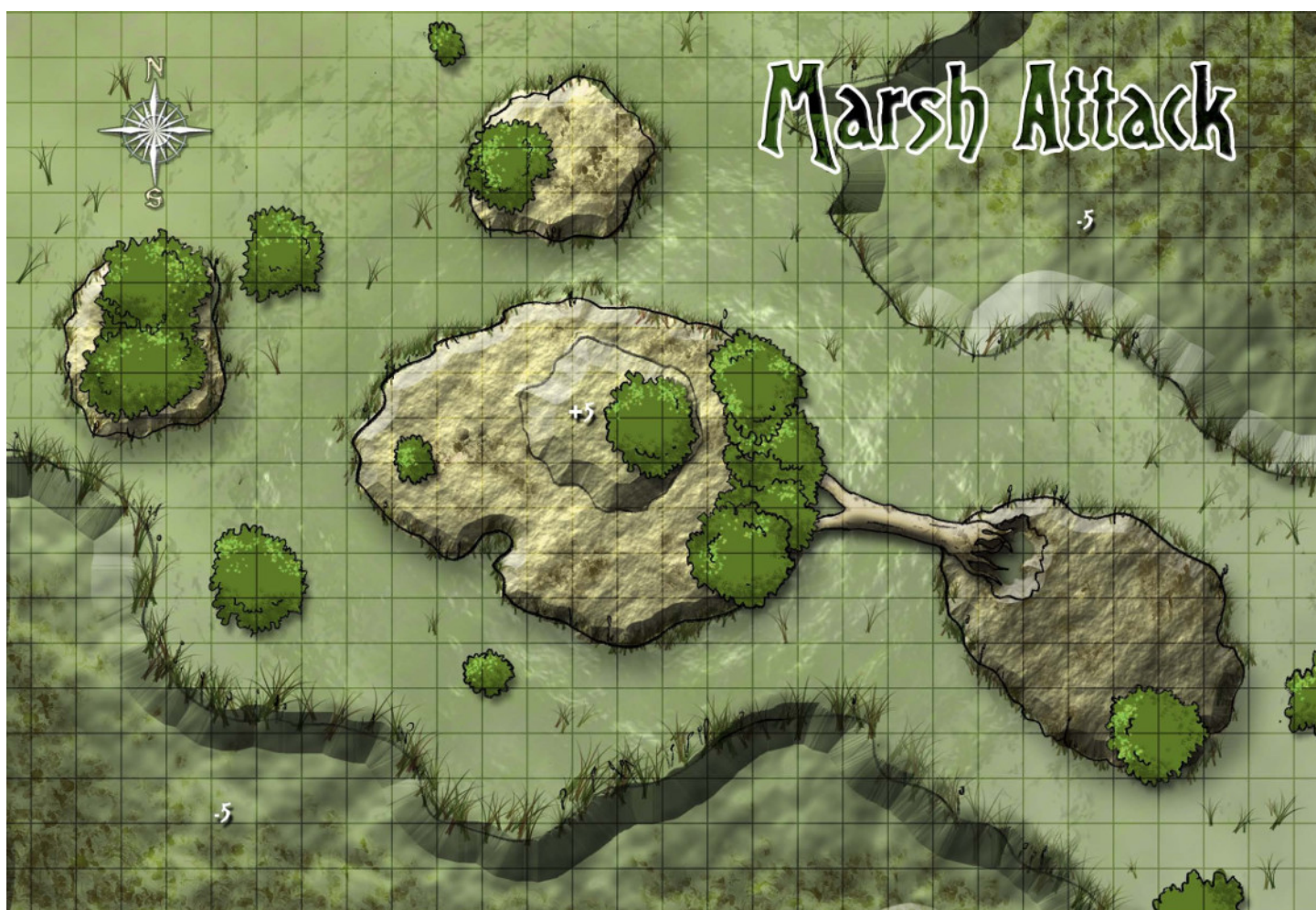
The thirty mile trip through the swamp should take at least two days, and it is during the first night—with the party likely sleeping on a soggy island that has some of the only dry land in the area—that they are attacked by the witches.

Blood in the Water (EL 8)

Three witches—all of whom go by the name **H’andrea** since their cannibal ways have long since dissolved their real names in a briny sea of madness—have been recruited by Ragesian spies to make potions that will let the spies and their allies travel through the intense winds of a hurricane. As ingredients for this potion, the witches need the blood of intelligent creatures, poured fresh into their brew.

The trio—cleric, druid, and wizard—prowl the bayou in a boat drawn by the druid’s crocodile animal companion, while the wizard’s bat familiar flies about looking for prey. It scouts the heroes’ campsite, requiring a successful DC 17 Wisdom (Perception) check to spot, before reporting to the wizard. The druid and her crocodile swim around to the northeast side of the group and hide a hundred feet away, requiring a successful DC 21 Wisdom (Perception) check to spot. The boat approaches from





the west, poled along by the cleric while the wizard holds a [torchstaff](#) with the hood lowered. The cleric casts *enthrall* once they are 60 feet away, and sings a mournful, alto song in Common, encouraging listeners to purify themselves in the “magical waters,” while the wizard accompanies in an eerie Aquan soprano and lifts the hood on her lantern. While the heroes are distracted, the druid and her crocodile approach stealthily.

The heroes should see the lantern in the distance a round after they hear the song. Things turn from eerie to clearly hostile once the boat becomes visible, which likely will not be until the two witches reach the shore. The boat is decorated with humanoid skulls, streamers of wizard’s robes trailing along the sides. Its occupants are clearly insane.

Terrain

The islands are surrounded by a 2 foot deep shallow bog, which counts as difficult terrain, and are then surrounded by 5 foot deep bog, which needs to be swum. The boats can travel through both shallow and deep bog. Small trees dot the islands, and a

few sprout from the swamp. One massive tree has fallen over, forming a bridge between two islands. Its crown counts as difficult terrain.

Creatures

Crikey ([crocodile](#))

[H'andrea the Cleric](#)

[H'andrea the Druid](#)

[H'andrea the Wizard](#)

Adjust each creature’s hit points up or down by 20 (minimum 1) for each PC in a party larger or smaller than 4 PCs.

Tactics

The witches’ goal is to kill most of the party, capturing one or two alive if possible, then to carry them back quickly to use in a brew. As long as the group does not take any hostile action, the cleric and wizard pole up to shore, and then the wizard, druid, and crocodile attack simultaneously while the cleric supports them.

Before launching the ambush, the druid casts *speaking with animals* on herself. Her crocodile stays



near the edge of the island, attacking anyone who gets near the water or into a boat. Characters in a boat have cover against attacks by the crocodile if it is swimming.

Before the attack the cleric casts *warding bond* to protect the wizard, then casts *disguise self* to appear hideous. As they approach she casts *enthrall* to distract the heroes from the druid and crocodile circling around the back. She stands in the back of the boat and readies to counterspell any particularly dangerous spell, then uses hold person or command on any vexing warrior.

The wizard starts by using *slow* on her enemies. If that fails, she uses *web* or *stinking cloud* to separate some of the heroes out of the fight. She saves her offensive spells for foes who get too close, and she prefers to stay on the shore next to the boat so she can easily get back to the cleric for healing while using *shield* whenever necessary.

Aftermath

When only one witch remains conscious, she will likely surrender if she doesn't think she can win. The wretched creature pleads for her life, saying they had a hostage, and if the heroes promise to let her go, she'll guide them to the prisoner. The witch can guide them the half mile to their home, or the heroes can follow the trail with a successful DC 19 Wisdom (Survival) check. This check is made with disadvantage if they wait through eight hours of rain until sunrise. They can also simply scour the area for about three hours with a DC 8 Wisdom (Survival) check, finding the witches home on a success. This check is made with disadvantage at night.

If none of the heroes think to follow the witches back to their home, emphasize that each of the

witches was carrying a key, or have an NPC with the party suggest looking into it. If all else fails, the group might spot a fire in the distance a little while later, created by Katrina, who used a [tindertwig](#) in her boot to set fire to the building around her. If still they decide not to investigate, they can still meet up with Katrina in Seaquen, though she won't owe them any favors.

Witch Isle (EL 4)

The witches live on a broad, soggy island covered with bare-branched trees in which no birds perch. Their home is a sprawling, half-sunken cluster of four wooden shacks in the island's center, each barely ten feet across, surrounded by a low, uneven fence. A rotted dock stretches out from the island, and a cluster of thirteen boats float nearby or are propped up on fallen logs. The skeletons of the boat's owners lie along the outside of the fence in a scattering of different piles. No lights are on in any of the shacks, but the shacks are not unguarded. A successful DC 8 Wisdom (Perception) check notices that some of the skeletons in the piles look fairly intact.

The cleric and wizard have animated many of the skeletons of their victims, and ordered them to attack any interlopers. Eight skeletons out of the dozens around the huts wait to attack as soon as any creature comes within 10 feet of the fence, or when they are attacked.

Creatures

8 [skeletons](#)

Add or subtract 2 skeletons for each PC in a party larger or smaller than 4 PCs.

Aftermath

Three of the shacks are each held closed by an old padlock (AC 17, HP 5), which can be bypassed by one of the keys the witches had or opened with a successful DC 11 Strength or Dexterity (Thieves' Tools) check. The other shack was for storing things long since rotted away, and is not locked.

Inside the first shack, a massive cauldron sticky with boiled fat hangs over a wide hearth, and brass vials, glassblowing implements, and more bizarre tools are scattered across numerous shelves. The witches have been capturing refugees traveling through the swamp, boiling some of them alive in the cauldron, and using that as ingredients to create more items like the tidereaver's tears the druid carried. They create one of these items every

week and regularly deliver them to a half-elf contact named Nelebekus (actually a fake identity for Brutus, a Ragesian spy) in Seaquen, who pays them in gold from Shahalaesti. Nelebekus would meet H'andrea the cleric at a fish market along the south docks, near the tower with the weather vane. She has not been able to go for a few weeks, though, and there just happen to be enough on a shelf that each hero that does not have Indomitability's boon has access to a tear.

The second shack has the witches' sleeping quarters. A dead man covered with bite marks lies chained to one wall.

In the third shack, gagged, chained, and curled in the one dry corner, is the witches' hostage, Katrina. Her spell components have been moved to the first shack, along with all her magical gear except a *ring of fire resistance*, which she wears on a toe under a lead-lined boot. She also has a tindertwig the witches didn't notice tucked into her boot.

The witches attacked Katrina and killed her escorts, and subdued her because she was sleeping at the time. When they took her back to their hut, she figured out through their muttering that they were working for Ragesians. She managed to get them to listen to her for a while, and she convinced them that she too was an agent of the Ragesians in Seaquen, and that they would be very displeased if she were killed. The witches fell for her bluff, but decided to keep her tied up until they could verify it on their next trip into the city. If any of the witches are still alive, Katrina will want the witch killed.

Katrina most likely hears the group approaching, so she is awake when they find her. Once they remove the gag she smirks and says, "Good. I've been waiting for you guys. I hope none of you died on my account."

Katrina is impulsive, overconfident, and smart enough to pretend that those are weaknesses. Out of combat she pretends to be vain and invincible, but when actually endangered her tactics are intended to get her out of danger as quickly as possible. If facing more foes than she can handle, she casts *disguise self* or *invisibility* and flees. When she chooses to go on the offensive, however, she does her best to keep foes away from her, either by proactively killing them, or defensively setting up *mirror image* or *fire shield*. She's not above using *fireball* on herself if she's surrounded.

Development

The heroes might know of Katrina through her brother Rantle, who may have approached them in Gate Pass to locate her and deliver a message. If they give Katrina the scroll case, she reads the message from her brother with early eagerness, which fades to disappointment when she realizes her brother has not come as she had intended. Without her brother to rely on, she decides that the group who rescued her is likely her best chance to enact her plan.

Katrina is a complicated character. Four years ago she parted ways with her brother and found herself in the employ of Ragesia, specializing in offensive magic so inquisitors could practice counterspelling. She has a passing familiarity with many high-ranking inquisitors, and has even met Emperor Coaltongue and Supreme Inquisitor Leska on several occasions. She does not mention any of this however, since she has been sent on a mission by the Ragesians to spy on Lyceum and, when the time is right, betray the school of mages.

But Katrina is not particularly interested in promoting the Ragesian agenda. She simply wants to survive this war, and preferably to come out ahead in the end. Her time among the inquisitors has made her callous and somewhat Machiavellian, but she still recalls her childhood with her brother, and his constant desire to be a hero like from bad minstrel stories. She does not realize it, but she is looking for someone to show her the way.

Left to her own devices, she will ingratiate herself at the top level of the resistance, and will eventually betray Seaquen. If the heroes can put up with her, however, and point her in a nobler direction, she may be willing to admit her involvement with the Ragesians, and provide vital information to turn the tide of battle. This can be an ongoing theme with Katrina's character, but does not come up heavily until adventure nine.

For now, Katrina wants the party to trust her, and wants them to know that she thinks they are important and have a major role to play. When they reach Seaquen, Katrina plans to act as a sort of publicity agent for the heroes, gaining *dignitas* by association with them. She knows what will impress the resistance leaders and does her best to promote the heroes as suitably "heroic."

Treasure

In a pile in one of the shacks are six small coffers containing a total of 300 pp in Shahalesti coins.

There are also numerous sets of damp clothes, rotted apprentice spellbooks, and weapons or armor in varying states of rust, but *mending* could salvage about 500 gp worth of usable or sellable items from the pile.

Katrina's gear has been put on a shelf, and she takes it back confidently, laughing at anyone who refuses to let her have it and saying, "Adventurers are supposed to loot their dead foes, so if you want to take my things, something will have to change." If it comes to a fight, though, she shrugs, saying that she, at least, is not so petty as to kill someone over money, though she warns she'll be useless without her spell components.

Land Blockade (EL 7)

A day or two later, before the heroes reach Seaquen, they might spot a hawk flying several hundred feet overhead. It flies to the northeast, and a half hour later the group is accosted by a patrol of Shahalesti soldiers.

These Shahalesti have orders to question all travelers, and to attempt to detain any shipments of military supplies heading into or out of Seaquen. Since the heroes are in a relatively small group, a likewise small group of soldiers come to investigate. In a dry section of the swamp (or along a sandy coastline if the heroes are not in the interior), the elves approach at a hustle, guided by Thalan's hawk familiar. They come upon the heroes from the northeast, blowing a horn when they spot the group (likely from 200 feet away through the woods), and then demanding the group stop. The scouts continue take cover behind trees, about 100 feet away. Thalan and his bodyguards come within 60 feet, then begin to question the group.

If the heroes ask questions back, Thalan explains that they are a detachment from the *Osprey*, one of the Shahalesti ships currently sailing to Seaquen to offer an alliance. Thalan's mission is to ensure that no hostile forces enter Seaquen. It is a gesture of good will toward Seaquen, which they suspect may have been infiltrated by Ragesian agents.

This could play out as a friendly meeting, or it could turn to combat, depending heavily on how receptive the heroes are to having their belongings searched and their presence questioned. The elves will not accompany the heroes into Seaquen, and will back down if it looks like harassing the party might have negative political ramifications. They only attack if anyone clearly shows signs of being affiliated with Ragesia, or if they are attacked first.

The encounter will be further complicated if the heroes freed Diashan Shediell from his magically-induced slumber in Anyariel's shrine as they passed through Innenotdar. Having seen firsthand the destruction wrought by his people, Diashan has had a change of heart. He will want to give a full accounting of the Shahalesti crimes to the Lyceum, but Thalan will prefer to take Diashan if he learns of the survivor's past.

Creatures

Thalan

2 Thalan's bodyguards

2 Shahalesti scouts

Add or subtract a bodyguard or scout for each PC in a party larger or smaller than 4 PCs.

Tactics

When supported by allies, Thalan starts by casting *haste* on a bodyguard. If it falls, he follows with *flaming sphere*, which he can make use of for several rounds while casting other offensive spells. He keeps at least one *magic missile* as a last-resort spell for if he is captured or grappled.

Thalan's hawk familiar departs as soon as combat begins, and will fly to deliver news of his defeat to the fleet if he falls.

Development

If the heroes and the elves part on good terms, Thalan glances briefly at the drizzling sky and says, "I hope you find shelter in the town. Things are bleak there, from what I hear. Encourage those in power to accept our offer. We have the means to make conditions much better for the thousands of refugees who are as yet without homes. May we meet again as allies."

If a fight does occur, the elves retreat if half of their number fall in battle. There are several dozen more elves in the swamp, but they do not pursue the heroes. Should the heroes follow the elves, the elves rely on speed to flee three miles to another group of similar size, laying down *flaming sphere* spells and *thunderstones* as they retreat.

Through discussion or interrogation, the group can learn that Shalosh, daughter of Lord Shaaladel, will be contacting the leaders of Seaquen in a few days. Only if the group befriends Thalan will he admit that the terms of the alliance will benefit Shahalesti far more than the people and refugees in Seaquen, but he avoids going into details, saying he's not a politician.

ACT TWO: SEAQUEN

Eventually the swamp grows more shallow, and if the heroes have followed a map or had a good ranger guiding them, they reach a road leading to Seaquen.

After so many days of gloomy weather and endless water-filled bogs, solid ground becomes increasingly common. Abandoned skiffs, boats, and rafts increase in frequency and you pass a few other groups that have made it through the swamp.

The skies are still overcast, though. The drizzle has not diminished since crossing the Nasham river and does not seem to be ending soon. You notice that the ground begins to rise higher than the waterline and a line of trees in the distance marks the end of the marshland and the beginning of the outskirts of Seaquen.

Literally hundreds of rowboats have been abandoned along the road, but most have been reclaimed now, after an enterprising Ragesian refugee named **Kor-Natheon** (LN male half-orc) organized a business to buy up all these boats for coppers on the gold coin. Kor-Natheon's men carry the boats to his small storehouse at the edge of the rocky Seaquen peninsula. Kor-Natheon knows that eventually people will start heading back west, and he will be able to sell these boats for quite a profit.

This is the general air around Seaquen: desperate people with crazy ideas of how to prosper in this time of chaos. If a person isn't trying to sell a plan, he's probably on the receiving end of one, being exploited by more cunning or more charming refugees. Most of the refugees are from Ragesia, but about one in three is from Dassen, Ostalin, or Sindaire.

Eventually the swamp fades into rocky forest, and the road rises about 30 feet above sea level. Soon the thick stench of swamp is replaced by salt and surf. The road forks, and dozens of amateur lumberjacks are clear-cutting the nearby woods. They're gathering materials to make houses, since there are still thousands of refugees who need shelter from the elements.

The old road leads northeast through the refugee camp, then on to Seaquen itself, to Lyceum and the harbor. The newer road being cut through the forest leads southeast to the south harbor on the refugee shore.

Seaquen

NG Magical Large Town

Government. Elected town council

Purchase Limit. 3,000 gp; **Assets.** 675,000 gp

Population. 1,500 (plus 3,000 refugees)

Demographics. integrated (50% human, 15% half-orc, 10% elf, 8% dwarf, 8% orc, 4% half-elf, 3% gnome, 2% other)

ENTERING SEAQUEN

The rain has slowed the influx of refugees into Seaquen, but it is still a crowded, uncomfortable place. No fanfare greets the heroes when they enter, nor does anyone really show an interest in them. As exceptional as they are compared to typical farmers or townsfolk in the rest of the world, most of the refugees in Seaquen have fought and killed so they could reach this supposed safe haven. The heroes are, in their eyes, nothing special. However, unlike the heroes, few of the refugees are motivated to do more than just survive.

How the heroes proceed from here is up to them to decide. The heroes will likely spend at least a few weeks in Seaquen, since it will take at least that long before Seaquen can be ready to get involved in the war. Alliances must be made, strategies developed, missions planned. This chapter presents several locations of interest and potential encounters at each, ways for the heroes to contribute to the city's defenses or morale.

At some point in the first few days there the group will need to visit Lyceum academy for a council meeting (detailed in Act Three), which will set the stage for the events of Act Four.

Crystin and Haddin

If Crystin and Haddin made it to Seaquen, they part company with the heroes. Crystin's visions lead her to work with Laurabec Adelsberg to build the Pantheistic Temple, and the heroes may encounter her again on Seaquen's streets. Haddin has likely lost his control of her either through the heroes' actions or from Foresight awakening in her after her contact with Indomitability.

If Haddin underwent a change of heart, he sticks with the heroes until they make contact with Simeon when he presents himself to the resistance and asks how he can help. Otherwise, he takes advantage of the opportunity to dominate new victims, which leads him to present himself to some seedier members of Cernaban Gremman's crime



network. He may become a source of information about the network after he realizes it is not just taking advantage of people. Ultimately, he starts helping the resistance after the hurricane is quelled, although with his own decidedly Machiavellian methods.

Tiljann

If Tiljann joined the heroes to search for Etinifi, she joins the Wayfarers as soon as she finds out about them. After having been trapped in one place all of her life, she is very interested in the Wayfarers' offers to see the world. Tiljann passes her tryout with flying colors with the novelty of being the only Seela around and her ability to glide giving her an edge. Over time, Guildmistress Larkins and the Lyceum will help her get more use of her wings, and she will gain the ability to fly short distances.

Other Companions

Torrent she says they should go speak with her mentor, Lee Sidoneth, who lives on the north coast. He can get them in touch with the leaders of Lyceum

to present a plea from Gate Pass, deliver the case of Ragesian intelligence, or talk about whatever else has brought them to Seaquen.

Katrina simply suggests going to the school directly, at least to do a bit of people-watching so she can get a sense of who she will need to talk to later. Either route can get the party an appointment to attend a council meeting within three days. Once she has used the heroes to gain entrance to the Lyceum, she spends more time there

Diashan will want to keep a low profile until he can meet with the Lyceum. After the Shahalesti show up to the war council, he will fear for his safety and stay at the Lyceum to help with the resistance.

The heroes might have rescued Durval, the refugee from Gabal's school. Having suffered the flames of Innenotdar and lost all he holds dear, his behavior upon entering Seaquen depends on his treatment by the heroes. If they have cared for him throughout the journey, he stays with them long enough that he can seek treatment at the Lyceum and start to put his life back together. Otherwise he disappears into the thousands of refugees in the camps.

What Now?

If the group seems lost, a guide approaches them.

Judson “Stowaway” Figovich (CG male human bard 3), a skinny Ragesian with a brown goatee that hides an eccentric grin, works for a gold piece a day, and gladly shows the heroes places they might be interested in. He will run errands for them, occasionally offering highly technical trivia related to esoteric arcane and scientific topics (such as how the local geography is the result of volcanism, or why the current weather patterns in Seaquen reflect a coldward climate shift in upper Ragesia), and is completely trustworthy and reliable.

Base of Operations

The heroes will need a place to stay. Inns on the north shore are entirely full, though if the group is willing to spend 10 gp per day per room they can convince an innkeeper to kick some people out to make room for them. Alternately they might find a family whom they can crowd in with for 2 gp per day per room, though their hosts will have house rules, and likely won’t abide any ruckus. If the heroes are willing to live in the refugee camps or on the south shore, they could buy tents for 20 gp, or they could purchase a small house (two bedrooms, plus a common room) for 2,000 gp, though it won’t be ready for three days, and they’ll want to invest in guards or other defenses to keep the building from being burglarized.

Most everyday items sell for double price during the course of this adventure, especially those that have to be crafted. Weapons, armor, magic gear, and similar items are in relative abundance however, so prices for them are normal.

Though there is a lot of local strife, we suggest you not inflict any hostile encounters on the heroes during their first day in Seaquen: they should have the opportunity to feel some relief after finishing their very long journey.

SEAQUEN AT A GLANCE

After spending a few hours in the town, the heroes should have a fair sense of the main districts and refugee groups in and around Seaquen.

Daily Life

The streets around the harbor are generally busy during the day and predominantly comprised of refugees seeking wares and food to take back to the camps in the evening. At the same time, the more

able-bodied refugees travel west from the camps to forage the swamp’s edge for food and game. Three times each day, a rotating group of Lyceum adepts act as town criers, relaying news and advertisements along the harbor, the marketplace at the end of the swamp road near the harbor, and on the road to South Harbor.

At the southernmost curve of the bay, Seaquen’s few temples open their doors from sun-up to about nine pm. A small worship event occurs almost daily at each temple; the temple of the sea god, the town’s official deity, hosts a large blessing service at the beginning of each week. During the day, most temples are manned by a faithful volunteer while the presiding cleric and others are out and about seeking new converts. The religious leaders of Seaquen used to be relatively cordial to each other before the influx of refugees. That is no longer the case and the sects are to the point of being obdurate at best, fractious at worst.

Law and Order

A militia of about fifty men try to keep the peace on a daily basis, roaming the streets in pairs. The wet weather makes it difficult for many illegal activities to be seen from any distance, so it is not uncommon for a mugging or theft to occur within a hundred feet of a potential witness and still never be noticed.

People on the streets after sunset are questioned by the local militia, and if they do not have a place to stay they are asked to leave. Hostile persons of uncanny combat prowess are reported to the magistrate so elite town guards can handle the situation.

North Coast

The town is presided over by **Magistrate Lorb Votberd**, an aristocratic dwarf who rumor says used to be a pirate. He is adept at managing the guilds and service industries of Seaquen in normal times. Of late, the refugee problem has created higher rates of crime and unrest, especially regarding food and supplies, and the normally smiling leader has begun to bare some teeth. He is normally long-tempered, but he cares for the town and is frustrated over the current events.

Slightly over a thousand people live in old neighborhoods here, most of them fishermen, sailors, and their families. Numerous small docks string out into the sea, and dozens of horns and bells sound up and down the coastline. Public opinion is divided—many dislike Ragesia and appreciate the attention

their town is receiving, but few like the chaos the refugees have brought with them, or the implicit threat that eventually Ragesia will come looking.

Harbor District

Many warehouses, inns, and businesses surround the north harbor. This bay was magically excavated over decades by students of Lyceum, and most buildings here are adorned with carved stone decorations designed by artistic mages. The harbor is currently full, and further ships are being redirected to the South Harbor. Two squat, magically illuminated lighthouses overlook the entrance to the harbor, one on either side.

In the harbor's center floats the Wayfarers' Theater, a massive galleon painted gold and red, with banners streaming dramatically from its masts. The Guildmistress of the Wayfarers, **Sheena Larkins** (N female half-elf cirqueliste 12), has announced her troupe is preparing a performance intended to promote peace and cooperation among the refugees. They have a few more weeks of rehearsal, but then every day fifty people will be invited from each of the regions of Seaquen for a free showing of *The Spectacular Trial of Toteth Topec*. Another fifty tickets are available for 8 sp.

Lyceum Academy

The walled compound of Lyceum Academy lies amid several steep hills along the North Harbor. A few

hundred students and teachers live here, plus numerous common laborers and guards. Visitors undergo a rigorous security screening before being allowed on campus grounds.

Headmaster Simeon Gohanach (LG male human diviner 13) directs the school, and though many feel he does not know how to properly handle the refugee influx, he has convinced most people that he does know at least how to manage a war. The academy's new War Department, headed by **Instructor Kiernan Stekart** (LN male dwarf abjurer 11), is looking for competent agents to build the groundwork for the coming struggle, though rumors say any actual military action is still months away.

Sunken Ruins

An old city that predated Seaquen lies on the east coast, and its ruins stretch from the shore to a half mile off the coast. The place has long since been plundered, though a few people have set up bath houses amid the ruins that have not yet fallen into the sea. Numerous rocky crags steam with natural warm water, and at low tide the coastline is blanketed with steam from caves that are normally submerged.

Refugee Camps

Several thousand refugees live in three main clusters. The northern camp is home mostly to Dasseni and Sindairese refugees, while the other two consist primarily of Ragesians, with some Ostaliners.

Dasseni. Approximately 400 humans and dwarves, most of them hailing from the lands of a noblewoman named Lady Timor — recognize the authority of **Xavious Foebane** (LN male dwarf commander 11), a veteran of Dassen's army who is looking to pick a fight with the Ragesians. Conditions here are the best among all the refugee camps.

Sindairese. The 400 humans, half-orcs, and gnomes who have long opposed Ragesia's control over their nation are splintered into numerous groups, divided by race and religion. Numerous clerics and druids are hostile to each other. **Laurabec Adelsburg** (CG female half-elf paladin 12) is trying to maintain harmony among the refugees, but is not interested in taking control herself. One group, the Monks of Echoed Souls, led by **Dreams No Sorrows** (NG female human monk 8), are particularly persecuted; their people were already refugees to Sindaire from distant Shahalesti.



Ostaliner. This group along the south shore—about 200 humans and half-elves—consists of few refugees. Most are sailors or merchants looking to profit during the war. **Makung Shaftobem** (LE male half-elf commander 6) is the leader of 50 mercenaries who fled their country after the ruler, Khagan Onamdammmin, grew displeased with the mercenaries' former commander and had him executed, along with the company's hippogriff steeds. They have three ships, and there are rumors they are pressuring other captains to ally with them.

Ragesian. The majority of the refugees are Ragesian—nearly 2,000 humans and half-orcs, with a few of other races. Most of them fled frantically with very few provisions, and so they live in terrible conditions. Most of the mages and their families lack skills that are needed or wanted in Seaquen, and the majority of them live in tents. Most townsfolk and other refugees avoid the Ragesian sections of the camp, for fear that inquisitors may be hiding among the refugees. Only a handful of refugees managed to get out of Gate Pass. There are no clear leaders among these refugees.

South Harbor

Originally just a seldom-used secondary port home mostly to fishermen and a few farmers who took advantage of the strong winds to construct windmills for pumping water, today the South Harbor is overrun by ships, many of them simply sitting off shore with no place to dock. The wealthiest of the refugees usually move here, and there is a booming home-building industry. One prominent house is the mansion of the portly **Cernaban Gremman** (NE male halfling rogue 10), who arrived from Sindaire with three ships and forty loyal thugs and scoundrels who now serve as his bodyguards.

There have been many reports of people—mostly young women—vanishing from the muddy, rat-infested streets near the south harbor, and with no formal law enforcement there seems little chance the mystery will be solved. Garnering more interest, however, is a spate of fires that have destroyed several recently-built homes. Alarmist Dasseni refugee **Pickens Frankart** (CG male human) has a base of followers who believe the students of Lyceum are trying to keep them homeless, so they can be more easily controlled.

Shahalesti Fleet

In Act Three, an envoy from Shahalesti arrives at Lyceum and presents an offer for alliance, which

Headmaster Simeon rebuffs because of the unfair conditions. From this point on, a fleet of seventeen Shahalesti warships sit anchored a half mile off the coast of the peninsula, spaced about a half mile apart. They are fully crewed and perfectly provisioned, and each likely contains enough mages and skilled warriors to take out a quarter of the town. The occasional group of visitors is allowed, though strict security measures are taken to protect the two most noteworthy members of the fleet.

First is **Admiral Telshanth** (LN male elf commander 15), a veteran of naval conflicts around the world spanning hundreds of years. He is strictly loyal to Lord Shaaladel, ruler of Shahalesti, and carries out his orders with patriotic zeal. Those orders are to blockade Seaquen by sea and land, until the city agrees to ally with Shahalesti. Ships attempting to bypass the blockade will be crippled and magically driven to the nearest shore in the direction they came from. Any attack against the fleet will be met with an overwhelming response in force.

A few times over the course of the month the heroes are in Seaquen, the blockade stops an angry or foolish ship, but no one is crazy enough to attack the elves.

The second prominent elf in the fleet is **Shalosha** (CG female elf wizard 6 commander 5), daughter of Lord Shaaladel and princess of the elvish nation. She has never had reason to doubt her father until recently, but though she wants to protect her homeland, she does not think the world is divided strictly into friends and enemies, so she hesitates to support the draconian measures her father requires. She wants to resolve the impasse diplomatically, but the hurricane that strikes in Act Four scatters the elvish fleet and thus convinces Shaaladel that Seaquen is an enemy. Shalosha, however, may seek the heroes later as possible allies.

GENERAL ENCOUNTERS

Someone's Looking for You (EL 12)

If the heroes still have the case of military intelligence they received in Gate Pass, this encounter occurs the day the heroes arrive, and takes place before they can get a chance to visit Lyceum. Someone—perhaps a shopkeeper, or a common townsfolk, or a member of the Seaquen guard—does a double-take upon seeing the heroes, comes over, and nervously strikes up a conversation.

Eventually the person speaking to the heroes

reveals the true reason for approaching them.

Someone's looking for you. A few weeks ago this woman asked me to keep an eye out for you, and gave exactly your descriptions. A short blond woman with an accent I couldn't place, but she was really nice. She said her name was Jess."

If asked, the person says they don't know where Jess is, but she asked the person to leave a note at a particular home if they saw the heroes. A successful DC 18 Intelligence (Arcana) check determines that their behavior is being influenced by an enchantment spell.

What's Going On?

After Kazyk the bearded devil failed to recover the case from the heroes in adventure two, the inquisitors begrudgingly dispatched an expensive infernal servant in an effort to track down the case. At the cost of thousands of gold pieces, the inquisitor **Guthwulf** (whom the heroes may have heard about several times before) has sent **Jezska**, a smooth-talking erinyes with a [hat of disguise](#) and charm magic, to finish the job.

Jezska did not have a clear trail to follow and was—to her credit—cautious about getting into a fight with the heroes, so she teleported to Seaquen and has spent the past several weeks setting up a network of charmed dupes who will report to her if they see the party. She would have been more proactive in tracking down the heroes along the road, but the Ragesians in the Fire Tomb have set up a [teleportation anchor](#) that makes it impossible for her to teleport out of the town, so she stays here.

What Happens Next?

If the heroes do not act on this information quickly, some charmed contact or another who has seen the party goes to the house of the wealthy Auyang family—a mother, father, and one son, all deeply enthralled with their new guest Jezska. That evening Jezska visits the heroes, and after she verifies that they still have the case she attacks them in their sleep. She attempts to sneak her way in, charming anyone who wakes up. If that is not successful, she fights her way in, collects the case, and escapes. The next day she will head out of the swamp until she's outside the range of the teleportation anchor, and then return to Ragesia.

The heroes could ask the charmed person to give them directions to the "nice lady's" point of contact, which might be the most dangerous option, since

the erinyes has charmed allies who believe she's a friend of the family (most are commoners), plus she is already a deadly challenge for the party.

If the heroes alert Lyceum, mages from the school capture the erinyes within an hour. Others may come to the heroes' aid as well, perhaps setting an ambush in the heroes' residence. If the heroes make no effort to defend themselves against Jezska, they might not fall prey to the devil: others in town have noted oddities that suggest an infernal presence, and divinations by Headmaster Simeon lead a group of Lyceum mages to Jezska just before she reaches the heroes. The sounds of combat likely wake them up, and they can come out just in time to see the Lyceum mages securing their prisoner.

If Jezska is captured, the heroes are offered the chance to question the snarling, frantic prisoner, who is kept inside a reinforced amberglass cell etched with silver that stops teleportation. The mages who captured her, led by War Department head Kiernan Stekart, comment that it's unusual this particular captive did not try to teleport to safety, since she should be invulnerable to the flames of the Burning Sky.

Jezska can tell the heroes little that they don't already know, though if they succeed in convincing her with a successful DC 16 Charisma (Deception or Persuasion) check that the Lyceum mages will cast *banishment* rather than kill her, she will list all the people in the city she has charmed, many of whom she encouraged to be hostile toward Lyceum. Lyceum mages set about dispelling these charms, which will dramatically reduce tension throughout the town. If the heroes make Jezska Friendly with a successful DC 21 Charisma (Persuasion) check, she admits that she knows there is a cell of Ragesian spies in the town somewhere, and that they have set up a magic device that draws all teleportation in the vicinity to it. She cannot say where they are, since her orders were carefully crafted to keep her unable to reveal their location.

After the heroes and interrogators get as much information as they can, Simeon orders the devil executed publicly, to show the town that Lyceum is protecting them from danger. One man, Pickens Frankart, stands in the crowd and scoffs at Simeon, "And how many more will be killed in the name of security? How much control will Lyceum wield now?" Many in the crowd wonder the same thing, but Simeon calms them down by asking those who spoke if they want to take care of the devil in their own homes.

If the heroes manage to convince Simeon to spare the devil's life with a successful DC 15 Charisma (Persuasion) check, Jezska is banished. The heroes have advantage on the check if Jezska provided useful information. She will thereafter feel that she owes the heroes a favor, and if she is ever called through *planar ally* or *planar binding*, she will agree to serve for up to nine days for free to repay the favor.

If the heroes alert others to deal with Jezska, participate in her capture, or get information out of her, reward those who participated with inspiration.

Creature

Jezska

Adjust Jezska's hit points up or down by 30 for each PC in a party larger or smaller than 4 PCs.

News of the War

The heroes should hear what's going on in the rest of the region as the war develops. While teleporting couriers can no longer deliver messages, sending spells still function, providing small details of the greater war. The heroes can learn about this whenever they show an interest. If they don't ask, they will definitely overhear the following bits of information while waiting for the [council meeting](#) at Lyceum to begin.

- In Gate Pass, the war wizard Gabal emerged from hiding when the city council let Ragesian inquisitors inside the walls. Gate Pass soldiers kept the inquisitors busy while Gabal and his students assaulted Ragesian camps outside the gates. Reported Ragesian losses were nearly two thousand in one day. Sadly, one of the inquisitors managed to locate Gabal and dispel his fire protection, and a mighty fire-breathing dragon incinerated the mage.
- The Shahalesti are believed to be providing supplies to Gate Pass, forcing Ragesia to turn from siege to repeated assaults.
- The first Ragesian army, led by General Magdus, has halted hostilities because of bad weather and now roams the eastern plains of Sindaire, pillaging as it goes. A fleet from Ragesia is sailing for the capital of Sindaire, and the leaders of Seaquen suspect Magdus' forces will link up with the fleet in the coming weeks.
- The second Ragesian army, led by General Danava and aided by a branch of the third army, has breached the first district gate of Gate Pass.

- The third Ragesian army, led by General Revulus, is preparing to march south to Dassen, though bad weather has halted it for now.
- Meanwhile, the fourth Ragesian army attacks Shahalesti around the northern edge of the Otdar mountains.
- Leska seems to be foolishly splitting her forces: Ragesia's armies are winning all of their battles but cannot hope to occupy territory. They seem simply to be on destructive marches.
- Shahalesti has sent out diplomatic envoys to each country in the region, looking for help against what will eventually become a two-front war when Gate Pass falls. They were rebuffed by King Steppengard of Dassen, who seems to think Ragesia is not an enemy.
- Ragesian garrisons in Sindaire have begun fighting with locals after attempting to round up mages per Leska's orders.
- Ostalin is relatively unaffected by war so far.
- There is no word of what has happened to the hundreds of mages captured by the Scourge.

NORTH COAST ENCOUNTERS

Hydromancer's Home

At some point the heroes should visit the home of [Lee Sidoneth](#), the hydromancer who was Torrent's mentor. If Torrent is still with the heroes, she suggests this as an early destination, since Lee can get them in to see the head of Lyceum. If not, the heroes might visit Lee's island home when some other prominent NPC invites the group to take a business tour of the town with him. Perhaps a friend of the heroes wants the party to back her up when she goes to ask Lee for a favor of some sort, since Lee has a lot of pull among the captains and fishermen of Seaquen. Or perhaps Kiernan Stekart, head of Lyceum's War Department, takes the group to discuss with Lee potential solutions to the Shahalesti blockade after Act Three.

Northwest of the harbor, a dome-shaped island on is connected to the north shore by a 100-foot-long boardwalk that crosses the choppy sea. At the walkway's end, the path splits, with a set of soggy wooden stairs descending down to a dock below, and a hewn-rock staircase rising to the island's top and ending at the entrance to Lee's home. The main door is slightly ajar and a small parchment secured above its handle says in Common, "Welcome. Enter freely. I am usually in the

back, tending to Lula.”

Inside are numerous rooms on different levels, though there is only living space for Lee and his two guests. A stairway descends to the bottom of the island, where the sea feeds into an underground pool. Here is where Lee usually keeps his animal companion, a squid he has named **Lula**.

Lee’s two guests are **Brutus** and **Setales**, two Ragesian brothers who have agreed to betray Seaquen to their homeland. The brothers are in contact with other spies throughout the town, and it is Brutus who poses as the half-elf Nebelekus, buying **tidereaver’s tears** from the **three witches H’andrea**. They report only to Lee, and do not know where the Ragesian inquisitor and his men are hiding, nor even that they exist.

When the heroes arrive, Lee welcomes them into his foyer and offers them drinks, then heads deeper into his home. He comes back with Brutus, Setales, and a strange person whose body is adorned with unnatural protrusions and alterations, ranging from teeth on his cheeks and tentacles on his arms to what appears to be a half-formed eye on the back of his hand that glows whenever it senses magic. This is **Paradim Dogwood** (NE male human transmuter 5), a loose-lipped biomancer from Ostalin who runs a new shop in South Harbor.

Brutus and Setales usher Paradim out of the house and head into the city on an errand. Previously Lee had been discussing with Paradim plans to make some creatures for an assassination plot, and worried about how talkative the biomancer is, Lee wants him out of the house. Once he’s gone, Lee will gladly address whatever the heroes have come for. If Torrent is with them, he’ll want to hear all about her journey, and will promise to arrange a meeting between the group and Headmaster Simeon early the next morning.

Should the heroes return to Lee’s home, they’ll likely witness more oddly-timed comings and goings. Lee claims that he’s just busy, and that his house-guests are messengers and gofers. He gives his best effort to help out visitors however he can so as not to appear suspicious, and he has a good sense of humor about the danger they’re in. When the heroes first arrive in Seaquen he’ll work to quickly introduce them to Simeon, hoping to give the headmaster another distraction. After the Shahalesti fleet arrives in Act Three, he will oppose a hasty confrontation, saying a fight will help no one, when in truth he just wants to wait until the hurricane is ready to be

unleashed.

Lee is not an evil person, and does not enjoy causing harm. But he is allied with the Ragesians, and sees Seaquen as an enemy that needs to be defeated. He is very disciplined, and will not risk breaking his cover to warn innocents or friends to flee before the hurricane strikes.

Arson Swarm (EL 2)

This mystery is one that plays on the town’s prejudices and actually shows that the people are paranoid and willing to jump to conclusions very easily. Several houses on the eastern side of the North Shore have been damaged by fire, something usually restricted to the South Harbor. No one is hurt and no buildings are fully destroyed, but rumors are spreading that one group of refugees or another is to blame, and tensions are running high. The heroes would help defuse a lot of tension if they discovered the real cause of the fires.

The Fire Tomb, detailed in Act Five, was originally overrun by swarms of rats. When the Ragesians moved in they drove a lot of the rats out, and now these fire-enhanced vermin are scuttling around Seaquen. They are mostly identical to normal rats, except that their breath and bite are slightly fiery. This is not enough to make them more damaging in combat, but occasionally, while nibbling, they start fires, which they promptly flee.

Responding to the crier’s call for help to catch an arsonist, you find yourselves in a short line outside of Magistrate Lorb Vortberd’s office. Water drips from the unguttered roof near where you stand and everyone waiting seems to grumble about the weather. The line

HELPING SEAQUEN

This adventure assumes the heroes will spend some time dealing with the various small problems plaguing Seaquen. However, there are no rules for measuring success or failure. The ultimate determiner of success is whether the heroes manage to stop the hurricane from destroying the city. The rest of the encounters simply add flavor, and provide hooks for the heroes to have allies in the future.

In general, Seaquen shouldn’t be destroyed simply because someone didn’t kill a swarm of rats at the right time, so you can assume that Seaquen gets along well enough even if the heroes are complacent, or if they focus on completely different issues. Plus, the city will (hopefully) be around for a while, so you can always reuse these encounters later.

moves quickly although as nearly everyone ahead of you leaves within a minute or so after entering. Finally, you find yourselves before a well-dressed dwarf with split beard and bright eyes that sit deep beneath a furrowed brow. He sits forward with hands placed firmly on his cleared desk, examining you carefully. He finally speaks, his voice is low and strained, as if he is holding back a deep anger.

“Well, at least you are trying to do something right about things around here; never had this trouble before you all came in. By Thraxton’s beard, you should all have been rounded up and questioned before ever getting off the ship or leaving the swamp. But the council won’t let me and now I have to clean up the mess they’re making. Those idiots should be the first one’s locked away — especially that eagle-rider, Laurabec. Thinks she can make all the problems go away with a big temple. Hah! Religion has caused all this. . . idiot woman.” He slides back in his chair with a sigh. “Here’s the problem. . .”

The easiest way to solve this mystery is through tracking. If the group reaches the site of a fire quickly enough, they might spot the tracks of a swarm of rats with a successful DC 13 Wisdom (Survival) check, which they can then follow through several infested homes and warehouses before finally locating a major den — a brick house with a basement filled with a rat swarm. As the rats scurry about, sparks burst from their mouths.

The foundation of the house is cracked, and tiny tunnels lead all the way back to near the fire tomb. After disposing of the swarm, the tunnels must be sealed off. Once news gets around about what caused the fires, people check their basements and look for similar fissures elsewhere in the island, and manage to seal many of them. Additionally, tensions around the town ease as everyone has a good laugh about rats causing so much trouble. If the heroes do not solve it, however, a few people get beaten up, and the fires continue sporadically.

If the heroes resolve this mystery, reward those who solved it with inspiration.

Creatures

4 Swarms of fire rats

Add or subtract a swarm for each PC in a party larger or smaller than 4 PCs.

Development

Solving this mystery ultimately causes the Ragesians in the Fire Tomb some discomfort. Feel free to throw in some red herrings, and to use the solution of this mystery as an excuse to give the heroes some information about the ruins of the old city, and the legend about the fire mage, whose lost tomb is hidden somewhere under Seaquen.

HARBOR DISTRICT ENCOUNTERS

Tattoomancy

Dimly lit by hundreds of candles in windows and on shelves, the darkly veiled shop Tattoomancy attracts many customers with its mystery. Only open after sunset, the shop offers unique magical creations, courtesy of its owner **Tenga Litaranesh** (CN female elf sorcerer 12), a dark-skinned elf with short, jagged black hair and delicate, nimble hands. In her rare public appearances, Tenga disguises herself as a dark elf, and wears a cloak that sheds an aura of shadows.

Tenga and the small crew of wizards and clerics who train with her use their magic to craft tattoos that function like magic items, and they take great pride in their art.

If you allow the purchasing or creation of magic items in your game, Tenga and her crew can create a tattoo in a fraction of the time it takes to create a magic item. The cost of the item is the same, but it only takes 1 hour for every 100 gp or portion thereof for the cost of the item. Tenga is paid at the end of every 8 hours of work.

Tattoos can only emulate wondrous items and rings. They behave as the item they emulate would, but any item that would require attunement stays attuned to the wearer as long as the tattoo is on their body.

A magic tattoo can be temporarily suppressed with *antimagic field* or *dispel magic*, but it can only be permanently dispelled by effects that would likewise permanently dispel a magic item. The tattoo, and its effect, can be removed by Tenga at 1/10th the cost of the original tattoo and the same amount of time required to create the tattoo. Alternatively, the actual tattooed flesh can be removed, but this process causes a permanent loss of 1 point of Constitution.

Wayfarer Auditions

The Wayfarers' Cirque is looking for performers to replace a few of their members who recently died tragically as a result of the Burning Sky, a strange phenomenon that causes people teleporting to burst into flames. It first started the day Emperor Coaltongue was allegedly assassinated, and since then the Wayfarers have had a strict ban on teleportation. If the heroes care to ask, they learn that a few daring Wayfarers defended themselves with magical fire resistance, then tried teleporting. They were able to safely travel short distances (though even those were singed a bit), but the first time one of them tried to use an actual teleport to go more than a few hundred feet, they never returned.

If any heroes have the right temperament to join the Wayfarers — particularly if they are a College of Cirquelistes bard or have proficiency with a musical instrument or in Performance — have an NPC encourage them to visit the Wayfarers' Theater. If Tiljann, the seela singer from Innenotdar, is still with the heroes, she shows an interest; after having been trapped in one place all her life she is very

interested in the Wayfarers' offers to see the world.

The theater ship — an ornate galleon adorned with whipping banners atop its masts and a swirling red and gold paint job on its hull — has been sitting in Seaquen's harbor for nearly a month, having sailed here once word spread of the Scourge. Though the entire ship can teleport, the Wayfarers knew enough not to risk it, and have disabled that function for safety's sake. The interior of the ship is far larger than its exterior would indicate, and belowdecks is a small theater that seats one hundred, where the Wayfarer Cirque is hosting auditions and practicing a new play. Giorgio, a flamboyantly dressed, staff-carrying braggart whose swagger is apparent in everything, from his walk to his talk, announces the auditions from the dock before heading downstairs to help oversee the auditions.

"Ladies and gentlemen! The **grand Cirque** is pleased to announce open auditions for that **magnum opus**, the **grandest** of all myths, the time-honored story of our **very lives**, *The Spectacular Trial of Toteth Topec*! The grand Cirque is seeking **exceptional** singers, acrobats, athletes, and dramatists to participate in this **momentous performance**. Come! Will you be famous?"

Whatever type of performance skills a PC has, the Wayfarers are conveniently enough lacking, giving the character a chance to show off. A successful DC 11 ability check is good enough to get them into the production of *The Spectacular Trial of Toteth Topec* with a compensation of 1 gp for each of the twenty performances the character will be expected to participate in. A successful DC 15 ability check gets the character a major role, giving them access to the Wayfarers' Theater ship at any time and a compensation of 5 gp per show.

The audition is overseen by Guildmistress Sheena Larkins (N female half-elf cirqueliste 12), a middle-aged, somewhat overweight dark-skinned half-elf woman who looks upon her performers almost as schoolchildren to be reined in. Her tobacco-smoking bodyguard **Hawkins Dorian** (CN male human sorcerer 10) stays nearby constantly, laughing remorselessly at anyone who presents himself as a serious artist.

Before anyone is allowed to speak to Larkins, however, they must endure critique from **Giorgio**, a flamboyantly dressed, staff-carrying braggart whose swagger is apparent in everything, from his walk to his talk. Giorgio will also be present at the **Lyceum council**, and unbeknownst to his fellow Wayfarers



THE WAYFARERS

Travelers of a thousand lands. Performers of ancient legends and living myths. Those who ignore borders. The Wayfarer Cirque has turned its humble beginning as a haven for traveling actor-mages into a near monopoly on a vital service in international travel and trade: teleportation.

From their base — a teleporting galleon known as the Wayfarers' Theater — the Wayfarers operate in every country. Their reputation as tremendously entertaining performers gains them warm welcomes in all major ports, but their elaborately costumed theatrical productions are only the public front for a fabulously expensive network of elite couriers, freight delivery, and expert guides to the most dangerous places in the world.

Qualifications. Every Wayfarer must be a talented acrobat or performer, and possess some level of magical skill. Most importantly, however, Wayfarers are not beholden to any government, choosing instead to maintain strict control over the affairs of their members. Should one Wayfarer raise the ire of an influential noble, a city, or an entire nation, the Wayfarers will punish their own rather than risk their entire business destroyed.

Wayfarers are required to pay the Cirque a fee for each teleportation spell they provide, even to friends and allies. Because of this fee, Wayfarers usually charge for their services except in extreme circumstances. In exchange, the Cirque offers its members protection and rescue in times of trouble, and can practically ensure business. Those who need to get somewhere quickly know they can trust the Wayfarers.

Anyone who is discovered to have joined the Cirque

merely to learn their secrets and then use the knowledge only for themselves is tracked down and punished; the punishment is fierce indeed.

The Wayfarers' Oath. The Wayfarers want to maintain their near-monopoly on teleportation-for-hire, and so new members of the Cirque must pledge to pay the Cirque a fee for every time they teleport someone (20 gp per *dimension door* and 300 gp per *teleport*). Wayfarers are not required to charge for their services, as long as the Cirque gets its money.

A Wayfarer must speak to one of the Cirque leaders at least once a month and submit to a *zone of truth* spell, then report how many times he has provided teleportation services to others. A Wayfarer who fails to hand over the mandated commission is put on probation, and is not allowed to make any profit from teleportation for a month. A Wayfarer is not required to pay for teleportation used when his or an ally's life is at stake, but when rescuing strangers the Wayfarer is still required to pay — the Cirque is not interested in a reputation as a philanthropic organization.

A Wayfarer who regularly shirks or ignores the requirements is stripped of his powers quite violently. Stories tell of a trained wight that the head of the Cirque keeps in the Wayfarers' Theater ship, which sucks the life from those who transgress against their oath until they have no more power than an apprentice wizard. The former Wayfarer is then placed in an oubliette for one year, removing from him even the freedom to travel by conventional methods.

he is [planning to betray them](#) the night of a key performance.

Encourage players who want to join the Wayfarers to come up with what precisely their performances are and have Giorgio be merciless in his critique.

SUNKEN RUINS ENCOUNTERS

Battle Royale

The relatively wild areas on the eastern shore and just off the coast provide an easy place for would-be heroes to practice their skills against each other. While mages duel each other at Lyceum, warriors or even entire parties looking to show off their talents meet here once a week, swapping stories and occasionally getting up the nerve to fight each other after having a lot of drinks. There is one tavern here, the recently-built *Royale*, which offers to cater to “persons of uncanny combat prowess.”

Three stories tall, the *Royale* is slowly establishing a pecking order, with only the more dangerous or esteemed warriors being allowed to the lavish upper floors. Meanwhile in the fields and forest surrounding the tavern, numerous obstacle courses are being developed, and dozens of rumors of drama and romance circulate through the clientele. The whole compound is scattered with walled and well guarded hot springs, some intended for prudish bathing, others for more salacious activities.

Sadly, though, most of the patrons of the *Royale* are inappropriately sure of their own superiority. None have seen as much danger as the heroes, and many of them come across simply as poseurs enjoying that they can pretend to be accomplished warriors. Most importantly, none of them are motivated to actually do anything other than drink and live out their own little dramas here.

Magistrate Votberd regularly sends observers

here to make sure a bit of restless sparring doesn't develop into bloodsports. If the heroes befriend either Xavious Foebane or Laurabec Adelsburg from the refugee camps, they may want to come here to recruit allies. During the course of this adventure it is unlikely that anything the heroes do can rouse the patrons of the *Royale* to action, but it could be a source of cohorts, new PCs, or magic items.

After the hurricane reminds the patrons here that even they are in danger in this conflict, many of them finally begin to look for ways to help. And there will be quite enough missions for them to help with. Two weeks after the hurricane, the *Royale* is all but empty, though when a group of adventurers returns from a mission for Seaquen, they often stop in to toast the tavern where they met up.

Exploring the Ruins

Any great treasure that once was lost in the ruins of the old city has long since been found, though that doesn't keep people from searching. Every day a few refugees head out, hoping to find something of value. Thus, it is not particularly suspicious that a few of the villains and their henchmen might head this way, delivering messages and goods to the Ragesians. One is far more likely to run into homeless refugees sleeping under a sturdy stone arch than a nefarious spy accidentally leading snooping heroes to his masters.

We recommend that you not lead the heroes in this direction yet, since they will find the necessary clues to locate the Ragesians in due time. Dropping clues to take them here now will likely only leave them feeling frustrated, since the Ragesians are effectively a needle in a haystack of flooded ruins. Of course, if the heroes are particularly nosy and persistent, they might realize people are hiding in the sunken prison. If the heroes clear out the Ragesians early, Lee can still safely cause the hurricane in Act Four from some other aquatic location where no one would think the look.

REBEL CAMP ENCOUNTERS

The Muster

A retired commander in the Dassen military, **Xavious Foebane** (LN male dwarf commander 11) has gotten the attention of Seaquen by scouting through the refugee camps in search of able-bodied and experienced warriors who could make up a military defense for the town. The grey-bearded dwarf resides in a small stone fort atop a clear-cut

hill, and when he isn't busy looking for recruits, directing training drills, or planning potential defense and offense against Ragesia, Commander Xavious secludes himself in his fortress.

There are daily musters in the field surrounding the fort, where Commander Xavious endeavors to see which warriors have the devotion to regularly report to duty. Usually less than a hundred men show up. Commander Xavious has his subordinates work a few of them through training exercises, though it is

CONQUEST

Conquest is a popular board game, played by many commanders, aspiring commanders, and casual aficionados throughout the region. Any number of players can participate in a game of Conquest. The rules of the actual game are complicated and detailed, but you can simulate a game played by the heroes using the following rules.

Each round, players make opposed Intelligence (History) checks, representing their familiarity with historical military tactics. The player with the smallest force has no bonus; a force twice as large gains a +2 bonus, and a force four times as large gains a +4 bonus, with an extra +2 for each doubling thereafter.

If the game goes beyond two rounds, each round thereafter you have the ability to bolster your forces with economy, politics, and propaganda. This grants you a +2 synergy bonus for each of the following skills you have proficiency in: Deception, Insight, and Persuasion, with expertise yielding a +4 bonus instead. Those who have a background in the nobility or military gain another +2 bonus as do those with the Commander martial archetype.

If your check is highest, you may have one opponent suffer a "Loss," or you can remove one of your own Losses. For every 5 points you win by, you can inflict one additional Loss, either to the same foe or to another one, or you can remove one of your own Losses. For each Loss a player has, they take a -2 penalty on their Intelligence (History) checks. Once a player's total modifier is 20 points or more below the next lowest player, that player loses. The last player remaining is the victor, though players can choose to end the game in a draw.

Instead of making the Intelligence (History) check, a player can choose to use the Help action, representing an alliance, though, as in reality, an alliance provides no guarantee that your "ally" will not simply use his position to harm you, inflicting a Loss on you. A player can also choose to attack recklessly, gaining a +4 bonus on his check, but automatically taking a Loss at the end of the round.

with little enthusiasm, since he knows most of his troops do not take their duty seriously, and if they were attacked, a hundred would do little to stand against the Ragesians.

If the heroes visit and impress Commander Xavious with their understanding of the wider threat posed by the Ragesians, he may invite them into his home and offer to play a game of Conquest, a board game meant to represent military engagements on different scales.

For the first game, Commander Xavious offers to let a PC play Ragesia, while he takes Dassen. Ragesia's size grants the PC a +10 bonus to their check, but Xavious has a +7 modifier to Intelligence (History) checks and has proficiency in Deception, Insight, and Persuasion as well as a military background and the Commander martial archetype, giving him an additional +10 bonus starting on the third round and continuing each round thereafter. If he wins, he smiles and says it won't be that easy for the real fight.

Over the course of the rest of the campaign, Commander Xavious will slowly develop a very detailed board that represents the whole region, using intelligence from scouts and refugees to revise his calculations of troop strength and commander skill. If one of the heroes is interested in Conquest, before adventure eight, *O Wintry Song of Agony*, Xavious challenges the PC to another game on a grand scale.

Order of Echoed Souls

One small group of monk refugees from Sindaire has settled in a forest clearing, alone by themselves away from the rest of the refugees. Led by Dreams No Sorrows, a middle-aged bald woman with dark skin and hands callused from making crystalline wind chimes, this group contains the last survivors of the Order of Echoed Souls.

One of the monks of the order, **Three Weeping Ravens** (LN male human monk 9), will likely accompany the heroes throughout adventure five, *The Monastery of Two Winds*, and the history of the order is closely tied to adventure seven, *The Trial of Echoed Souls*. In brief, the order was originally based in northern Shahalesti, but a tragedy drove the monks out of their homeland, and they abandoned their temple. The survivors settled in Sindaire, where they lived for several decades. Then, soon after rumors began to spread of Coaltongue's death, the First Ragesian Army attacked their lands for unknown reasons.



About forty monks or family members survive, and any erudite characters or those with psionic powers may be interested in visiting and speaking with them. They keep to themselves, and only Three Weeping Ravens speaks to outsiders so that others may be spared that frustration. Slowly, however, he comes to like the people of Seaquen, and eventually volunteers to help on one of the missions Lyceum is sending adventurers on.

If asked about the tragedy that befell the temple, the monks are uncomfortable. The closest they come to an explanation is, "Imagine all the small evils you have done, and all the evils ever committed by those you have met. Imagine that your soul contained nothing but that evil. Would you want to speak of it?"

Unity through Diversity

With refugees hailing from four different countries, and several different churches, it was inevitable that religious strife would develop. Splinter sects who used to be comfortable in different nations now squabble over the true meaning of their faith, and

priests are getting downright hostile in their efforts to convert people to join new local temples.

Right now the only person working to keep the various religious groups from falling upon each other is **Laurabec Adelsburg**, but she is too unwilling to take a position of authority, and the fact that she is a member of the Order of the Aquiline Cross — itself a somewhat paradoxist sect — makes it difficult for her to effect real change. The heroes have a chance to reduce the amount of strife, if not truly bring about peace.

The particulars of the religions and temples will vary based on your setting, but the refugees in Seaquen are divided into eight major groups, ranging from a handful of zealous exiles who worship a god of sorcery, to nearly two hundred frightened Ragesian followers of a god who protects the weak. None of them are evil, but that doesn't mean they easily get along. Each is trying to establish its own power base, and it should take at least a week to become familiar enough with the particulars of the conflict to have a chance to sway minds.

You slosh through the puddles of the refugee camp to a single tent with a small corral beside it. A huge eagle lounges underneath a wooden frame with a canvas top, seemingly resting, but with one eye open that tracks your movements as you come closer. It looks miserable in the drizzle, with a chain connected to one of its claws and a large sign written in common “Keep away. Dangerous creature.”

As you approach the tent entrance, the eagle suddenly speaks! You hear it say in Common, “Stop! Announce yourself and your intentions for audience with the divine Laurabec!”

Before you can even reply, a ranseur pushes through the tent opening, followed by a tall, half-elven woman who entreats the eagle, “Takasi, stop that!”

Even in the wet weather, her chainmail gleams, looking like feathers layered on top of each other. Her eyes are intense, and her long brown hair seems to ruffle as if in a constant wind.

“Pay my steed no mind. He is out of sorts from the restrictions imposed on him by the Magistrate. Vortberd may be the law in this town, but he is taking his power. . . .” The half-elf stops abruptly and seems to compose herself.

“Sorry. I am Laurabec Adelsburg. How may I be of service?”

Laurabec, respected though she is for her heroism and defense of less fortunate refugees, and well-intentioned though she might be, has an unpopular idea, and if she learns that the heroes are taking an interest in the religious strife she approaches them to see if they have any suggestions. Laurabec is one of the early celebrities of the town, easily noticed for the giant eagle she rode. As long as people are being reasonable she is thrilled to talk with them and is understanding of different outlooks, but she is confident she has seen enough trouble in her life to know when people are being difficult for no good reason. She does her best to educate such people that they will catch more flies with honey.

Her idea is to create a single pantheist temple, which will welcome people of different cultures and viewpoints, and which will expose people to the beliefs of all the religions in the town, letting each person choose how to worship. It has not gone over well with priests who want to gain prestige by running their own temples. An idealist, Laurabec doesn't know how to turn her idea into a real temple. She still wants each religion to have its own place of worship, but she thinks her idea would be a great fit for a town that already has the Lyceum, an academy which promotes studying diversity.

If the heroes want to help, they must convince the leaders of the eight feuding sects to go along with the plan. Laurabec will gladly accompany them, making the appropriate introductions and helping the heroes familiarize themselves with the beliefs and needs of each group, but she is not a politician, and leaves diplomacy to the party. This is a good opportunity to let the heroes learn about the regions in the campaign saga, or hear the news of the war.

To push Laurabec's plan through (or another idea of the party's devising that would resolve the religious disputes), the heroes must convince each of the eight head priests that the plan is in their best interest. Each requires a successful DC 19 Charisma (Deception or Persuasion) check to convince. The negotiator cannot gain advantage from another hero using the Help action but can gain advantage on this check if they worship the same deity as a particular group's leadership. Additionally, each group's leadership can be swayed by different deeds or particular approaches to negotiation. Each hero who spends at least an hour with a group and makes a successful DC 11 Charisma (Investigation) check in advance of negotiations can learn one bargaining point. The negotiator automatically succeeds if they can obtain three sources of advantage for a

particular head of a group. While the specifics of the groups and their religious leadership will vary by your setting, we suggest the following.

Ragesian Philosophers: God of Knowledge. The high priest loves to hear stories. Rumors say the high priest abandoned several of his traveling companions on his way to Seaquen, but when he lost a book on the road he went back for it, braving Ragesian patrols. The book in question is an old manuscript of ancient philosophy, and the priest never parts with it. A negotiator might gain advantage by:

- Telling a story, giving an old book, or presenting tickets to the Wayfarers' Theater show
- The negotiator manages to read the priest's book (either by stealing it or by locating a copy of it at the Lyceum's library) and uses the philosophical arguments found in the book

Ragesian Hospitalers: Goddess of Healing. Their temple is at odds with the doctrine of the Order of the Aquiline Cross, and mentioning them or bringing Laurabec along incurs disadvantage. The priestess is very busy tending to sick and wounded people, since disease is a problem in the refugee camps. The priestess likes to use parables in her conversation. A negotiator might gain advantage by:

- Helping with the injured or curing a disease rather than waiting until she is free
- Presenting the proposal in a metaphorical way that suggests healing the refugees

Ragesian Savages: Goddess of Strength. The leader of this group is not a cleric, but a barbarian woman. She preaches that people must choose their own way, and that the strongest should lead. Very prideful, she takes offense if the negotiator comes to her as anything other than the first or last priest to convince. If the heroes come to her first or last, she automatically agrees to the proposition. Otherwise the heroes have disadvantage.

Ragesian Druids: Goddess of Pilgrimages. The head druid values hospitality, community and balance with nature, and he likes cats. A negotiator might gain advantage by:

- Being a druid or having proficiency in Nature
- Spending an evening eating dinner and telling stories of their travels
- Bringing a cat and treating it well in his presence

Dasseni Dwarves: God of Ancestors. A non-dwarf negotiator has disadvantage. The dwarves value history and their family lines and often consult their

ancestors when making significant decisions. A negotiator might gain advantage by:

- having proficiency in History
- Taking the time before negotiations to detail their lineage to three generations (the priests won't attempt to verify what they're told, so any reasonable story will do)
- Bringing components so a priest can cast *augury*

Ostaliner Mercenaries: God of Battle. The priest, Arick (N male human [priest](#)), was a former hippogriff rider. A negotiator might gain advantage by:

- Talking about the aerial defenses of Seaquen
- Defeating Arick in a nonlethal fight
- Guaranteeing the temple would be in a central, defensible position on a hill
- Being an Ostaliner

Seaquen Locals: God of Seas. The priests of Seaquen are not refugees, but they have an opinion about any new temples going in their city. A negotiator might gain advantage by:

- Having a nautical background
- Having Torrent or another water-themed magic-user present
- Promising the temple would be built on the coast
- Guaranteeing it will be on the south shore, so the refugees don't have to come into Seaquen

Sindairese Exiles: God of Sorcery. The Sindairese have been in rebellion against the Ragesian empire and its potent magic off and on for decades, and some of their group were already exiled from other lands. A negotiator might gain advantage by:

- Having an arcane spellcaster present
- Mentioning their plight in being exiled
- Bringing a bear, a symbol of good luck in Sindaire; a successful DC 15 Charisma (Investigation) check locates a druid who will loan their bear animal companion for a day for 5 gp

Development

If six temples agree, the others follow suit automatically, wanting to be included. Thereafter the heroes can call upon a minor favor from each of the temples whose priests they convinced, about once a month (roughly once per adventure). These favors can range from a spell of 4th level or lower, to borrowing a minor magic item, or something similar. If the heroes fail here, the temples still come to an awkward peace after the hurricane strikes but do not feel they owe the heroes anything.

After getting the priests on board, the temple still

needs to be made. If the heroes have not already done the [Shrieking Delve encounter](#), now is a good excuse for them to go.

SOUTH HARBOR ENCOUNTERS

Rabble Rouser

Pickens Frankart is a huge, smiling bald man with more charm than intelligence, and he does not respond well to reason or logic. He is convinced that Lyceum is just trying to take advantage of Seaquen, and works to convince others, while doing his best to help refugees make new homes and protect themselves from common thieves. Pickens never drinks but loves fancy things he can't afford. Unbeknownst to him some of his "friends" are members of a thieves' guild/pirate fleet being cobbled together by Sindairese halfling crime lord **Cernaban Gremman** (NE male halfling rogue 8/enchanter 2) and Ostalin naval scoundrel **Makung Shaftobem** (LE male half-elf commander 6).

Pickens is not dangerous, and those using him to stir up discontent are discreet, so the heroes might simply not realize the threat. Casual conversation with Pickens is not enough to convince the naively self-righteous man to change his mind, and finding a way to convince either Cernaban or Makung to admit to their criminal plans is beyond the scope of this adventure. If, however, the heroes go out of their way to stop Makung's pirate fleet and the smuggling and Cernaban's people-trafficking, at the end of Act Four they can prevent Pickens from tragically convincing the Seaquen fleet to [sail to battle against the Shahalesti](#).

Biomancy and Brothelhouses

Though Cernaban Gremman is not behind the abduction of young women around the town, some are finding their way to a secretive brothel he owns. The road here is a convoluted one. There is a shop on the south harbor named Majestic Creations, owned by **Paradim Dogwood** (NE male human transmuter 5), whom the heroes might have run into when they visited Lee Sidoneth. Paradim is something like a mad scientist, prone to rambling and exotic claims of brilliance, such as that his ancestors created the owlbear.

He offers to create custom animals for those who can pay. He effectively can create any aberration, animal, or magical beast with a Challenge Rating of 5 or less, though his creations never have an Intelligence score above 2. A few mages visit him

for unique pets, and he is busy working for Makung Shaftobem to create new hippogriffs for the captain's soldiers.

His base price is 2,000 gp for a creature of CR 2 or less. The cost increases to 3,000 for CR 3 creatures, 5000 gp for CR 4 creatures, and 9000 gp for CR 5 creatures. Designing and growing a creature takes him one day per 1,000 gp of the price. He does not guarantee the creature's obedience, though he assures customers that all creatures he designs can be trained as easily as a dog or a horse.

He also offers to perform permanent physical alterations on customers, altering flesh, appearance, and even race or sex for 2,000 gp and a painful two-day submersion in biomancy fluid. The two people who were brave enough to try the procedure report being thrilled with the results, one a half-orc man who became a human, the other a human woman who wanted to grow fur, a tail, and cat-ears. All these changes can be reversed if the creature willingly submits to a *dispel magic*, *remove curse*, or similar magic. Otherwise they are as permanent as a magic item.

Paradim's shop is full of cages of animals for raw materials, and large tanks filled with yellow-green fluid that his creations grow in, though the ones in his storefront are merely for display. A small crew of other Ostaliner mages assist him, and guards—provided courtesy of Cernaban Gremman's budding syndicate—ensure no one gets into the underground laboratory.

The operator of Cernaban's brothel wanted "special attractions," and so he had a few women abducted, then brought to Paradim's shop where they were altered to fit twisted sexual fantasies. Paradim's other customers include Lee Sidoneth and the Ragesian spies hiding in the Fire Tomb. For any of these reasons, Paradim deserves to be found out and brought to justice. However, it's likely that the heroes will simply see Paradim as a somewhat slimy but intriguing entrepreneur.

If the heroes do not find out the scope of Paradim's projects, eventually one of the mages of Lyceum does. A few days after the end of the adventure they piece together clues from the Ragesians, then raid his lab and capture Paradim. Feeling heat, Cernaban turns over the head of his brothel, claiming he had no idea that such horrible things were occurring in one of his places of business.

SWAMP ENCOUNTERS

Territorial Goblins (EL 8)

A tribe of amphibious goblins, called the Severed Head Tribe, claim the swamp between Seaquen and Vidor as their home, and while the heroes were fortunate enough to avoid crossing them, they might have seen signs of their presence. The goblins are not particularly evil, just territorial, and they have attacked and killed a fair number of refugees streaming into the region. Already Seaquen is running low on food, while the goblins have been becoming fat on food stolen from refugees and trade caravans. They even have a *decanter of endless water* set up in the center of their village as a fountain, right beside the well-tended guillotine they use for all their holy day festivals.

At some point, the heroes might attempt to clear out the goblin tribe, or to negotiate with their leader **Ogatar the Toad** in order to gain the goblins' support. Unfortunately, Ogatar is afraid that the wizards of Lyceum will come to kill him, and the paranoid goblin flees into the swamp when his scouts report the heroes' approach. The chieftain's embarrassed wife **Hessilen** can negotiate with the heroes, but lacks the support of the tribe to enforce any deals.

Hessilen will dictate a very precise stretch of terrain through which the tribe will let travelers and caravans pass, and in exchange she demands a variety of minor magical trinkets, a private cook for the chieftain to produce "exotic foreign foods," and the death of the three witches H'andrea, if this hasn't already been accomplished. Feel free to alter the demands based on how well the heroes' Diplomacy check compares to Hessilen's.

A particularly successful argument might even convince Hessilen to give Seaquen the decanter of endless water to help provide for the refugees, in exchange for permission for her tribe to enter the city without being accosted.

Before the treaty can be put into effect, however, the heroes have to locate Chieftain Ogatar, who has gone into hiding. Tracking and divination are two reasonable ways to locate him, but he has his familiar in contact with all the toads in the swamp, to alert him by fierce bursts of croaking whenever the heroes get near his position, making it nearly impossible to catch him by surprise. He also doesn't speak any language but Goblin, so talking to him is difficult. But should the heroes succeed in bringing him back to his wife, they will have made the lands around Seaquen much safer.

If the heroes negotiate a truce, reward those who

contributed with inspiration.

Creatures

- 8 [Goblin rogues](#)
- 8 [Goblins](#)
 - Goblin shaman ([priest](#))
 - Goblin [acolyte](#)
 - [Hessilen](#)

Add or subtract a goblin and a goblin rogue for each PC in a party larger or smaller than 4 PCs. If the PCs fight Ogatar, add 40 hp to Ogatar for each PC in a party larger than 4 PCs, and subtract 10 hp from Ogatar for each PC in a party fewer than 4 PCs.

Tactics

During any initial attack the goblins get those who cannot fight to safety. Afterwards, the goblins' preferred tactic is to rally and pursue their foes, ambushing them en masse at night. They have very little treasure, but a great supply of food.

The Shrieking Delve (EL 8 or 15)

Naizelasa, a female adult green dragon, has recently laid a clutch of eggs, but one of her eggs was stolen by a daredevil refugee, **Nathan Lowduke**, who is currently looking for a buyer in the developing black market of Seaquen. For several days now, the southern shore of the mire has echoed with the horrible shrieks of the mother dragon. She knows that she cannot risk going to Seaquen, where she would be surely attacked by all the scores of mages, but she weeps for her lost child. One night she attacked a ship of refugees arriving from Sindaire, tore long gashes in the sails, and demanded they find her lost egg, or on her next outing she would begin destroying ships.

The heroes might become interested in Naizelasa when they learn that she possesses a *lyre of fabrication*, which Seaquen could use to quickly create shelters for the thousands of refugees streaming in. There are a few mages in the city capable of creating such an item, but that would require them to spend many months of crafting during which the refugees will suffer.

Naizelasa's lair is a deep lake—the Crystal Delve—six miles southwest of Seaquen, a body of amazingly clear water surrounded by a wide ring of unused buildings in dozens of different architectural styles, many of them recently demolished. The dragon spends her day watching over her eggs or sleeping, and surfaces at night to wail and play her lyre,

creating buildings which she tears down in rage before sunrise.

If the heroes are cautious, they can approach Naizelasa, learn of her plight, and bargain to return the egg in exchange for borrowing the lyre for a few weeks. In exchange, the bitter mother—lawful and evil like any good green dragon—demands that they bring her the thief. She does not want to kill him, but she will hold *him* as collateral, to ensure that she gets her lyre back within a month. She may have other demands as well, but is willing to make slightly less selfish bargains in order to ensure her egg's return.

Nathan Lowduke has a fair bit of notoriety amid the criminal element in the refugee camps, so locating him should be no trouble, but obviously he is not eager to go through with this plan. He will need to be offered a bribe of at least 5,000 gp in order to agree willingly. Other ways of convincing him are left to the players' imagination.

If the heroes act honorably with Naizelasa, eventually they may be able to convince her to aid in the defense of the city, should Ragesians ever encroach on the lands where her children will eventually be born. Alternately, she might be recruited by the Ragesians for an assault, should the heroes' failures let the Ragesians get so close.

If the heroes manage to locate Nathan and the egg, and retrieve the *lyre of fabrication* from Naizelasa, reward those who contribute with inspiration.

Creatures

Naizelasa ([adult green dragon](#))

[Nathan Lowduke](#)

Adjust each creature's hit points up or down by 40 for each PC in a party larger or smaller than 4 PCs.

Attercops and Cypress Trees (EL 8)

The heroes learn that a ship from Ostalin has become mired after it edged too close to the shore. One of its crew, **Drimma**, made his way through the swamp, and can provide directions to the ship, ten miles away on the south coast of the peninsula. The ship, a freight courier named *Milsoven*, was delivering exotic animals to **Banahman Vett**, one of Lyceum's instructors, who is worried that the cargo might be ruined if it isn't retrieved quickly. He offers a stingy reward of 480 gp if all the creatures on the manifest are returned to him, reduced by 20 gp for each of the twenty-four creatures lost.

While the reward is paltry, Banahman is a head professor at the school, so getting on his good

side may be important. Also, as detailed later, he unknowingly has had contact with some of the spies who will threaten the city. Even recovering one creature will win his favor.

Unfortunately, someone on the *Milsoven* did not follow proper procedures when feeding the creatures, and some of them escaped, overrunning the crew and turning the ship and the cypress marsh around it into their new home. These creatures are attercop pouncers, thick-bodied hunting spiders with animal cunning like that seen in wolves and hyenas. Attercop pouncers are capable of incredible jumps, and often will jump and overrun fleeing foes, giving the rest of the pack a chance to catch up. Originally bred deep underground, these creatures were to be sold to refugee druids and rangers as exotic animal companions, providing a great profit to Banahman Vett, although they will prove to be untrainable.

Creatures

8 [Attercop pouncers](#)

Add or remove 2 attercop pouncers for each PC in a party larger or smaller than 4 PCs.

Treasure

If the heroes dig around, on the bodies of the dead sailors they can find 200 gp worth of coins and jewelry, and a [flaming stump hook](#).

Development

Half of the attercop pouncers (up to four) lurk in the ship, along with four crew members who have been cocooned and implanted with eggs. The rest prowl the watery forest around the ship, and have set up nests in cypress trees about fifty feet from the boat. When one group engages in combat, the other group comes jumping into the action to join the hunt.

Also aboard the ship are an ankheg with a glass muzzle, a giant ape, a pegasus, and a couple of crates with twelve stirges total. There were originally twenty-four creatures total (the fifteen still aboard plus nine attercop pouncers), but one of the spiders was killed by the crew.

If the heroes rescue the crew and capture or kill all of the spiders, they become famous in the city. The captain is dead, so they might even be able to salvage the ship, though uses for the ship are beyond the scope of the campaign saga. If the heroes do not deal with this, in the coming months the hunting territory of the attercop pouncers spreads slowly, until it becomes difficult to travel through the swamp anymore without being attacked.

ACT THREE: LYCEUM

Eventually the heroes should visit Lyceum. If they don't ask, someone will recognize their skill and will invite them to attend a council meeting, where the leaders of Lyceum and prominent members of the town and the refugee camps will meet to discuss news and plan how to respond to the threat posed by Ragesia. Diplomats from Dassen, Sindaire, and Ostalin will be present, and the heroes will have an opportunity to speak to the council and request aid for Gate Pass, or address whatever reason brought them to Seaquen.

The council should occur in the first few days that the heroes are in the town, though the heroes will likely be welcome in the school before and after this time.

LYCEUM ACADEMY

The Lyceum compound is surrounded by a low stone wall, and consists of a half-dozen class buildings and dormitories on a hill near Seaquen's north harbor. Most of the buildings are built of moss-coated gray stone, with wide covered walkways and broad fields filled with trees that droop with golden moss. The central tower—an eight-story, sixty-foot diameter pillar of weathered stone and thick windows called the Aurad Tower—is used for major events, such as the council the heroes will attend, and contains the offices of the professors. However, all the professors have their own homes along the north shore.

Twenty upperclassmen (spellcasters of 5th level), forty underclassmen (3rd level), and seventy apprentices (1st level) attend the school, which is presided over by **Headmaster Simeon Gohanach** (LG male human diviner 13). Faculty members include:

- Kiernan Stekart (LN male dwarf abjurer 11). Head of the Department of War, in charge of academy defense.
- Fogo Henning (N male gnome illusionist 11). Instructor.
- Banahman Vett (CN male half-elf transmuter 9). Instructor.
- Cloin Vemeir (N male human necromancer 9). Instructor.
- Pristina Whitehair (CG female human conjurer 9). Instructor.
- Tika Shayam (N female human druid 7). Instructor.
- Dougan Rambausen (NG male dwarf enchanter 7). Instructor.
- Brighton Cooper (LG male human evoker 7). Instructor.
- Deacon Theal (CN male half-orc sorcerer 7). Instructor.
- Gilver Fern (N male halfling bard 7). Head of student affairs.
- Ogoth Who-Wears-No-Mask (LN male orc cleric 7). Ex-inquisitor, consultant.
- Lee Sidoneth (LN male human monk 1/ druid 8). Harbormaster, friend of the faculty.

Students at the Lyceum study all manner of magic, though there is an emphasis on arcane magic. Most students who can learn the spell *duelist's etiquette* do so, as the school pays a few silver pieces for someone to cast the spell every time there is a spell duel. Likewise, most students possess the Spellduelist feat.

A hero who can wield magic and desires to join the Lyceum may do so after the war council, and Simeon will expedite their application. The monthly fees of 10 gp cover a shared dorm room, board, classes, and facilities magical work such as creating potions and alchemical compounds. This provides a space for magically-related downtime activities, and heroes have advantage on applicable ability checks made at the Lyceum. After the hurricane, Simeon will be willing to waive the monthly fee, but he explains that the Lyceum is pouring considerable resources into the war effort and could use the money.

Spelldueling Heroes?

Magic-users among the heroes will be pressured by mages at the school to duel with them. The rules of spelldueling are fairly straightforward. The battle occurs in a 30-foot radius, marked off by the spell duelist's etiquette. A judge outside the area tells the duelists when to start, and the duel is resolved like a normal combat, albeit a usually nonlethal one. A mage loses if they fall down twice, if three of their spells are countered or disrupted, if they leave the arena ring, or if they fail to cast a spell for three consecutive rounds.

Participants must have no spells affecting them when the duel begins. Familiars and animal companions are allowed, but non-spellcasters are usually not allowed to participate. A coin toss lets the winner decide where to hold the duel, though etiquette demands that each duelist begins with roughly equal footing.

While this is mostly just idle practice and sport,

a character who consistently wins develops a reputation and may become the target of adoration from younger students, and challenges from older students. Duelists are usually limited to one opponent a day, but a duelist may duel two challengers two levels lower than them, or four challengers four levels lower than them. Most of the students at Lyceum have no practical combat experience, and they tend to use spells that they think are interesting rather than those that will decisively end a battle.

Should a hero win several spell duels, Katrina decides smugly to show off her power, and she begins to make a name for herself as well, participating in duels with several students at once, taking them down with majestic fireballs. Then, once she has established a suitable reputation, she challenges a PC spellcaster, and loses the duel intentionally, as dramatically and convincingly as she can manage.

Tactics

Pristina's duels are well-liked by the students, since she almost always starts off by casting *mirage arcane*, turning the arena into a visually interesting location that gives her cover. Often this is something elaborate, like a forest gully filled with dozens of caves she can hide inside, tall bushes and cascading waterfalls providing concealment. She is particularly fond of playing tricks with illusions that deceive her opponents into wandering outside the ring and being disqualified, or into searching for her inside the illusion while she stands on the outside.

Pristina's general tactic is to separate herself from her foe with illusions, *fog cloud*, or a *wall of ice*, and spend a few rounds summoning monsters before removing the partition and assaulting her foe. She tries not to give her foes the option of making saving throws, so for instance she would use a wall of ice to simply divide the battlefield in two, rather than trying to trap her foe in a hemisphere of ice.

Statistics for a typical [upperclassman](#) of Lyceum and for [Pristina Whitehair](#), one of the professors, are included if any of the heroes are interested in dueling.

THE WAR COUNCIL

A few days after the heroes reach Seaquen, Headmaster Simeon calls together a dozen or so prominent people from the town for a war council. They arrive one by one through the constant drizzle,



and polite students greet them at the entrance to the Aurad Tower, drying off the visitors with *prestidigitation* spells while simultaneously using *arcane eye* to provide a modicum of security. Guests are then escorted to a fifth-floor lecture hall with a vast curving window that looks out across the harbor.

Once everyone has arrived, Simeon appears and ushers everyone to an adjacent classroom that resembles an operating theater—a comfortable yet small area for discussion, surrounded by balconies where students would normally look down and watch an instructor demonstrate the intricacies of a particular spell. The room is well lit, and the Head of the War Department, a darkhaired dwarf named Kiernan Stekart (LN male dwarf abjurer 11), places a short stone rod carved of veiny black stone on the table in the center of the room. He assures them no one can endanger them here, as long as they remain within 20 feet of the rod. He then steps to the side of the room, where stands a shield guardian crafted to look like a gnarled stone treant.

Aside from the heroes, the war council is attended by Headmaster Simeon Gohanach, Head of the War Department Kiernan Stekart, Magistrate Lorb



Votberd, Lee Sidoneth, Commander Xavious Foebane, Laurabec Adelsburg, and Wayfarer representative Giorgio, plus Dassen ambassador Kiefer Numhaut, Sindaire ambassador Cranston Snord, and Ostalin ambassador Kazha Lonam, plus Katrina and perhaps Torrent and Haddin Ja-Laffa if they have made it this far with the heroes.

Simeon

When everyone is present, Simeon encourages them all to sit, while he remains standing to present an introduction. Simeon is casual and folksy, dressed in a common vest and work pants such that you might not realize he's a mage if not for the subtle runes sewn into his clothes.

"Ladies and gentlemen, you'll pardon me if I'm brief. Our enemies are many, and we know their eyes are constantly watching. We don't have much time for this meeting, so, even though I encourage each and every one of us to have our time to speak, I need to ask that we not get too bogged down in discussions of minutiae and other small things.

"We have a great task ahead of us — a task that we do not do simply to protect ourselves, but to save the lives of all our families, brother, and sisters. The new emperor of Ragesia, Leska, who proudly calls herself the Supreme Inquisitor, has set her armies to conquer all our nations. Everyone is in danger, from lowliest warrior to mightiest mage. I have vowed as my duty that I will fight against this Scourge from Ragesia, but I don't know much about running a war.

"What I do know is that we all have knowledge and skills that will be valuable in this fight. I hope that you will trust me to lead this fight against tyranny, and I will trust you to give me your best wisdom and aid so that we may be victorious.

"Our goal is to stop the Scourge, to drive back the armies of the Ragesian Empire, to dethrone Leska, and to ensure our families and homelands are safe. Now, I hope you all have some idea how to do that. My ears are open."

Simeon sits, and directs each of the visitors to speak in turn. Meanwhile Kiernan Stekart, the quiet dwarf in charge of the new Department of War, remains vigilant, and acts quickly to put down any actual violence, though he expects tempers to flare

RUNNING A 12-CHARACTER CONVERSATION

The purpose of this scene is not to let the heroes dictate the policies of the war; they're still outsiders in the eyes of those in charge, and they will have to earn that power by proving their loyalty and competence. Rather, this scene is meant to provide the heroes with a sense that great events are brewing, and that they have the opportunity to make a difference. It also establishes numerous key NPCs who play a role, either later in this adventure or throughout the entire campaign saga.

Try to keep this scene flowing, so that many ideas are presented. We have tried to make it easy to present: generally, only one NPC will be speaking at a time unless one of the heroes interrupts and asks a question of someone else present. Even if your players aren't the sort to be excited by lots of talking, Katrina's attempts to paint the party as great heroes should prove amusing, and Laurabec will look to the heroes as a group of fellow refugees who support her, in spite of the disdain of Magistrate Votberd.

In any case, as soon as things start to either get really slow or really heated, the Shahalesti should arrive, transforming the negotiations into a possibility for battle.

and does not worry about simple yelling or even threats. From time to time, Simeon glances at him for an assessment, and Kiernan, keenly familiar with Lyceum's resources, curtly provides any information requested.

Each of the visitors takes a minute or so to present his or her concerns and insights, going in the following order unless interrupted.

Magistrate Lorb Votberd

The dwarven ex-pirate who now presides over the government of Seaquen is here to bring up a long list of grievances against the refugees, who he says are bringing chaos and crime to their town. He is in favor of recruiting able-bodied refugees to a new, broader police force to get things under control in a hurry. In particular, he wants to systematically bring in every refugee for questioning, so they can put into custody those who appear suspicious. On the matter of alliances with other nations, he is very leery of any arrangement that forces Seaquen to answer to another power.

Lee Sidoneth

The heroes should have already met the bald, relaxed hydromancer. Charged with maintaining the security of Seaquen's harbor, he weighs in on naval affairs. He explains that the north harbor is so crowded that they're sending new ships to the south harbor. Though there aren't adequate docks for all the refugee ships, Lee thinks it best that most ships not be piered, so they can move quickly in case of an attack. His general stance is to wait and build strength, rather than rush to action. As he sits down he sneers at the ambassador from Ostalin, saying, "Some war-mongers might disagree with me, but they are motivated by the flow of gold into their coffers, not the safety of refugees or our city."

Commander Xavious Foebane

A respected retired commander from Dassen, this aged dwarf wants Seaquen to forge alliances with any nation that is willing to stand against Ragesia. He has several ideas to take advantage of Seaquen's substantial magical resources, such as lending spellcasters to military units of numerous nations. This both helps those armies outwit the Ragesians, and provides some protection against betrayal. He has identified military objectives best be handled by mobile experts, saving large forces for holding back enemy advances.

The most important mission, in his mind, is

locating the Torch of the Burning Sky, and he believes Leska has already begun searching for it, which is why she has spread her armies so widely. He already has in mind a group that he trusts to accomplish the mission: he served with them in Dassen, and with the support of some of Lyceum's mages they would be able to easily go anywhere and do anything to retrieve this most valuable weapon of war. All that remains is to contact Dassen's King Steppengard.

Laurabec Adelsburg

The eagle-riding holy warrior speaks for longer than anyone else, and during her speech Magistrate Votberd grows slowly more irritable.

Laurabec is less concerned with broad military matters and more worried that the thousands



of people who have come to Seaquen to make a difference in the war might tear themselves apart. It's clear that Ragesia is partly to blame, she says, citing the [erinyes who attacked the heroes](#), but just as many problems are the result of inadequate food, water, and shelter; bitter religious and cultural differences; a perception that Seaquen and Lyceum view the refugees as outsiders and pawns, rather than vital allies; and the clear fact that more than a few people are here looking for an opportunity to profit from the war.

Laurabec speaks unofficially on behalf of the refugees, and she requests that someone pay more heed to the local affairs, since it will take weeks anyway before any military actions can be coordinated. She starts to go into specifics, but Magistrate Votberd interrupts her.

Votberd thinks Laurabec is coddling potential hostiles, and is confident stricter laws will get things under control. The refugees, after all, have come to *Seaquen*, and should follow *Seaquen's* rules. Simeon is more willing to listen to Votberd, whom he trusts from experience, saying he does not want to devote Lyceum's students to helping the refugees when they could be training for war.



Giorgio

The flamboyant Wayfarer walks slowly around the table, thumping his staff on the floor with every stride, and he simmers with enthusiasm. He presents the Wayfarers' knowledge about the dangers of teleportation, and says that they are working to find a solution. In hushed tones he hints at what amazing mobility the Wayfarers could provide them if the Cirque were willing to violate its long-standing neutrality. Then, with a smile, he says that the guildmistress, Sheena Larkins, is willing to do just that, if Lyceum can prove it has a legitimate chance to defeat Ragesia.

Before sitting, Giorgio produces a ticket for each person present and gives the following bombastic speech:

"These are for a performance in three weeks of *The Spectacular Trial of Toteth Topec*, which you've no doubt heard will be premiering at the Wayfarers' Theater in a few days. Though there will be other performances before the night of your tickets, the ageless beauty that is Guildmistress Larkins wants to be certain we have everything perfect before we show it to you, the city's most respected citizens, and those dignitaries visiting from similarly respected nations. Think of the symbol it will be, for all you to attend a show together! I dare say it may be wholly disastrous to morale if even one of you fails to attend!"

Katrina

Most likely Katrina will come with the heroes, and she presents them as the greatest resource available to the war effort. She extols their victory over a Ragesian inquisitor and reminds everyone that they are already a thorn in the Empire's side, so much so that the inquisitors sent not one but two children of hell to track them down. She explains that she too has faced an inquisitor and defeated him, and that her brother Rantle, whom she spoke to recently via a *sending* spell, is a vital member of the resistance in Gate Pass.

After this she lets the heroes speak, though she is not above expressing amazement at their deeds, and she occasionally prompts them for more details of what they have faced and what they suspect the Ragesians may have wanted with the case.

Kiernan advises that they not look at the contents of the case with so many people around, though Simeon assures them that he wants take a look at it after the meeting, before the group leaves.

Dassen Ambassador Keifer Numhaut

This tall, blond human says that King Steppengard is displeased that Seaquen's rallying call has brought so many refugees through his lands, making his kingdom a target for Ragesia. While Dassen is not above lending its support if there is a legitimate reason, for now the King believes it wiser to make a pact of neutrality with Leska, and leave Seaquen to its own fate.

Simeon says he will talk to the ambassador in great length, and show him copious information that he believes makes it clear that Ragesia will accept no neutrality.

Sindaire Ambassador Cranston Snord

The aged gnome from Sindaire says that his nation's people want to resist Ragesia, but the politicians cannot pledge their support to Seaquen and risk drawing Leska's ire. He suggests that if Seaquen could defeat Ragesia in a notable battle, such a victory might be enough to make a difference.

As for the Torch of the Burning Sky, Cranston says that he is confident he knows where it is; it's just impossible to reach.

"The evening that the Old Dragon was slain," he says, "a storm of fire opened up in the skies above the late emperor's castle, a place called Korstull, a canyon in a broad field. Now everything there is dead, burned by months of searing rain. Sometimes the dead wander out of the storm. I don't know how anyone could have gotten into that firestorm to retrieve the Torch, nor do I know how you would expect to either."

Ostalin Ambassador Kazha Lonam

Slender, with sharpened black fingernails and voluminous robes that probably conceal weapons, the half-elf ambassador is sourly sarcastic. Her nation is only interested in lending its aid if it will profit them, but she presents their desires as generous. She says, with a self-important air:

"The inestimable Khagan Onamdammmin, generous monarch of Ostalin, deeply regrets that his neighbors might be endangered by the Ragesian armies, but is willing to lend his elite, fierce armies if his neighbors are reasonable. Ragesia intends to conquer your entire nation. Would it not be reasonable to trade us one-third of your land, so that you may keep the rest from the greedy, cruel Ragesians?"

This starts a heated bout of bickering among the ambassadors, which is a good time for the Shahalesti to make their appearance.

If any of the heroes come up with some interesting ideas or make a good impression, reward them with inspiration.

SHAHALESTI ENVOY

In the midst of people's discussions, the door to the classroom swings open. A human steps but is hurled back out of the room. The thrum of a telekinetic thrust shakes the room; Kiernan's hands are raised from recent spellcasting.

Simeon looks at Kiernan in shock and says, "That was Johund you just attacked."

Kiernan shrugs. "Just being safe," he replies.

When the shaken Johund is brought into the room, he says frantically that a group of elves flew over the walls and are heading up the tower right now. There are seven, he says, and they carry the flag of Shahalesti, a revelation which raises another uproar in the room. Simeon calls for calm, saying the diplomats should meet their new guests politely, but that at the same time everyone should be ready for a fight. At that, he stands and leads everyone into the adjacent lecture hall just as the Shahalesti envoy enters on the far side.

All the elves are dressed in silver armor and blue cloaks, and stand tall and bright with straight blond hair and straight swords at their hips. Their leader is a pristinely beautiful elf woman whose eyes shine like sun on the bluest sea. Two men stand close to her like bodyguards, and one in the center holds a flag ceremoniously, while the rest of the elves watch warily.

The Shahalesti leader sees the group pouring out of the classroom and says, "I would have waited. I didn't intend to frighten you."

If none of the heroes do, Simeon takes charge and asks who she is; the woman introduces herself as Shalosh, daughter of the Shining Lord Shaaladel of Shahalesti. She has come to offer an alliance with Seaquen against Ragesia.

Tactics

Neither the Shahalesti nor any of the members of the war council will initiate a battle, but if the heroes do, Shalosh and her allies start off defensive. Simeon and Kiernan quickly subdue the heroes, not wanting overeager warriors to start an international incident.

THE RAGESIAN CASE

The most likely outcome *The Scouring of Gate Pass* sees the heroes gain possession of the Ragesian case and commit to delivering it to Lyceum. But it's also possible the Shahalesti spy Shealis Amlauril retained the case, while offering to update Lyceum regarding it. Here is how to play events if the case is not in the heroes' possession.

Sometime before this adventure (while the heroes are traversing the Fire Forest of Innenotdar), Simeon is contacted by a Shahalesti wizard named Clathan via a *sending* spell about the Ragesian case that he received from Shealis. In this event, Simeon will know about the heroes before he even meets them.

The first time the heroes make it to the Lyceum (whether it's to research the tidereaver's tears or some other reason), Simeon will find out they are on the campus and will have them brought to him.

He will thank them for their efforts, tell them that Clathan is working on the case, and explain that there has been ongoing contact. Simeon does express a little concern that he hasn't heard from Clathan in the last two weeks, but he does remember a previous collaboration between them took three years to resolve. He is more anxious about the time-sensitive nature of the case's contents than he is about the wizard's research.

When Shaloshia arrives at the council, she has the case with her and one of her guards places it in Simeon's hand along with a note from Clathan saying he thinks it is best to let Lyceum have it. He also mentions Shealis' thanks to the heroes for their help. At some point, Shaloshia will mention the sincerity of the Shahalesti offer as represented by her delivery of the case. She mentions that a group of heroes who may be in Seaquen right now were instrumental in obtaining the information and the Shahalesti are showing their good faith in putting it in Lyceum's hands. Katrina will be impressed when the Shahalesti princess mentions the party in front of the council.

strong enough to drive back the fires of Ragesia, but even for our greatness, victory is not assured.

"My father, Lord Shaaladel, knows that some of the nations whose ambassadors stand in this very hall would prefer Shahalesti fall, but they don't realize that in so doing they prefer their own doom. All here must admit that faith in the leaders of other nations is a difficult thing when the only gesture is a few diplomats sent to the banner of Seaquen.

"Shahalesti sends a fleet. Seventeen of our ships sail now to this peninsula, surrounding it from all directions to protect it from hostilities. By this we show our devotion to the fight, and—so my father believes—we prove that it is our nation who should lead that fight.

"We invite you to join with us in the war against Ragesia. Many potential allies have found their way to your city, and so we have come here to meet them. However, we will not risk betrayal on any scale, nor would it be wise for you to risk it. So we ask that you hand over control of Seaquen to the Shahalesti fleet, so that

The Shahalesti Offer

As Shaloshia reads her memorized speech, she hesitates occasionally, clearly uncomfortable with a few elements of the plan her father has laid out. She is not willing to defy her father, however, and stands by his commands.

"I come with an offer of safety and salvation for Seaquen and those who shelter here. As you know, Shahalesti is the shining jewel of civilization, and now we are attacked by the armies of Ragesia. For every loss we suffer, the progress of all nations suffers. We are the only power



we may begin checking the purity of your allies' spirit. Admiral Telshanth will serve as provisional governor of Seaquen—"

At this point, the Dassen ambassador begins shouting his nation's refusal to hand over territory, and within moments the other ambassadors begin to clamor as well. The Shahalesti offer, it seems, has not gone over well.

Simeon calms the group down, then says that he can recognize a threat when he hears one, and that if Shahalesti wants to form an alliance, they can learn to share just like everyone else. He is not going to hand his town or his people over to anyone. Shaloshia does not look surprised, but as she breaks from the script she has prepared she shows genuine concern. She says that the admiral has his orders, that the fleet will remain, and that Shahalesti will prevent travel by sea into or out of Seaquen. She will speak to her father and seek a compromise, but she says that such a thing cannot be accomplished quickly.

The other ambassadors demand the elves leave the building. In order to salvage what negotiations he can, Simeon concedes, asking Shaloshia and her retinue to go. The heroes should have a chance to talk to anyone they want to before they leave, and, though they are in no position to make an actual alliance, they could lay the groundwork for one. Or they could start working on a feud, war, or friendly rivalry against Shahalesti.

If the heroes do something dramatic with regard to the Shahalesti, be it working toward an alliance, vowing to resist Shahalesti oppression, or attempting to seduce Shaloshia, reward those participating with inspiration.

AUDIENCE WITH SIMEON

Eventually, after dealing with the Shahalesti, the Dasseni, the Sindairese, and the Ostaliners, Simeon comes to the heroes, wanting to hear from them personally. He feels Katrina clearly has a good grasp of the dangers of this war, and her ringing praise of the heroes gives him confidence they can be useful allies. Simeon wants to convince the group to lend their aid for various missions in the future, and the heroes should come away feeling that Simeon has his heart in the right place, but he could clearly use their help.

Pleading for Gate Pass

Should the heroes entreat Simeon to aid Gate Pass, the headmaster says that he wishes he could, but Lyceum must find allies before it can make a difference. Mages—which Seaquen and Lyceum have in abundance—do not do well when marched to war without support. However, Simeon says that Commander Xavious has a hunch Gate Pass is important for more than its being a stepping stone to Shahalesti, so for now, Simeon considers learning more about Leska's goals in Gate Pass—and ultimately driving her out of the city—to be a top priority.

The Ragesian Case

If the heroes managed to deliver the case of military plans all the way from Gate Pass to Seaquen, Simeon and Kiernan take a look at it with them, taking all proper precautions before finally opening the heavy book within the case. It is written in Infernal, in an incredibly difficult cipher, requiring a successful DC 26 Intelligence check to break, and though Simeon expects he'll be able to break it eventually, he wants some answers quickly. He asks the group to wait, and after ten minutes of casting various divinations, he can tell them this much.

The book was written by Kreven, second in command of the Ragesian Inquisitors, and it was read and approved of by someone who is immune to divinations, most likely Leska herself. Magic was used to scramble the words in order to encrypt it, and Kreven believed that protection was so secure that he was lax in actually making sure the book did not get stolen. The book, and what is detailed within, is somehow tied to the Scourge, Leska's military order to capture hundreds, if not thousands of "disloyal" mages. Something odd came to Simeon in the divination, as if the name "Scourge" had another meaning that he wasn't aware of. Finally, both Kreven and the unknown person who approved of the book were concerned with legends surrounding something called "Trillith." Simeon has never heard of the name.

Simeon asks to be able to keep the book so he can work on deciphering the entire text, and if he learns about the *tidereaver's tears*, he asks for one of those for his staff to study as well. He welcomes the group to return to Lyceum whenever they need to, and tells them to enjoy a brief rest while they can. As soon as they can get the Shahalesti off their backs, Simeon will have a mission for them.

ACT FOUR: THE STORM

The heroes have been invited to a special performance at the Wayfarers' Theater. Hopefully they're fans of theater, because assassins scheme to murder many of Seaquen's leaders, and the heroes may be the only ones with a chance to stop the assassination.

THE PLAN

Lee Sidoneth has brought to Seaquen an *orb of storms*, an item created by Pilus of the Monastery of Two Winds. It can control the weather in a specific area, and the Ragesian spies plan to use the orb to summon a hurricane over the city. Incredible wind, rain, and storm surges will devastate most of the buildings in the city and kill a great number of refugees whose only shelters are tents. Also, by a stroke of luck for the Ragesians, a large detachment of the Shahalesti fleet has sailed into range of the storm. Lee and the Ragesians will be content simply to devastate Seaquen and demolish the Shahalesti blockade ships, but they have a plan that, if successful, would also cripple Seaquen's fleet and decapitate the resistance's leadership.

To lure Seaquen's ships out of the safety of the harbor, Giorgio the Wayfarer will activate the dormant teleportation magic of the Wayfarers' Theater ship during a performance for Simeon and all the others who were at the war council, sending it across hundreds of miles of fiery astral space, enough to incinerate the ship and everyone inside it. By leaving evidence that points at the Shahalesti, Lee hopes the tragedy will provoke at least some of the captains of Seaquen to make for the open sea to fight.

The evidence Lee plans to leave is grim but calculated to be completely convincing. Using Paradim Dogwood's biomancy skills and a fair bit of scrying (to get the features right), Lee has had a half-dozen abducted refugees transformed into perfect images of sailors from the elvish fleet. These poor victims were burnt to death, and will be rowed in a similarly scorched boat near the spot where the Wayfarers' Theater is anchored. When the theater vanishes in a burst of flame, it will appear that the elves were killed trying to get off the ship in time.

Lee recognizes that the plan is complicated and has a fair chance of failure, but his main goal is hammering Seaquen with a hurricane. Killing Simeon, destroying two enemy fleets, and ruining the best chance for an alliance between the nations

opposing Ragesia is just icing on the cake.

THE SHOW

Guests arrive at the Wayfarers' Theater by ferry a little before noon, are greeted by **Guildmistress Sheena Larkins** (standing under a parasol held by her bodyguard **Hawkins**), and then hurry down a spiral staircase from the main deck to the theater

ATTENDING THE PLAY

At the war council, the heroes should have received tickets to the performance this evening. If they didn't, or if they show a lack of interest in attending, Katrina might try to drag them along, saying it will be good for their image to be seen attending, since it will show their solidarity with the city. If they complain that it doesn't matter how much solidarity they show with the city, Katrina reminds them that as ambassadors from troubled, besieged Gate Pass, the heroes are already famous and their movements are a matter of much interest in Seaquen.

Simeon might ask the heroes to come along as a favor to him, or Kiernan could ask them to serve as bodyguards, encouraging them to keep an eye out for danger. Either, or both, will point out that they would consider it a favor paid to Lyceum if the heroes attend with them.

Alternately, Crystin Ja-Nafeel, the seeress whom the heroes might have brought along since the end of adventure one, could tell them she had a vision, saying, "I saw a ship painted with flames, where a great story was being told. You were there, recognized as great heroes."

Use whichever method you think has the best chance of getting the heroes to the play without tipping them off that something particularly dangerous is going to happen. Players are naturally a little paranoid, but if they call in overwhelming reinforcements there is less opportunity for drama. Of course, if your group likes outwitting foes instead of having dramatic combats atop a galleon rocked by stormy waves, by all means let them call in the cavalry to deal with Giorgio and his crew.

If the heroes don't attend the play, at some point after the hurricane they hear that Katrina realized something was amiss and alerted Kiernan, and the two of them saved the day in an amazing and stunning display of arcane and combat prowess that far surpassed even the Wayfarers' performances in terms of sheer entertainment value and artistry. Katrina laments that the heroes didn't come along and see the real show.

itself, which is easily four times as large a space as should be able to fit into the ship. The theater is lit by dozens of lanterns, and lenses over the stage focus spotlights on a curtain stitched with a pattern of fire. Ushers costumed as monsters and angels guide people to their seats, offering to magically dry guests' clothes with *prestidigitation*.

The theater seats one hundred, but the heroes, being relatively unimportant in the current scheme of things (despite what they may have been told), have seats in the very back row, where they can still hear the occasional rumble of thunder overhead through the closed hatch to the main deck. Barely visible in shadows cast by lanterns are relief carvings that imply countless archetypes of fiction. There are no windows, and when the lights dim and the music of unseen performers seems to emanate from the walls, it is easy to believe that you are no longer part of the same world you were in moments before. Which, in a way, is true.

A character who uses *detect magic* or some similar ability sees that the walls are awash in various subtle magics that are as much a part of the ship as the cracks in its wood grain. The deck hatch that would normally lead into the ship's hold is the opening to a custom-designed *magnificent mansion*. This extradimensional space is where the theater lies, and it contains numerous unseen pathways that only the Wayfarers know. As vast as the visible space is, there is even more that lies unseen and inaccessible beyond the walls. This permanent effect is merely suppressed by *dispel magic* or a similar effect, depositing the occupants on the deck of the ship.

Simeon and various dignitaries are in the front row, but Katrina is sitting in the back row with or near the heroes. She talks quietly to whoever in the party she likes or dislikes the most, even after the show starts, which earns her a few angry shushes.

The Spectacular Trial of Toteth Topec

The Wayfarers' show is a visual spectacle with songs, acrobatics, and pyrotechnics, relating an old Ragesian myth with a modern, political twist. The tale it is drawn from is about an ancient orc druid named Toteth Topec, who supposedly learned that the world was in danger of being torn apart at its very elemental foundations. It is a sequel of sorts to the myth of the Aquiline Heart, and is full of action, magic, betrayal, and great heroism.

Prelude

Starting at the back of the theater and cascading forward, lantern flames flicker and vanish, drawing your attention toward the spot-lit stage. When only a handful of lanterns remain, violins, cellos, and a tinny drumroll sound from the walls, seeming to come from nowhere. The last lanterns are snuffed, the curtain slowly crawls to the forty-foot high ceiling, and then even the spotlights die, fading like the setting sun, white to orange to blood red. The drum rises to a crescendo, and then goes silent just as a man strides onto stage, a spotlight snapping him into view.

He hurries across the stage and casts a furtive glance to the audience. You recognize the actor, under layers of magic and illusion, as Giorgio the Wayfarer. He plays the role of the ancient orc geomancer, Toteth Topec, clad in a white traveling robe of ancient times. Then from the shadows of the theater's ceiling, a serpent dives likely a pearly lightning bolt, snapping its jaws just as Toteth dives out of reach. Violin strings cry out in fright from the walls. The geomancer somersaults to his feet and pulls a long black staff from under his robe. The snarling serpent rises into the air, snarling in rage, its tail whipping past Toteth like the trough of a iridescent wave.

Just when the dragon's tail is almost out of reach, Toteth leaps and grasps the tail one hand, holding his long club of a staff in the other. Drums sound, horns cheer, and the audience gasps as, flying through the air, Toteth clammers up the beast's back, fights off its thundering bites, digs his hand into the monster's eye, and cracks out one of the dragon's teeth with a ferocious swing of his staff. The wyrm bucks and vanishes into the shadowed sky, and Toteth flips and rolls twenty feet to the ground, stones cracking where his hands and feet strike.

The audience stands and applauds, and so begins *The Spectacular Trial of Toteth Topec*.

There are five acts to the play. The heroes should have a chance to talk quietly or keep an eye on anyone they think might be suspicious, and you can punctuate these periods with synopses of the events of the act. If the heroes are not very interested, you can skip to the end of Act Two, where Toteth Topec is pulled into the underworld.

Act One

Singing and cartwheeling primitives at the far end of the world celebrate Toteth Topec as a great hero, for he has saved their town from a dragon, but the geomancer does not care. He travels to find great magic, to find immortality. His journeys carry him to many foreign lands where he fights strange beasts, all the while pursued in the shadow by the opaline dragon. He befriends three mages along the way, each helping him at a different leg of his journey with their control over flames, winds, and sea, but ultimately Toteth travels alone in a great desert, under the searing sun.

Demons assault him, heat drives him mad, and he sees a vision of the Stormchaser Eagle crashing to the earth before him. Feathers burst across the theater, floating through the air, and when people grab them out of the air they see that they're not illusions. Then everyone looks up to see Toteth passed out, and the dragon hovering over him. But before it can strike, a beautiful, dark-skinned woman in green robes finds Toteth, falls across his body, and prays for help. Light beams from the heavens, and the dragon flees again to the shadows. As the stage fades to darkness, the woman carries Toteth to her home, and a deep percussive thrum shakes the theater, like the beating of a massive heart.

There is a two-minute musical intermission, during which Katrina, who is herself not the greatest fan of theater, scoffs at the heavy-handed allusions. If the party doesn't get her meaning, she explains that *clearly* the dragon is Ragesia, the air mage is Ostalin, the fire mage is Dassen, the water mage is Shahalesti, and Toteth, an earth mage, is Sindaire. The woman in green is meant to represent Seaquen, coming to aid Dassen. The elements chosen, she says, are fairly common motifs for the nations of the region; the original myth says only that there were four mages who helped Toteth. The costume choices, she concludes, are clearly intended as propaganda to show many nations—the very nations under attack—working together against Ragesia.

Still, Katrina reluctantly admits that she's quite impressed by the level of detail put into the on-stage illusions. She smirks and tucks a feather into her sleeve. However, if anyone uses *detect magic*, they see nothing on stage that is magical up to this point in the play.

Act Two

Toteth wakes in fits, light and dark represent many passing months as the woman tends to him. As he heals a romance forms between them, and the healing montage ends with a flamboyant love song and mock battle between Toteth and his love's in-laws so he can marry her. The battle is interrupted at the funniest moment by a tremor, and people in the audience actually cringe in fear as the stage seems to crack and intense winds blow out of the deep. Toteth realizes the world is still in danger, and he recalls the vision he had of the Eagle. He sets out to find a way to save the woman he loves, leaving her behind, not realizing she is pregnant.

Another montage showcases his incredible journey, as he faces riddling fairies, giant spiders, and a cursed pyre filled with evil spirits to find a gem that can seal the world. Interspersed during the odyssey are images of his love, growing slowly more pregnant, until finally she gives birth. When she does, she is visited by the other three mages who aided Toteth in Act One, and they bless the child, swearing to go join the geomancer's quest so he can come home soon.

They travel through the aftermath of the various monsters and challenges Toteth has defeated, the ease of their journey a humorous counterpoint to the geomancers. But then they find him, and see him standing atop a shining peak, fighting the dragon of bright shadows. Toteth holds the gem high, trying to capture the dragon's soul so he can take its power to heal the world, but the dragon is stronger. It bites him in half and the stage goes dark, the only thing visible is the gem, which falls and shatters.

During this intermission Katrina, recognizing that the heroes don't know this story, spoils the rest of the plot, saying that Toteth trapped his own spirit in the mountain, but the others don't realize the significance of what they saw, so they try to track down and kill the dragon. The dragon kills them at the end of Act Three, and it seems like the whole thing is a tragedy. But then the geomancer's daughter, Eshu, grows into womanhood, and she vows to destroy the dragon and complete her father's work.

Just as Act Three is about to start, have the heroes make DC 8 Wisdom (Perception) checks, with anyone not keeping watch for anything suspicious having disadvantage on the check. Those who

succeed notice that a person has emerged from one of the walls behind them, and is already starting up the spiral staircase to the main deck. He's in the shadows, but it's clearly Giorgio, after a quick costume change. He's wiping blood off his hands, having just killed a fellow Wayfarer in order to get the ring that controls the ship's teleportation ability.

If the heroes don't spot Giorgio or don't do anything about him, Katrina does: she jumps out of her seat to pursue Giorgio, hissing with fright for the heroes to follow quickly. When Giorgio realizes he's been seen, he curses and sprints up the stairs.

ASSASSINS (EL 10)

Winds are picking up slightly as Giorgio emerges onto the deck of the *Wayfarers' Theater*. His character in the play is dead, and no one will be looking for him for five or six minutes. A gnomish assassin named **Nira**, whom Giorgio helped slip on board, has silenced the lookouts, and a burnt longboat has rowed alongside starboard and been tied off. The longboat is filled with scorched corpses of people changed with biomancy to look like elves, and its two living occupants—the brothers **Setales** and **Brutus**—have climbed aboard, ready to help.

Nira has unlocked and disarmed the traps protecting the captain's quarters, and unless opposed or pursued, Giorgio heads inside and spends a minute to activate the Wayfarers' Theater's teleportation ability, which is controlled by a desk covered in maps and lined with dozens of gems and golden buttons. At the first sign of trouble he uses the control desk, as a standard action, to seal the entrance to the extradimensional space of the theater. It will take Guildmistress Sheena at least a minute to realize what is going on and reopen the portal.

You race up the stairs in twos, trying to catch the suspect. The winds have picked up and the rain splashes around you as you climb up to the deck. You see the door to the captain's quarters open. Two men, the ones you met at Lee Sidoneth's house, stand beside it.

When the heroes come on deck, Giorgio is inside or headed for the captain's room. Setales is standing just outside the door to the captain's quarters, Brutus beside him. Nira is hiding behind one of the staircases to the forecabin. If Giorgio has had a chance to start using the control desk, the deck is starting to crackle with thin wisps of flame, and an ominous hum fills the air. However, Giorgio doesn't

SIMPLE FIGHT, OR COMPLICATED CHAOS?

The simplest way to run this scene is to have all the heroes get up on deck in initiative order, as well as Katrina and any major NPC allies, and then have Giorgio seal the portal to the theater. Then the heroes face the assassins in a dramatic battle atop a ship in a storm.

However, if the heroes split up, with some going up on deck and others warning people in the theater, things get complicated. Rather than trapping part of the group out of the fight, have Giorgio not seal the portal, and instead bear in mind the amount of time it takes to get out of theater seats and to the staircase if everyone is panicking. Even if a character only tries to get to Simeon or another prominent NPC while keeping discreet to avoid panic, it takes at least a round to explain what's going on, and another for the NPC to get up and to the staircase. People hurrying quickly to the top deck, probably while sounds of combat come through the hatch overhead, will likely cause a panic. If you don't mind running such a complicated scene, though, go for it.

If the heroes simply don't go up on deck, Katrina starts the fight with a fireball, and the cries of surprise from Giorgio's allies alert the audience that danger is near.

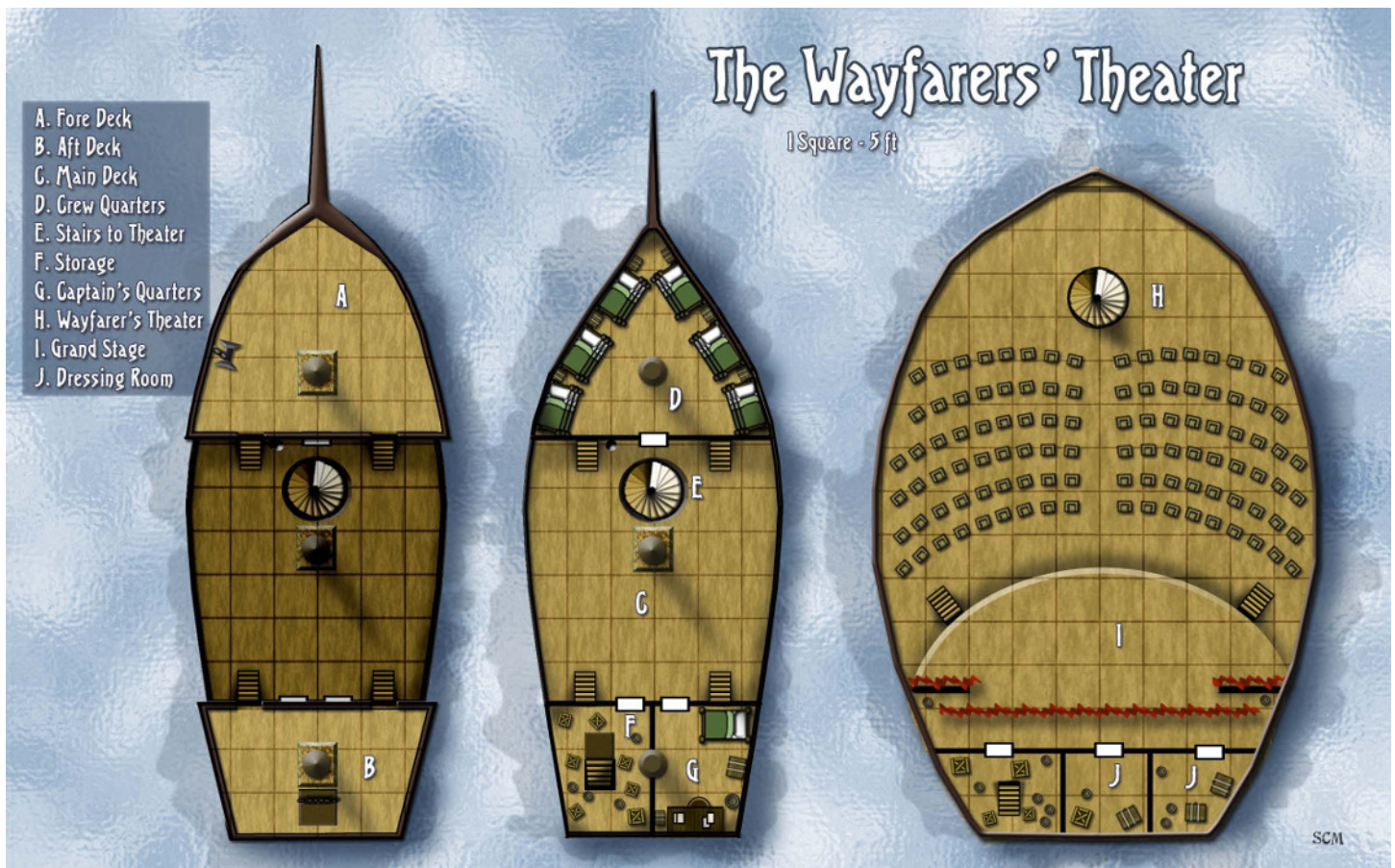
order his people to attack immediately, and will try to stall for time as the ship warms up for its teleportation.

A successful DC 15 Intelligence (Arcana) check recognizes that Giorgio is doing something related to teleportation while remembering that the Wayfarers' Theater ship can teleport, and is controlled by a device in the captain's quarters. A College of Cirquelistes bard knows this information as part of their training.

Teleporting the Ship

To teleport the guildship, a character who is capable of casting *dimension door* or another teleportation spell must wear the ring and remain at the desk for 10 consecutive rounds. One round later, the ship and everyone on it teleports. However, the Burning Sky causes everyone onboard to take 40d6 fire damage, and anyone within 10 feet of the ship must make a DC 15 Dexterity saving throw as a wave of flame bursts outward from the space the ship just occupied, taking 4d6 fire damage on a failed save, and half as much damage on a successful one.

Giorgio and his allies are planning to drink *potions of water breathing* and dive overboard before the ship teleports.



Terrain

In addition to the features shown on the Wayfarers' Theater map, a rope ladder on the starboard railing leads down 20 feet to a boat 15 feet long and 10 feet wide, which is filled with burnt elf corpses.

Rain makes the surface of the ship slick and rocks the boat slightly, causing all Dexterity (Acrobatics and Stealth) and Strength (Athletics) checks to be made with disadvantage. Rigging lines can be reached from each square along the edge of the ship, except the very fore and aft. Climbing up into the rigging requires a successful DC 8 Strength (Athletics) check, but thereafter the rigging is angled and easy to move through. A character fighting in the rigging has disadvantage on attack rolls unless they are proficient in Athletics or Acrobatics. Each 5-foot section of rigging has AC 11 and 18 hp and is immune to bludgeoning damage.

Brutus and Setales brought on board a few casks of alchemist's fire, just in case they had to set something on fire. There is a barrel in each of the squares directly port and starboard of the main mast. Each barrel contains 20 flasks of alchemist's fire. A blow mighty enough to shatter or cut open the barrel (AC 15, 4 hp) cracks one flask and sets off a chain reaction, spraying flaming chemicals and shards

of glass. Creatures within 5 feet of the barrel must make a DC 11 Dexterity saving throw, taking 2d6 fire damage plus 1d6 piercing damage while catching on fire from the alchemist's fire on a failed save, and half as much damage while not catching on fire on a successful one. Creatures within 10 feet of the barrel just take 1 fire damage. The deck is briefly coated with flaming oil, before the rocking of the ship and the cascading rain washes it over the side. The damage from one exploding barrel shouldn't normally be enough to rupture the other barrel, but it might. We encourage you to improvise other classical ship combat elements.

Creatures

Giorgio
Setales
Brutus
Nira

Adjust each creature's hit points up or down by 20 for each PC in a party larger or smaller than 4 PCs.

Tactics

Giorgio is cocky, but hates to be hurt, so he makes for the rigging as quickly as possible, climbing up 15 feet in the first round, then moving amid the rigging

each round thereafter to keep out of reach. If an enemy gets close enough to one of the alchemist fire barrels, Giorgio uses *shatter* to destroy it, with explosive results. He knows that time is of the essence, so he gives plenty of bardic inspiration to his coconspirators to keep the heroes at bay.

If forced to fight he attacks weaker-looking enemies, smacking them with his quarterstaff. He is loath to enter combat alone, and if he is out of allies, he will *dimension door* to the nearest ship, a ferry which is 500 feet away. This deals 5d6 points of fire damage to him. So he will only do that if he still has at least 20 hit points remaining.

Brutus starts with *enhance ability (bull's strength)*, allowing Setales to more easily shove opponents prone or off the ship. He then rushes into combat, using *burning hands* if he can line up several opponents.

Nira is just getting paid to do a job, and she looks for a way out as soon as she loses half her hit points. Until then, she coordinates her attacks with the others, doing her best to kill.

Aftermath

If the heroes are defeated, Giorgio may get a chance to activate the Wayfarers' ship, killing everyone on board, if you want to end the campaign. Otherwise, theater mages arrive and efficiently take out the surviving enemies, then tend to the heroes. Laurabec Adelsberg congratulates their heroism as she tends their wounds.

When the battle is done, the Wayfarers direct their ship back to shore. Winds are picking up, and the sea is starting to get choppy. The heroes should be largely unaffected by the strong winds because of either *tidereaver's tears* or Indomitability's boon, but they should notice that everyone else seems to be having a much harder time with the wind.



WHAT ABOUT THE REST OF THE PLAY?

Did Eshu, the daughter of Toteth Topec, succeed in her quest? Was the world saved? What thinly-veiled political commentaries cropped up in the final three acts?

If the heroes were proactive enough to attend an earlier showing than the one where the assassins strike, they could learn the ending. They could also simply ask for a script afterward, but there won't be any more shows until the Wayfarers find someone else to play Toteth.

The rest of the story? In Act Three, Eshu finds the dragon and slays it, but discovers that the dragon has become repentant in the years after it slew her father, and that indeed the dragon—who originally only sought to steal from Toteth the secret of immortality—has devoted its life to trying to finish her father's work: to save the world from tearing itself apart in storm and fire. The dragon's spirit accompanies Eshu to the underworld, and after many adventures they succeed in freeing her father's spirit from its torment.

Act Four begins with a hesitant Toteth, who feels his life was a waste, until he realizes his daughter knows only obsession and suffering, and that if the world ends it will be her life wasted. Thus father and daughter fight the guardians of the dead so he can return to life, and, just when all seems lost, they are aided by the ghosts of the other elemental mages.

In Act Five, Toteth and Eshu return to a world in turmoil, storms and ash tearing it apart. They hurry to the mountain where Toteth was slain, and this time he sacrifices his own life, binding his spirit to the mountain. His journeys had made the world part of him, and so as long as his soul remains safe, the world will endure. The dragon's spirit vows to defend the mountain, and Eshu is able to move on... perhaps to live a life just like anyone else's.

The Wayfarers explain what Giorgio was trying to do, shocked that he would betray them. If Giorgio is captured or killed, Simeon is able to extract information out of him to find out what the plot was. The other conspirators don't know anything other than what the assassination plot required them to do (including the elf corpse trick, and that Lee Sidoneth orchestrated the whole event). They don't know about the Ragesians in the Fire Tomb at all. Simeon wants to get back to Lyceum and get busy divining as to who was behind the plot, and he asks the heroes to go with Kiernan and a few other mages to look for Lee.

Reactions in Seaquen

Over the next few hours, as the storm turns from drizzle to actual rain and strong winds, rumors spread through the town, saying that the Shahalesti tried to kill Simeon, Xavious, Laurabec, and so on. People are up in arms, agreeing that, even if they don't like each other, they can all agree the Shahalesti are enemies. Makung Shaftobem, Ostaliner mercenary and wannabe admiral, sends out word for captains to rally for an attack. Pickens Frankart, well-loved rabble-rouser, gets fully behind the idea of repelling the Shahalesti and breaking the blockade, and he quickly stirs up support.

While the rebel fleet outnumbered the elves, most of the Seaquen and allied crews are relatively untrained in battle maneuvers, especially in stormy waters. The heroes should realize that fighting during the storm is stupid at best, suicidal at worst.

If the heroes have done a good job calming people down in the town up until now, and particularly if they have befriended Pickens or Makung himself, they can easily talk down the rebels from attacking during the very dangerous and possibly lethal storm. Otherwise, several hours later (about an hour before sunset), Makung gives the order to attack.

When the naval battle starts, three dozen ships of various sizes sail out from the South Harbor and assault the blockading Shahalesti ships along the south shore. While the rebels are able to board and conquer one of the elvish ships through sheer force of numbers, the other nearby Shahalesti vessels converge, and volleys of spells set the rebel fleet in a panic. A messy naval battle ensues, while the storm intensifies to hurricane strength.

THE EYE OF THE STORM

The heroes might scour the town looking for Lee, but his home is abandoned, and no one saw him leave (because he swam). While town guards and Lyceum mages keep the search up for several hours, eventually the storm gets too strong and everyone begins to take shelter.

Lee Sidoneth is hidden from any divination anyone in Seaquen could use, for he has gone to the Fire Tomb to set the [orb of storms](#) to create a hurricane. Only once the hurricane is at full strength, winds powerful enough to knock a grown man flat, does he emerge. He does not want to be too close to the Ragesians, just in case someone manages to fight their way through the storm, so he swims to a small ruined island not far from the entrance to the Fire

Tomb, and he waits, reveling in the power of the storm but keeping an eye out for trouble.

It should quickly become apparent to the heroes that something strange is going on, because the storm isn't impeding their movement as much as it should. They might go to Lyceum to get guidance, but the windows have all been knocked out, and most of the students and faculty are hiding. Simeon and Kiernan are in the classroom theater, which is in the center of the tower and has no windows. Together they can figure out what magic is protecting the heroes from the storm, but they don't have a way to duplicate it that won't take hours, and with the storm raging over the city they don't have time for it.

Simeon is at first dumbfounded that he cannot locate Lee through *scrying*, but then he gets an idea. The old stories of the Pyromancer's Tomb mention that the tomb had wards against divination, which is why no one has found it. Simeon suspects that Lee might be there, and a few lesser divinations verify that the magic controlling the storm is centered over the eastern coast of the peninsula.

While a hurricane of this size would normally be too small to have a true eye, the magic that created it creates an area of relative calm about a hundred feet across. Simeon has a scroll of a spell that is a wizard version of *find the path*, and he uses it on one of the heroes, to direct them precisely to where the spell is coming from. The storm is far too intense for anyone but the heroes to make it there in time, so they will have to go alone (barring any ingenious ideas, like carrying a flailing ally and holding onto them so the wind doesn't carry them away, or stuffing someone in a *bag of holding*).

Between Indomitability's boon and the [tidereaver's tears](#), the heroes have the means to go out in the storm. Simeon returns a tear if he borrowed one and the Lyceum mages might have created some duplicates. The end result is that the heroes and up to one ally should be able to venture out. Torrent is ready to hunt down Lee Sidoneth and determine what part he had to play in this. If pressed, Katrina will venture out, but she is secretly looking to survive the war and would prefer to avoid combat.

If the heroes don't go to Lyceum for help, they notice that the greatest intensity of lightning bolts seem to be coming from the east, or they might receive a sending from Simeon, who knows they're the only ones who can make it.

ACT FIVE: THE FIRE TOMB

Ages ago, a mage—now remembered only as the Pyromancer—created a tomb for himself under the peninsula Seaquen lies on, tapping the power of a natural rift to the elemental plane of fire to power the tomb's defenses. No one has seen the tomb in centuries, but treasure hunters have sought it, and proprietors of steamy bathhouses on the peninsula are thankful for its presence.

The Ragesian inquisitors with their expansive libraries of magical lore were able to locate the tomb and learn of its peculiar anti-divination properties, so when they snuck into Seaquen to prepare for its destruction, they established a base in the tomb. Lee Sidoneth provided them with the magic necessary to keep the place habitable, and with the [orb of storms](#) which they are using to destroy the town above.

The Fire Tomb happened to lie a hundred feet beneath a prison from the old city that was destroyed in an old earthquake. The prison is now flooded, and the Ragesians stone-shaped a tunnel down to the fire tomb, using magic to hold the water at bay. They purchased biomancy equipment from Paradim Dogwood, and some modest furniture, and carted it all down into the tomb, expecting to stay at least a few weeks. By the time the heroes find them, the Ragesians have conjured the hurricane, and so now they wait, expecting to see no one except for intermittent visits by Lee to renew the storm. In three days they'll emerge, survey the town and deliver a *sending* to High Inquisitor Kreven, and then meet up with a ship that will give them their new orders.

THE SUNKEN PRISON

Because of the storm, only those with Indomitability's boon or a [tidereaver's tear](#) can realistically make it out here. Eventually the heroes will find an area of dead calm in the storm, centered over the remains of an old prison that has partially collapsed into the sea.

Terrain

On the map, light blue represents knee-deep water, which counts as difficult terrain. The darkest water is neck deep, which must be swum through. While the ground outside the prison is very uneven and the choppy water requires a successful DC 11 Strength (Athletics) check to swim through, once inside the prison, the calm water only requires a successful DC 8 Strength (Athletics) check, and it steadily gets

deeper the further in the characters go, though there is always space to swim up to the roof and take a breath. Only in the downstairs rooms of the prison is there no air to breathe.

Dungeon Features

In the prison, most of the doors have rotted away and cannot provide effective cover, and any furniture shown on the map is in a similarly advanced state of decay. A creature can move through a doorway, even if the door is closed, by spending an extra 5 feet of movement and making a successful DC 5 Strength check.

A. Rusty Gate

The path ends at a rusty gate that stands motionless, half open. An embossed metal placard beside the gate reads, "Carcer Tevensum," the ancient name for "Teven's Prison."

Beyond the gate is what looks like a narrow courtyard, a high cliff on the west, north, and southern sides, and rusty guard railings—broken and useless in places—line the eastern side. Beyond the railings the ground drops twenty feet to the surface of the sea, which is still choppy despite the clear skies. A hundred feet away to the east, the sky is dark again, and lightning crackles nearly constantly over craggy islands, ruins of the old sunken city, which stretch away from the coast until the storm swallows them. Along the eastern edge of the courtyard, nine stone pillars rise ten feet, and are capped by gargoyles that leer down at the sea.

As the group enters the courtyard and gets their bearings, they realize this is the roof of a building. A staircase leads down from the northern side of the courtyard, stopping at a cobblestone-and-sand shore where strong waves crash in from the sea. The damaged ground slopes sharply down, and by the time the group can come around to an actual door that leads into the prison, the water is waist deep.

B. Prison Entrance

This is the back entrance to the prison, where supplies were once brought in. The front entrance further up the cliffs has long since been collapsed under rubble. The doorway is dark, and gargoyles loom ominously overhead. Just inside the door, a rusted gate has been torn off its hinges, and it scrapes back and forth along the ground as waves lap into the next room. There is no light inside the



prison.

C. Loading Dock (EL 6)

The water in this room is waist-deep. A hallway leads west, two doorways flanking it; the doors themselves are practically rotted away. Another rotted door leads north, and a wide doorway with a damaged gate hangs open to the south. Unless the group is moving silently, the two chuul who live in the south room swim out and attack.

The chuul are creations of Paradim Dogwood, designed to guard the entrance to the Ragesian lair. They work as a team: after the first has grappled someone, it attempts to paralyze them, and then drags his victim off down the hallway to the prison cells; the second attacks any would be rescuers and attempts to do the same to them. Once the first drops off its victim in the undead-infested prison cells, it returns to the fight in the loading dock.

A creature being towed through the water down the hallway does not set off the trap in the hallway, since even if he does touch the ground he does not put enough weight on the pressure plate. However,

a creature walking down the hallway does trigger the [trap](#), causing spears to fire from the walls to the north and south and up from the floor.

Creatures

2 [Young chuul](#)

Add or subtract a chuul for every 2 PCs in a party larger or smaller than 4 PCs.

D. Janitorial (EL 2)

Lumps of rotted shelves lie against the wall and float in the shallow water. If the heroes solved the [mystery of the fires](#), as soon as someone enters the room, hordes of rats begin to pour out of cracks in the walls, their teeth sparking as they swim for food.

Creatures

4 [Swarms of fire rats](#)

Add or subtract a swarm for each PC in a party larger or smaller than 4 PCs.

E. Guard Room (EL 2)

The water here is only knee deep, but is full of the remains of fish, which look to have been half-devoured and then vomited up. On one wall, above the water line, is a shelf full of bottles of liquor, and beneath it in the water is a massive metal chest that has somehow managed to avoid rusting. A rotted table lies in the center of the room, and a handful of coins lie on the floor.

The chest is a mimic, Dogwood's creation.

Creature

Mimic

Add or subtract 20 hit points and 2 to the attack bonus of the mimic for each PC in a party larger or smaller than 4 PCs.

Treasure

The liquor, if it's not used to break the mimic's adhesive, is worth 5 gp per bottle, and there are ten bottles. A handful of silver and copper coins, worth a total of 232 cp if all are retrieved, lie on the floor, the remains of a card game that was interrupted centuries ago by an earthquake. The cards involved have long since disintegrated.

F. Trap Room

This room holds the mechanism that controls the spear trap in the hallway. The lever is up if the trap has been triggered or down if the trap is still set. Moving the lever up is easy, but resetting the trap requires a successful DC 12 strength check.

G. Storage

This used to be a room for storing clothing, bedding, and similar supplies for the prison. Now everything has rotted away, and the room is only the lair of the chuul twins. If the heroes were stealthy in their approach, the chuul are here, nervous because of the storm outside.

In one corner lies the remains of a Lyceum mage who found the prison and came in to investigate. He wears a necklace with a pendant of unity that unfolds to reveal an etching of his wife, who was captured by the Ragesians.

H. Prison Cells (EL 6)

These cells have been warped by the earthquake, so anyone can squeeze into or out of them simply by spending an extra 5 feet of movement. Twelve cells lining the path between the loading dock and

the lobby. There are sixteen skeletons, distributed roughly evenly among the cells. They lie on the ground, playing the part of prisoners who died long ago, though actual bones would have long since decayed. Two of the skeletons closest to the Upper Lobby wear shiny gold necklaces.

The skeletons' command is to rise up and attack when more than one humanoid creature is in the area, or if someone enters their cell. The Ragesians pass through this area one at a time.

Once they are roused, the skeletons stand and swarm their enemies, clawing out of the water. The water is only waist deep at the entrance, but room is deeper than a man's head, with only about a foot of breathing room at the top.

Creatures

16 [Skeletons](#)

Add or subtract a 4 skeletons for each PC in a party larger or smaller than 4 PCs.

Treasure

The two necklaces are each worth 10 gp.

I. Upper Lobby (EL 5)

This room was once a meeting place for visitors. It consists of two stories, with a staircase leading down to the downstairs lobby. A bridge cuts across the room diagonally, serving little purpose now because the entire room is waist deep in water or deeper. A spiral stair in the southwest used to lead up to the ground level, but the earthquake destroyed that passage. Two rotted doors to the east led to prison guard living quarters.

When the heroes enter this room, they attract the attention of three sahuagin lurking in the downstairs lobby. The sahuagin, another of Dogwood's creations, swim up and attack wounded heroes first, clawing and biting until they are unconscious before moving on to uninjured heroes.

Creatures

3 [Sahuagin](#)

Add or subtract a sahuagin for each PC in a party larger or smaller than 4 PCs.

J. Living Quarters

These rooms are empty except for old, disintegrating furniture.

K. Downstairs Lobby

Aside from the sahuagin who attack when the heroes enter the upper lobby, this room is fairly empty. A rotted door opens to the west, and dim red light peeks out of it.

L. Provisions

This room is dimly lit by a fiery glow coming from a hole in the ground 5 feet wide, and the water is noticeably warmer here. A large pulley has been set up in this room, aligned so it could hoist or lower things down the shaft. The shaft descends one hundred feet, but is nearly smooth, like it was excavated with magic. It leads to the fire tomb.

A successful DC 15 Intelligence (Investigation) check detects a pair of thin wires crossing the entrance to the shaft. If someone enters the shaft without disabling the alarm with a successful DC 15 Dexterity (Thieves' Tools) check, they break the wires, and a [thunderstone](#) dangling by another wire much further down is released. This stone plunges to the bottom of the shaft, falls into the fire tomb, and sends out a loud boom, alerting the Ragesians.

THE PYROMANCER'S TOMB

The air in the tomb is about 110 degrees, hazy with heat and steam, and the faint rumbling of liquid stone churning through unseen tunnels fills the air with power. The ceiling is mostly 8 feet high, though the magma flow is ten feet below the main level of the floor.

When the Pyromancer created his tomb, he used power from the plane of fire to make the area very resistant to divination. Effectively the entire place registers as being on the plane of fire. In addition to protecting the area from many outside divinations, it enhances fire magic. All fire spells cast here are empowered (may reroll a number of damage dice up to your spellcasting modifier), and spells that use or create water are impeded, requiring a successful spellcasting ability check (DC 20 + spell level) to cast successfully. However, all creatures gain the benefit of *stand the heat* while in the area.

A. Steam Tunnel

The bottom of the shaft from the prison opens into the ceiling of a steam tunnel. Some magic effect holds the water at bay, so it does not fall through the ceiling in more than a few drips that quickly turn to steam.

If the Ragesians have been alerted to the heroes' arrival, it takes them five rounds to get from area C, alert the inquisitor, and line up on the far side of the magma flow in two lines. The front line blocks the bridge and takes the Dodge action with their shields raised. The second line lines up behind the first and fires from the half cover provided by the front line with everyone choosing a single hero as the target. The front line switches from Dodge to Attack when a hero comes within range of their axes, and the back line switches to axes and shields when the front line is breached.

B. Magma Flow

A river of lava cuts the chamber in two. The source of the lava is visible down the south tunnel—a massive warding circle etched into the stone walls, its runes glowing with intense heat. It looks solid, but somehow flames are visible beyond it, and a slow flow of lava seeps out from the edge of the ring, as if it were a seal holding back the heat of the Elemental Plane of Fire.

A creature who merely touches the lava takes 2d6 fire damage. A creature who enters the lava for the first time on a turn or ends its turn there takes 20d6 fire damage. Ragesians won't try to shove heroes into the lava, being too nervous after one of their allies slipped and fell to a horrifying death.

C. Tomb Antechamber (EL 7)

A stone door leads to the entrance to the main tomb, a triangular room with two doors flanking a stone dragon head that snarls out of the west wall. The dragon's mouth is open like it is about to breathe fire, and a permanent *darkness* spell conceals what is inside. The Ragesians have not explored it. Three bedrolls lie near one wall, a card table near the other.

Right now all the Ragesians are awake and armed, just in case someone finds them during the hurricane. The antechamber is much cooler than the steam tunnel, so they keep that door closed. They keep the door to the laboratory closed so they don't have to hear the screams of the people the inquisitor tortures.

Creatures

8 [Ragesian soldiers](#), green

Add or subtract two soldiers for each PC in a party larger or smaller than 4 PCs.



Tactics

If caught by surprise, the Ragesians send one man to alert the inquisitor, then try to hold the door. If the men at the door fall, they withdraw down the hallways, hoping to link up with their leader.

D. Master's Chamber

Originally this room held treasure that the Pyromancer wanted to bring with himself to eternity, but the Ragesians sold most of that to pay for the [tidereaver's tears](#) they commissioned from the witches H'andrea. Normally **Damius** the inquisitor sleeps here in a bed they brought in at great difficulty.

Treasure

On the desk sits an 8-inch sphere of black glass etched with unusual curving silver patterns. The sphere is held in an oval wooden setting, carved with images of two gods blowing storms from their lips. This is the [orb of storms](#). The control wand is not present, however; Lee has it.

Destroying the orb doesn't stop the storm, since the *control weather* spell has recently been renewed. The wand can still control the spell and stop the storm, even if the orb itself is destroyed.

E. Tomb

If a creature enters the mouth of the dragon in the antechamber, he enters a small room with a door at the far end, its edge traced by glowing red runes that read, in Ignan, "The spirit of the Pyromancer Damatarion shall destroy those who disturb his body's rest."

The door is sealed with an *arcane lock*, and a creature who tries to open the door, or unsuccessfully tries to disarm the trap, triggers a [trap](#). The runes flare angrily, flames briefly lighting them, and lava begins to drip from the ceiling.

The wall of the inner tomb is surrounded by sheets of brass filled with flowing lava, making breaking in difficult. Should characters manage to enter the inner tomb, the Pyromancer's sarcophagus bears a powerful [curse](#), setting aflame any creature that

touches it (or uses a tool or magic to move it).

A creature who still manages to heave open the sarcophagus with a successful DC 15 Strength check finds a withered corpse wearing a jagging gold and ruby *ring of fire elemental command*. In addition to its other powers, once the bearer casts an 8th-level fire spell while attuned to the ring, it allows the wearer to control the seal of fire.

F. Laboratory

In the northwest corner of this room is a large tank full of green biomancy fluid, in which is growing a sahuagin. Several other tanks are stacked against the wall, and a shelf on the east wall contains biomancy craftsman tools, plus texts detailing various monstrous anatomies and the techniques of biomancy.

The west wall has two pillars of flowing magma, floor to ceiling, which somehow do not fill up the room. They are a good place to shove someone.

G. Torture Chamber (EL 4)

This room was once the burial place of the craftsmen who built the tomb. Inquisitor Damius, who is in charge of this operation, uses this room as his private torture chamber. He has no real agenda except to enjoy their suffering.

When the heroes arrive, unless he is alerted, Damius is full in the grip of joy as he tortures an elf woman. Her body is covered with small scars, the result of numerous magically healed cuts. Damius may attempt to use the woman as a hostage.

Creature

Inquisitor Damius

Add or subtract 40 hp for each PC in a party larger or smaller than 4 PCs.

Tactics

During combat, Damius seeks to terrorize his foes, trapping or dividing them with *wall of fire*, then blinding spellcasters or paralyzing warriors.

H. Hostage Cells

In a dark corner of this sweltering chamber are four iron cells. One cell holds a white stone pillar 1 foot square and 6 feet high, which radiates strong abjuration magic. The pillar is composed of an alchemically crafted stone called opalite and is the focus for a powerful magical beacon: any teleportation that begins or ends within 10 miles of

Seaquen is intercepted and the traveler(s) magically drawn here if the teleportation distance was to be more than a half mile. Massive objects (such as *The Wayfarers' Theater*) that cannot fit in the cell travel to their destination normally.

The same cell is filled with an *alarm* spell, a *glyph of warding* trap that casts *silence*, and a trap that sprays entangling goo throughout the cell. A creature can extricate itself from the goo with a successful DC 13 Strength check, or the goo dries and becomes brittle after one minute. This trap is intended for any mages foolish enough to try to teleport to Seaquen. Even those warded with enough anti-fire magic to survive the Burning Sky found themselves trapped and unable to cast spells. Most were Wayfarers, though a few powerful mages fell prey too.

The cell's bars are stained with scorched blood. Past prisoners were interrogated, then tossed into the lava. There are only two prisoners left, kept for Damius's amusement. One is an apprentice mage named **Teymour** (CN male human sorcerer 1) who teleported in with a Wayfarer. The other is the woman being tortured by the inquisitor, **Faquaniel** (N female elf rogue 2), a Shahalesti spy who had planned to infiltrate Seaquen in advance of the fleet. She likewise teleported in with an ally, and both prisoners' allies were killed because they were too dangerous to keep alive. Their gear has been sold off in the town.

The prisoners are thankful to be rescued, having suffered days of torture. After the first few sessions, the inquisitor even stopped asking questions, and just did it for sport. Faquaniel, however, has a vital piece of information. A few hours earlier, she saw a man (who by her description the party should recognize as Lee) come in and say he was "taking the control wand, in case he had to change the weather in a hurry." This should tip off the heroes that they need to find Lee and get this "control wand" from him if they want to stop the storm.

Once the Ragesians are defeated, the heroes might speak with the prisoners to learn what might be left for them to do, if anything. In particular, they have to find Lee Sidoneth and get the control wand from him, and they may also want to track down Paradim Dogwood and deal with him. When they get back to the prison, they can still hear the hurricane overhead, thundering even louder than before.

BACK INTO THE STORM (EL 9)

Lee Sidoneth watched the heroes enter the prison, and once he's confident they are well inside the bowels of the Fire Tomb he swims to shore and prepares an ambush. To make sure nothing can trace the hurricane back to the Monastery of Two Winds, Lee needs to make sure both the heroes and the Ragesians are silenced, and that the *orb of storms* is removed from the scene after the hurricane does its work.

As the heroes near the exit to the prison, they can notice that the storm, if anything, seems to have grown more intense. The water is choppy even inside the prison, and it sounds like the stones of the building are moaning, wind cutting through every old crack. Outside the prison, the water looks rough and stormy. Any NPCs with the heroes recommend making sure everyone is healed before going any further.

Lee's squid, Lula, hides in the loading dock, and it jets out of the prison to warn Lee as soon as it notices the heroes coming out. Lee perches over the exit, and as soon as the heroes emerge he uses the *control wand* to call down a lightning bolt on the person in the lead. Thunder booms and the sky is awash with brilliant lightning.

Lee's silhouette appears overhead as he leans over the ledge and holds out the control wand, waving it tauntingly.

"Looking for this?" he laughs.

Then, long grasping tentacles reach out from the stormy water, and the battle is joined.

Creatures

Lee Sidoneth

2 Gargoyle

Lula

Add or subtract a gargoyle for each PC in a party larger or smaller than 4 PCs.

Tactics

Lula the squid attacks whoever is closest to it. Lee uses his *gargoyle gems* before the heroes exit the prison. Similar to elemental gems, these items let the user animate nearby stone of sufficient size into a gargoyle. In this case, Lee animates the already-present gargoyle statues on the nearby pillars, then orders them to keep the heroes from getting out of the water, giving him time to control the battlefield.

The stony monsters dive into the water with the heroes, focusing their attacks on anyone heading for

the staircase. Lee prefers to wait on the roof, where he casts *control water* to raise the water's level so that it is just 5 feet below the level of the roof; this makes the water about 10 feet deep. With the power of the hurricane, this turns the seas dangerously choppy.

When a creature without a swim speed first enters dangerously choppy waters on their turn or starts their turn there, they must succeed on a DC 11 Strength (Athletics) check. On a failed save, they take 3 (1d6) bludgeoning damage from waves and debris and have their remaining speed reduced to 0 for that turn. A hero has advantage on the check if they have Indomitability's boon or are holding a *tidereaver's tear*.

When warned by Lula, Lee adopted the Endurance and Vigor aspects of nature and cast *control water*. If more than one hero makes it to the roof, he casts *enhance ability (cat's grace)* to offset the disadvantage from the Vigor aspect of nature or *protection from energy* if he knows one of the heroes favors a certain type of magic damage. If still no one has come up to him, he takes cover and uses the control wand to blast them with lightning bolts, casting *call lightning* if he runs out of charges. Only if things have stalemated does he rush into melee.

In melee combat, Lee likes to focus on wounded enemies, like a wave shattering weakened stone. He will maneuver around a group of enemies so that he can use *thunderwave* from the control wand to knock them off the roof and back into the water. If he thinks a normal attack will be ineffective, he attempts to shove an enemy down to the crashing waves.

Development

When Lee is reduced to 0 hp or below, just before falling unconscious he drops the control wand and cries out, "Master, let your winds destroy them!"

An intense howling wind fills the air, and Lee's body is torn to pieces, disintegrating into dust. Lee screams until his voice and body are carried away into the storm, which is growing stronger by the moment. The eye vanishes overhead, and strong winds assail the heroes. Lee is fully obliterated, and his clothes and gear fall to the ground. If no one manages to grab the control wand and deactivate the storm, in two rounds the winds rise to gale strength in the eye, and then to storm strength two rounds thereafter. An annihilating cyclone centered on the heroes forces them to making saving throws at the start of each of their turns according to the *wind*

rules.

The instant someone grabs the control wand and wills the storm to stop, the *control weather* spell ends. The wind and rain slowly die as the thunder and lightning occur less frequently. Over the next hour the storm fades, and the cool, starry night emerges.

If the heroes somehow prevent Lee from calling down Pilus's vengeance on them, the hydromancer is still himself annihilated, as a unique contingency prepared by the distant air mage disintegrates Lee's body to keep him from being interrogated. The control wand lies on the top of the hollow pile of his clothes.

MESSENGER OF GENTLE WINDS

While the heroes were busy trying to stop the masters of the storm, the holy warrior Laurabec was trying to save people from it. She flew her giant eagle into the teeth of the storm, pulling people swept out to sea to safety, fighting to save as many lives as possible. Eventually, she was swept off her mount by hurricane-force winds, and her body was carried out to sea, but she managed to carry more than thirty people to the safety of a rocky island off the south shore, where they rode out the storm in a rough cave.

When the heroes are returning from defeating Lee and the Ragesian forces, above the fading winds of the storm comes the steady flap of giant wings. **Takasi**, Laurabec's giant eagle mount, glides past

the group, then turns and lands before them. He drops Laurabec's ranseur from his beak, and bows his head in grief.

He tells them that the storm is fading all across the city, but many were lost to it, including his friend and master. A few ships not in harbor were destroyed, along with most of the elvish fleet; others were crippled, and are now crawling away.

Takasi says that their heroism would have made his master proud, as they saved thousands of lives. But, he says, with his master gone, he goes to die. Spreading his wings in a heartfelt and genuine salute to the heroes, he bids them good luck on their quest, and launches himself into the air. Takasi flies swiftly west, and soon vanishes into the horizon.

CONCLUSION

The city of Seaquen is devastated, but in this time of trial its people were unified to defend each other. They now know that Ragesia is still a threat, even though far away, and this motivates them to join the war effort. It will take a long time to rebuild, but the heroes have little time to rest. Word has come that the winter storms over south Ragesia have faded, clearing the way for the third Ragesian army to march into Dassen. There is also news that the King of Dassen has survived an assassination attempt. Simeon thinks the heroes should go to the paranoid king and use their fame to convince him to ally with them, and to help hold off the Ragesian army.

For the next week, the sky is clear, and the weather is beautiful. Everyone in Seaquen recognizes the heroes and thanks them for saving their lives. Homes are hospitable, drinks are free, and favors are easy to request. But there may still be spies in Seaquen, and so to keep the city safe the mages of Lyceum co-opt the teleportation beacon and lesser orb of storms, hoping to figure out how to control them and use them for defense.

While the heroes prepare to travel to Dassen, Simeon rallies the students to craft any magic items they can afford. If the heroes happen to be behind the curve on how much wealth they should have at their level, this is a fine time for the grateful city, through the Lyceum, to offer them gifts that will bring them up to the proper power level.

If the heroes are continuing with the campaign saga, Simeon will call on the heroes after a week elapses to meet and discuss their next move. This meeting begins the next adventure.

KEEPING TAKASI?

If one of the heroes would make a worthy successor to Laurabec, someone with confident morality and a love of freedom, Takasi might, if prompted, agree to serve a new master.

If a chaotic good hero wins his favor, he will serve as mount and occasional ally in battle, though his devotion will have to be earned. However, if he falls in battle, he will only be able to be summoned again with the *find steed* spell.

He will faithfully serve a lawful good paladin, though will humbly question his new master's obsession with order from time to time. If there happens to be a chaotic good paladin or similar character among the heroes, Takasi serves eagerly, though it takes him a long time before he stops suggesting courses of action as "what Laurabec would have done."

APPENDIX A: MONSTERS AND NPCs

ACOLYTE

Small or Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

ADULT GREEN DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ATTERCOP POUNCER

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	3 (−4)	11 (+0)	6 (−2)

Skills Athletics +2, Perception +2, Stealth +6

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the attercop knows the exact location of any other creature in contact with the same web.

Web Walker. The attercop ignores Movement restrictions caused by webbing.

Standing Leap. The attercop's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Knockdown. If the attercop jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains a Medium or smaller creature. The creature must succeed on a DC 11 Strength or Dexterity saving throw (target's choice). On a failed save, the target is knocked prone and the attercop makes a Bite attack. On a successful save, the attercop lands in the nearest unoccupied space.

Attercop pouncers do not live in vast webs, instead making nests in high places, packing dirt into a hanging tunnel, reinforced by webbing. When prey

comes by, they leap out from above.

BRUTUS

Medium humanoid (half-orc), lawful neutral

Armor Class 11

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	6 (−2)	10 (+0)	12 (+1)

Saving Throws Con +3, Cha +3

Skills Deception +3, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Special Equipment. Brutus possesses two *potions of greater healing* and a *potion of water breathing*.

Relentless (Recharges after a Short or Long Rest). If Brutus takes 7 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Spellcasting. Brutus is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *minor illusion*, *prestidigitation*

1st level (4 slots): *burning hands*, *detect magic*, *disguise self*

2nd level (3 slots): *enhance ability*, *enlarge/reduce*

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Somewhat unbelievably, this hulking half-orc, hands callused and great axe dented from much use, wears a wizard's robe, but **Brutus** looks far too stupid to be a mage.

CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

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

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage. The target is grappled (escape DC 12) Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

CRYSTIN JA-NAFEEL

Medium humanoid (human), chaotic good

Armor Class 10

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	10 (+0)	13 (+1)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +3, Cha +4

Skills Arcana +3, Insight +5, Perception +5

Senses passive Perception 15

Languages Common, Draconic, Elvish

Challenge 1/2 (100 XP)

Trillith Spirit. If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her sorcerer abilities, but its identity remains a mystery for now.

Spellcasting. Crystin is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *mending*, *message*, *ray of frost*, *true strike*

1st level (4 slots): *detect magic*, *magic missile*, *sleep*

2nd level (2 slots): *detect thoughts*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) bludgeoning damage, or 3 (1d8 − 1) bludgeoning damage if used with two hands.

Slender yet strong-spirited, wavy dark hair frames this young woman's restrained face, dominated by wide blue eyes that seem to see beyond the material world. **Crystin** holds a thin black staff comfortably, like she has had it all her life.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (−4)	12 (+1)	7 (−2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (−2)	11 (+0)	7 (−2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 Ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

GIORGIO

Medium humanoid (human), neutral

Armor Class 13 (leather armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	8 (–1)	19 (+4)

Saving Throws Dex +4, Cha +6

Skills Acrobatics +4, Athletics +4, Deception +8, Performance +8

Senses passive Perception 9

Languages Common

Challenge 4 (1,100 XP)

Special Equipment. Giorgio possesses a *potion of water breathing*.

Innate Spellcasting. Giorgio's spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *misty step*

Spellcasting. Giorgio is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *disguise self*, *feather fall*, *unseen servant*

2nd level (3 slots): *enthrall*, *shatter*, *suggestion*

3rd level (3 slots): *major image*

4th level (2 slots): *dimension door*, *freedom of movement*

ACTIONS

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bardic Inspiration (4/Recharges after a Short or Long Rest). Giorgio can use a bonus action to choose one creature

other than himself within 60 feet of him who can hear him. That creature gains one Bardic Inspiration die, a d8.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Flamboyantly bedecked in an eclectic and colorful vest, pants, and feathered hat, **Giorgio** wears a wide smile on his large lips. He carries a quarterstaff adorned with ribbons and kerchiefs, which he carries as if it were a badge of honor, or a symbol of his virility.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	10 (+0)	8 (–1)	8 (–1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GOBLIN ROGUE

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	6 (–2)

Skills Acrobatics +5, Athletics +2, Perception +4, Stealth

+7, Thieves' Tools +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 1/2 (100 XP)

Special Equipment. The rogue has a pouch containing 28 gp.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

HADDIN JA-LAFFA

Medium humanoid (human), neutral evil

Armor Class 9

Hit Points 37 (15d8 – 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (–1)	7 (–2)	20 (+5)	17 (+3)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7, Perception +5, Painter's Supplies +1

Senses passive Perception 15

Languages Common, Dwarvish, Elvish, Goblin, Orc, Undercommon

Challenge 1/4 (50 XP)

Special Equipment. Haddin has an aged book (not his spellbook, which he destroyed in anger, but rather a sketchbook from when he was still a good man and a loving husband and father), a cold weather outfit, and a pouch containing 30 gp.

Spellcasting. Haddin is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15). He has the following wizard spells prepared:

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

1st level (4 slots): *charm person*

2nd level (3 slots): *detect thoughts, knock*

3rd level (3 slots):

4th level (3 slots): *stone shape*

5th level (2 slots): *dominate person*

ACTIONS

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

Once strong and handsome, **Haddin** is now old and feeble, his brown hair stringy, his voice ragged from constant coughing. He dresses like a common merchant, but he clutches an aged book to his chest.

H'ANDREA THE CLERIC

Medium humanoid (tiefling), neutral evil

Armor Class 14 (scale mail)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	13 (+1)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills Deception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, Orc, Sylvan

Challenge 3 (700 XP)

Special Equipment. H'andrea has a *philter of love*, a platinum ring worth 50 gp, and a brass key.

Innate Spellcasting. Handrea's spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness, hellish rebuke (2nd level)*

Spellcasting. H'andrea is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, spare the dying*

1st level (4 slots): *command, cure wounds, disguise self, fog cloud, inflict wounds, purify food and drink*

2nd level (3 slots): *enthrall, hold person, invisibility, warding bond*

3rd level (2 slots): *animate dead, dispel magic, fear, protection from energy*

ACTIONS

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

Strands of bone-white hair hang across the face of **H'andrea**, her emaciated skin seeping black ichor from countless sores. A trembling gray cloak hugs her hideous form, and green water oozes from her mouth.

H'ANDREA THE DRUID

Medium humanoid (tiefling), neutral evil

Armor Class 15 (leather armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	10 (+0)	13 (+1)	6 (–2)

Saving Throws Int +2, Wis +3

Skills Animal Handling +3, Athletics +4, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Druidic, Infernal, Sylvan

Challenge 3 (700 XP)

Special Equipment. H'andrea has a *tidereaver's tear* and a brass key.

Innate Spellcasting. Handrea's spellcasting ability is Charisma (spell save DC 8). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke* (2nd level)

Spellcasting. H'andrea is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *shillelagh*

1st level (4 slots): *cure wounds*, *detect magic*, *speak with animals*

2nd level (3 slots): *acid arrow*, *darkness*, *enhance ability*, *hold person*, *locate animals or plants*, *locate object*

3rd level (2 slots): *stinking cloud*, *water walk*

ACTIONS

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

Black-haired and wide-eyed, this slender witch drips blood as she emerges from the swamp, threatening with a long dagger in her right hand. **H'andrea** wears a thick green reptilian skin like armor, and carries a bloody glass sphere in her left hand.

H'ANDREA THE WIZARD

Medium humanoid (tiefling), neutral evil

Armor Class 11 (12 with *warding bond*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	16 (+3)	12 (+1)	6 (–2)

Saving Throws Int +5, Wis +3 (+1 to all with *warding bond*)

Skills Arcana +5

Damage Resistances fire (all with *warding bond*, and H'andrea the cleric receives the same amount of damage)

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon

Challenge 3 (700 XP)

Special Equipment. H'andrea has a once-beautiful dress that would be worth 1000 gp if *mending* and *prestidigitation* were used to repair and clean it, a platinum ring worth 50 gp, and a brass key. Her spellbook contains all of her prepared spells plus *clairvoyance*, *comprehend languages*, *detect magic*, *detect thoughts*, *find familiar*, *identify*, and *locate object*.

Innate Spellcasting. Handrea's spellcasting ability is Charisma (spell save DC 8). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke* (2nd level)

Spellcasting. H'andrea is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*

1st level (4 slots): *burning hands*, *hideous laughter*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *web*

3rd level (2 slots): *animate dead*, *stinking cloud*

ACTIONS

Torchstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 3 (1d6) fire damage, or 4 (1d8) bludgeoning damage plus 3 (1d6) fire damage if used with two hands.

Chubby-faced with short brown hair, **H'andrea** leans her youthfully feeble body on a twisted staff. A flaming lantern swings from a crook at the top of the staff.

HESSILEN

Small humanoid (goblinoid), chaotic neutral

Armor Class 13 (leather armor)

Hit Points 38 (11d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +4, Cha +5

Skills History +2, Insight +5, Performance +5, Persuasion +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. Hessilen can take the Disengage or Hide action as a bonus action on each of her turns.

Spellcasting. Hessilen is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *mending*, *minor illusion*, *vicious mockery*

1st level (4 slots): *healing word*, *hideous laughter*, *thunderwave*

2nd level (3 slots): *enthrall*, *heat metal*, *suggestion*, *zone of truth*

3rd level (3 slots): *dispel magic*, *fear*, *tongues*

ACTIONS

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

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (–1)

Senses darkvision 60 Ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can

deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



INQUISITOR DAMIUS

Medium humanoid (human), lawful evil

Armor Class 9

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (–1)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Skills Arcana +3

Senses passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Special Equipment. Damius possesses an inquisitor mask.

Focused Casting. Damius has advantage on Concentration saving throws.

Spellcasting. Damius is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +4 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *produce flame*, *spare the dying*, *thaumaturgy*
 1st level (4 slots): *burning hands*, *command*, *comprehend languages*, *create or destroy water*, *cure wounds*
 2nd level (3 slots): *blindness/deafness*, *hold person*, *scorching ray*, *shatter*, *silence*
 3rd level (3 slots): *create food and water*, *dispel magic*, *fear*, *fireball*, *protection from energy*, *sending*
 4th level (1 slot): *fire shield*, *wall of fire*

ACTIONS

Hand Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 3 (1d6) fire damage.

Rebuke Magic (2/Day). Damius casts *dispel magic* without using a spell slot. This cannot be countered by *cancel* or *counterspell*.

REACTIONS

Reactive Rebuke. Boreas uses his Rebuke Magic to instead cast *counterspell* without using a spell slot. This cannot be countered by *cancel* or *counterspell*.

JEZSKA

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

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

Skills Deception +8, Insight +6, Intimidation +8, Persuasion +8, Stealth +7

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Common, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Special Equipment. Jezska possesses a *hat of disguise*.

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

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

Innate Spellcasting. Jezska spellcasting ability is Charisma. She can innately cast the following spells:

At will: *misty step*

2/day: *teleport*

ACTIONS

Multiattack. Jezska makes three attacks.

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

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

Charm. Jezska targets one humanoid she can see within 30 feet of her. If the target can see Jezska, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by Jezska. The charmed target regards Jezska as a trusted friend to be heeded and protected. Although the target isn't under Jezska's control, it takes Jezska's requests or actions in the most favorable way it can.

Each time Jezska or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Jezska is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

REACTIONS

Parry. Jezska adds 4 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

KATRINA

Medium humanoid (human), neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	12 (+1)	14 (+2)	12 (+1)	8 (−1)	20 (+5)

Saving Throws Con +4, Cha +7
Skills Acrobatics +3, Arcana +3, Deception +7
Damage Resistances fire
Senses passive Perception 9
Languages Common
Challenge 4 (1,100 XP)

Special Equipment. Katrina possesses a *ring of fire resistance*, a tindertwig, and a beautiful, red robe enchanted to mend and clean itself.

Focused Casting. Katrina has advantage on Concentration saving throws.

Spellduelist. Katrina can pretend to cast a spell as a bonus action. The spell must be on her spell list, and any onlooker who would use a reaction to her casting a spell—such as by attempting to *counterspell*, taking an attack of opportunity, or performing a readied action—must make a DC 22 Wisdom (Insight) check to realize the deception, using up their reaction on a failure.

Katrina cannot cast any other spell on her turn other than the spell she was pretending to cast or a cantrip with a casting time of 1 action.

Spellcasting. Katrina is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *burning hands*, *disguise self*, *mage armor*

2nd level (3 slots): *invisibility*, *mirror image*, *scorching ray*

3rd level (3 slots): *fireball*

ACTIONS

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

Katrina has fiery red hair and holds herself with an air of practiced overconfidence. She dresses as if she is the iconic pyromancer, wearing a red robe with extravagantly flowing sleeves, a tight belt with spell components, and long leather boots.

LAURABEC ADELSBURG

Medium humanoid (half-elf), chaotic good

Armor Class 13 (+1 chain shirt)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Str +6, Dex +3, Con +7, Int +4, Wis +8, Cha +11

Skills Animal Handling +4, Insight +4, Medicine +4, Religion +3

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Auran, Common, Elvish

Challenge 5 (1,800 XP)

Auras. While Laurabec is conscious, she and friendly creatures within 10 feet of her gain the following benefits (already in her stat block):

- When the creature needs to make a saving throw, they gain a +4 bonus to the saving throw.
- The creature cannot be frightened.
- The creature gains the benefits of the *freedom of movement* spell.

Divine Smite. When Laurabec hits a creature with a melee weapon attack, she can expend one spell slot to deal additional radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or fiend.

Spellcasting. Laurabec is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following sorcerer spells prepared:

1st level (4 slots): *bless*, *detect evil and good*, *shield of faith*

2nd level (3 slots): *aid*, *find steed*, *lesser restoration*

3rd level (3 slots): *magic circle*, *remove curse*

ACTIONS

Multiattack. Laurabec makes two attacks.

Ranseur. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 4 (1d8) radiant damage.

Vow of Healing (4/Day). Laurabec releases a wave of healing energy in a 10-foot-radius sphere. Each living creature in the area regains 3 hit points.

Lay on Hands. Laurabec has a pool of 60 hit points of healing energy that replenishes after a long rest. She can touch a creature and draw from that pool to restore a number of hit points to the creature, up to the maximum amount remaining in her pool. Alternatively, she can expend 5 hit points from her pool to cure the creature of one disease or neutralize one poison affecting it. She can cure multiple

diseases or neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This half-elf woman's long brown hair is ruffled by a constant wind, and her eyes have the intensity of an eagle's. Silvery chainmail crafted to resemble feathers protects her, and both her gear and her armor are tightly-secured.

LEE SIDONETH

Medium humanoid (human), lawful neutral

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Int +2, Wis +4

Skills Acrobatics +5, Animal Handling +4, Athletics +3, Deception +1

Senses passive Perception 12

Languages Common, Druidic

Challenge 4 (1,100 XP)

Special Equipment. Lee has 2 *gargoyle gems*, the *orb of storms control rod*, and a *tidereaver's tear*.

Spellcasting. Lee is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *resistance*

1st level (4 slots): *create or destroy water*, *cure wounds*, *longstrider*

2nd level (3 slots): *enhance ability*

3rd level (3 slots): *call lightning*, *protection from energy*, *sleet storm*

4th level (2 slots): *control water*, *freedom of movement*

ACTIONS

Multiattack. Lee makes a weapon attack. He may then make an unarmed strike as a bonus action.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

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

Aspect of Nature (2/Short or Long Rest). Lee chooses up to two of the following physical alterations. The effects last for four hours, until he uses this feature again, until he dismisses them as a bonus action, or when he becomes unconscious or is reduced to 0 hit points.

Agility. Lee's muscles shrink slightly. He has advantage on Dexterity ability checks and saving throws and disadvantage on Strength ability checks and saving throws.

Aquatic. Lee sprouts gills and grows webbing between his fingers. He gains a swim speed of 40 feet and the ability to breathe both air and water.

Endurance. Lee's skin hardens. He gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and has advantage on Constitution saving throws.

Vigor. Lee's muscles expand. He has advantage on Strength ability checks and saving throws and disadvantage on Dexterity ability checks and saving throws.

Bald, tanned, muscular, and dressed like a fisherman, Lee stands with the calm of a sea seen in the distance, but up close you can tell he possesses great power and is ready to unleash it, like a dam ready to burst.

LULA

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (−3)	10 (+0)	4 (−3)

Skills Perception +4, Stealth +5

Senses darkvision 60 Ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Underwater Camouflage. Lula has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. Lula can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and Lula can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around Lula if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, Lula can use the Dash action as a bonus action.

LYCEUM UPPERCLASSMAN*Medium humanoid (any race), neutral***Armor Class** 11**Hit Points** 22 (5d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	13 (+1)

Saving Throws Int +5, Wis +4**Skills** Arcana +5, History +5, Insight +4**Senses** passive Perception 12**Languages** Common, Draconic, Dwarvish**Challenge** 2 (450 XP)

Spellduelist. The upperclassman can pretend to cast a spell as a bonus action. The spell must be on its spell list, and any onlooker who would use a reaction to it casting a spell—such as by attempting to *counterspell*, taking an attack of opportunity, or performing a readied action—must make a DC 16 Wisdom (Insight) check to realize the deception, or their reaction is used upon a failure.

The upperclassman cannot cast any other spell on its turn other than the spell it was pretending to cast or a cantrip with a casting time of 1 action.

Spellcasting. The upperclassman is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *silent image*

2nd level (3 slots): *acid arrow*, *invisibility*

3rd level (2 slots): *dispel magic*

ACTIONS

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

MIMIC*Medium monstrosity (shapechanger), neutral***Armor Class** 12 (natural armor)**Hit Points** 58 (9d8 + 18)**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (–3)	13 (+1)	8 (–1)

Skills Stealth +5**Damage Immunities** acid**Condition Immunities** prone**Senses** darkvision 60 Ft., passive Perception 11**Languages** —**Challenge** 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

NATHAN LOWDUKE*Medium humanoid (human), chaotic neutral***Armor Class** 15 (studded leather)**Hit Points** 104 (16d8 + 32)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Str +2, Dex +5**Skills** Insight +5, Perception +5, Stealth +5, Survival +5**Senses** passive Perception 15**Languages** Common**Challenge** 4 (1,100 XP)

Spellcasting. Nathan is a 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *hunter's mark*

2nd level (3 slots): *darkvision*, *find traps*, *pass without trace*

ACTIONS

Multiattack. Nathan makes two attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

NIRA

Medium humanoid (halfling), neutral evil

Armor Class 15 (leather armor)

Hit Points 71 (13d6 + 26)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	13 (+1)	8 (−1)	10 (+0)

Saving Throws Dex +6, Int +3

Skills Acrobatics +8, Deception +4, Stealth +8, Thieves' Tools +8

Senses passive Perception 9

Languages Common, Halfling, Orc

Challenge 3 (700 XP)

Special Equipment. Nira possesses two *potions of healing* and a *potion of water breathing*.

Sneak Attack (1/Turn). Nira deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Nira that isn't incapacitated and Nira doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Nira makes two attacks: one with her shortsword and one with her dagger.

+1 Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

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

OGATAR THE TOAD

Small humanoid (goblinoid), chaotic neutral

Armor Class 12

Hit Points 35 (10d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Con +3, Cha +6

Skills Arcana +3, History +3

Senses darkvision 60 ft., passive Perception 11

Languages Goblin

Challenge 5 (1,800 XP)

Nimble Escape. Ogatar can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Ogatar is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *poison spray*, *prestidigitation*

1st level (4 slots): *magic missile*, *shield*

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

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (1 slot): *greater invisibility*

ACTIONS

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

PRIEST

Small or Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend

a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites.

A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

PRISTINA WHITEHAIR

Medium humanoid (human), chaotic good

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	12 (+1)	10 (+0)	19 (+4)	14 (+2)	13 (+1)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Deception +4, Insight +5

Senses passive Perception 12

Languages Auran, Common, Celestial

Challenge 5 (1,800 XP)

Spellduelist. Pristina can pretend to cast a spell as a bonus action. The spell must be on her spell list, and any onlooker who would use a reaction to her casting a spell—such as by attempting to *counterspell*, taking an attack of opportunity, or performing a readied action—must make a DC 19 Wisdom (Insight) check to realize the deception, using up their reaction on a failure.

Pristina cannot cast any other spell on her turn other than the spell she was pretending to cast or a cantrip with a casting time of 1 action.

Spellcasting. Pristina is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

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

1st level (4 slots): *detect magic, disguise self, fog cloud, magic missile, shield*

2nd level (3 slots): *invisibility, gust of wind, see invisibility*

3rd level (3 slots): *dispel magic, fireball, major image*

4th level (3 slots): *hallucinatory terrain*

5th level (1 slots): *wall of force*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

RAGESIAN SOLDIER, GREEN

Medium humanoid (half-orc), lawful evil

Armor Class 19 (splint, shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	8 (−1)	8 (−1)	9 (−1)

Skills Animal Handling +1, Intimidation +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 1 (200 XP)

Special Equipment. The soldier has a pouch with 10 gp.

Relentless Endurance (1/Day). When the half-orc is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (−1)

Skills Perception +5

Senses darkvision 120 Ft., passive Perception 15

Languages Sahuagin, understands Common

Challenge 2 (450 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

SETALES

Medium humanoid (half-orc), lawful neutral

Armor Class 20 (plate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (−1)	8 (−1)	9 (−1)

Saving Throws Str +6, Con +4

Skills Animal Handling +1, Intimidation +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 3 (700 XP)

Special Equipment. Setales possesses a *potion of water breathing*, 3 *potions of healing*, and a *potion of greater healing*.

Relentless (Recharges after a Short or Long Rest). If Setales takes 14 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

ACTIONS

Multiattack. Setales makes two attacks.

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

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Setales is dressed for heavy battle, and a lot of his gear looks like it came from the Ragesian army.

SHAHALESTI SCOUT

Medium humanoid (elf), neutral

Armor Class 15 (chain shirt)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	8 (−1)

Saving Throws Str +3, Dex +6

Skills Athletics +3, Perception +3, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Orc

Challenge 1 (200 XP)

Fey Ancestry. The scout has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Longbow. *Melee Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SWARM OF FIRE RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer, plus 1 fire damage.

TAKASI

Large celestial, chaotic good

Armor Class 16 (+1 mithril chain shirt barding)

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (–1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Auran, Common, Giant Eagle

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. Takasi makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

THALAN

Medium humanoid (elf), neutral

Armor Class 15 (chain shirt)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	10 (+0)	16 (+3)	13 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Perception +3, Persuasion +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Celestial, Draconic, Elvish

Challenge 4 (1,100 XP)

Special Equipment. Thalan has 2 *potions of greater healing*, an *amulet of mage hand*, and a pouch containing 10 pp. His spellbook contains his prepared spells as well as *fly*, *jump*, *scorching ray*, and *spider climb*.

Fey Ancestry. Thalan has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Thalan is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5

to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *detect magic*, *magic missile*, *protection from evil and good*, *shield*

2nd level (3 slots): *flaming sphere*, *invisibility*

3rd level (2 slots): *haste*, *lightning bolt*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Melee Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

A few strands of blonde hair peek out from this elf's blue cloak. **Thalan** carries a sword at his hip and a bow on his back, but his armor, if any, is hidden under loose robes, and he carries himself like a scholar, not a warrior.

THALAN'S BODYGUARD

Medium humanoid (elf), neutral

Armor Class 17 (chain shirt, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (−1)

Saving Throws Str +4, Con +3

Skills Animal Handling +3, Athletics +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 1 (200 XP)

Special Equipment. The bodyguard possesses two *potions of healing* and two *thunderstones*.

Fey Ancestry. The bodyguard has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The bodyguard makes two attacks.

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

Longbow. *Melee Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

TILJANN

Medium fey, chaotic good

Armor Class 13 (leather armor)

Hit Points 50 (20d8 − 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	6 (−2)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Dex +4, Cha +6

Skills Acrobatics +4, Deception +6, History +3, Perception +3, Performance +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Ignan, Sylvan

Challenge 1/2 (100 XP)

Fey Ancestry. Tiljann has advantage on saving throws against being charmed, and magic can't put her to sleep.

Gliding. While Tiljann is not incapacitated or prone, she subtracts 20 feet from the distance fallen for the purposes of calculating falling damage.

Fallow Touch. Tiljann's unarmed strikes deal an additional 1 point of necrotic damage. When a creature touches Tiljann for the first time on its turn or starts its turn touching Tiljann, the creature takes 3 (1d6) necrotic damage.

Spellcasting. Tiljann is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion (sound only)*, *message*, *prestidigitation*

1st level (4 slots): *comprehend languages*, *detect magic*, *healing word*, *hideous laughter*, *silent image*

2nd level (2 slots): *enthrall*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bardic Inspiration (4/Day). Tiljann can use a bonus action to choose one creature other than herself within 60 feet of her who can hear her. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it

rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

This young woman has deep, vivid eyes full of fey mystery and cautious curiosity. **Tiljann** is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame.

TORRENT

Medium humanoid (human), chaotic good

Armor Class 13 (breastplate)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Athletics +4, History +2, Insight +4, Persuasion +3

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Spellcasting. Torrent is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Torrent has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*

1st level (4 slots): *bless, create or destroy water, cure wounds, detect magic, divine favor, protection from evil and good*

2nd level (3 slots): *enhance ability, magic weapon, prayer of healing, spiritual weapon*

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielded with two hands.

Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 3 (1d8 − 1) piercing damage.

Turn Undead (1/Day). As an action, Torrent presents her holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear her within 30 feet of her must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from Torrent as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

As tall and strong as the typical warrior, **Torrent** is a distinctive looking woman with tanned skin and short white hair. She wears a breastplate decorated with blue wave-like etchings, and a holy symbol to a sea god is tied to her wrist with a leather cord. Her demeanor is smooth but forceful, like an ocean wave.

YOUNG CHUUL

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 87 (12d8 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (−3)	11 (+0)	5 (−3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 Ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and the chuul doesn't have another creature grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

APPENDIX B: ITEMS AND TRAPS

ADVENTURING GEAR

Thunderstone. You throw this stone at a point up to 20 feet away. When it strikes a hard surface or is struck hard, it creates a deafening bang. Any creatures within a 10-foot radius must make a DC 15 Constitution saving throw or be deafened for 1 minute. Anyone concentrating within the area affected must also make a DC 15 Concentration saving throw, with disadvantage if they have been deafened. Deafened creatures may repeat the saving throw at the end of each of their turns, removing the deafened condition on a successful save.

Tindertwig. The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with a tinderbox. Using it to light a torch—or anything else with abundant, exposed fuel—takes a bonus action. Lighting any other fire takes 30 seconds. The alchemical substance is consumed on ignition, and the entire twig is consumed after burning for 1 minute.

ADVENTURING GEAR

Item	Cost	Weight
Thunderstone	50 gp	1 lb.
Tindertwig	1 gp	—

MAGIC ITEMS

Decanter Of Endless Water

Wondrous item, uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- “Stream” produces 1 gallon of water.
- “Fountain” produces 5 gallons of water.
- “Geyser” produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature,

you can target an object that isn’t being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Flaming Stump Hook

Dagger, rare (requires attunement by a humanoid with a missing hand)

While attuned, this hook attaches to the stump where your hand would otherwise be. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, it deals an extra 1d6 fire damage to any target it hits.

Secret. The hook has a significantly reduced value because of the difficulty in finding someone of significant means who has a need for it.

Gargoyle Gem

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a gargoyle is formed from an equivalent amount of stone within 60 feet of you, and the gem’s magic is lost. After 1 hour, the gargoyle reverts to stone.

The gargoyle is friendly to you and your companions for the duration. Roll initiative for the gargoyle, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don’t issue any commands to the gargoyle, it defends itself from hostile creatures but otherwise takes no actions.

Hat of Disguise

Wondrous item, uncommon

While wearing this hat, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the hat is removed.

Lyre of Fabrication

Wondrous item, rare

You must be proficient in a stringed instrument to use this lyre. You can spend 10 minutes playing the lyre to cast *fabricate* without using a spell slot.

Orb of Storms

Wondrous item, very rare

This 8-inch sphere of black glass is etched with unusual curving silver patterns and is bonded with

a control wand. While holding the control wand within 60 feet of the orb, you can use an action to permanently attune the orb to its current location, which may be up to 500 feet underground. The process takes 24 hours and can be cancelled by moving the orb before it is completed. After the orb has been attuned to a location, it may be used anywhere within 5 miles of that location.

While holding the control wand within 60 feet of the orb, you can cast *control weather* from the orb. This can be used to renew a previous casting of the spell before it has expired. The spell is centered in the sky over the location where the orb was attuned. You are not affected by a storm summoned by the orb while holding the control wand. Its rain does not make you wet; its wind cannot push you; and you can swim through rough waters as if they were gentle.

While holding the control wand within 60 feet of the orb or in an area where you have a clear path to the sky that is controlled by the *control weather* spell, you can alter the weather according to the spell or end the spell. The wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. Spells cast from the wand have a save DC of 15.

Call Lightning. While holding the control wand in an area where you have a clear path to the sky that is controlled by the orb to be at least overcast, you can use an action to expend a charge and choose a point you can see within 120 feet. A bolt of lightning flashes down from the clouds to that point. All creatures within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one.

Thunderwave. While holding the control wand in an area where you have a clear path to the sky that is controlled by the orb to have at least gale force winds, you can expend a charge to cast *thunderwave* from the wand.

Potion of Healing

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

POTIONS OF HEALING

Potion of. . .	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4d4 + 4

Potion of Water Breathing

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Ring of Fire Elemental Command

Ring, legendary (requires attunement)

This ring is linked to the Elemental Plane of Fire.

While wearing this ring, you have advantage on attack rolls against elementals from the linked plane, and they have disadvantage on attack rolls against you. In addition, you have access to properties based on the linked plane.

The ring has 5 charges. It regains 1d4 + 1 expended Charges daily at dawn. Spells cast from the ring have a save DC of 17.

You can expend 2 of the ring's charges to cast *dominate monster* on a fire elemental. In addition, you have resistance to fire damage. You can also speak and understand Ignan.

If you help slay a fire elemental while attuned to the ring, you gain access to the following additional properties:

- You are immune to fire damage.
- You can cast the following spells from the ring, expending the necessary number of charges: *burning hands* (1 charge), *fireball* (2 charges), and *wall of fire* (3 charges).

Ring of Fire Resistance

Ring, rare (requires attunement)

This ring has a garnet in its setting. You have resistance to fire damage while wearing this ring.

Tidereaver's Tear

Wondrous item, uncommon

This glass sphere appears to be filled with bloody tears, and leaks them constantly, though the drips soon evaporate. While holding this sphere, you have advantage on Strength ability checks and saving throws to swim through water and to avoid being pushed by strong winds and water. While it is

activated, you likewise drip blood, which is eerie but harmless.

Torchstaff

Quarterstaff, uncommon

This quarterstaff resembles a shepherd's crook with a flaming hooded lantern made of bronze swinging from the end. When you hit a target with this weapon while the hood is raised, the target takes an additional 1d6 fire damage.

TRAPS

Lava Trap

Complex trap (level 8)

Hidden under the ruins east of Seaquen is the tomb of the Pyromancer Damatarion. It is protected by a lava trap of Damatarion's design. The entrance to the tomb lies through the mouth of a stone carving of a dragon head. A permanent *darkness* spell obscures what is inside the mouth.

Trigger. A creature that attempts to open the door or fails to disarm the trap triggers the trap.

Initiative. The trap acts on initiative count 20.

Lava Rain. Lava rains down from the ceiling for the first three rounds. A creature in the room before the door takes 7 (2d6) fire damage, and any creature who escapes the room after being burned by the lava takes another 7 (2d6) fire damage at the start of their next turn.

Entombment. On its fourth turn, the room in front of the door fills with lava. If the door is open, the tomb fills with lava as well. Any creature that is not immune to fire damage within an area filled with lava is submerged in the lava and dies. A small amount of lava spills from the mouth of the stone dragon but is not a danger.

Reset. On its tenth turn, the trap resets. The lava magically disappears, the door closes, and the *darkness* and *arcane lock* spells reset. The scorched corpses of any creatures killed by lava during the entombment phase remain and are coated in a thin shell of rapidly cooling lava rock.

Countermeasures. A successful DC 17 Wisdom (Perception) check notices the faint runes etched around the door. A successful DC 17 Intelligence (Arcana) check recognizes which runes to deface in the correct order to disable the trap. A *dispel magic* spell cast on the door with a successful DC 17 spellcasting ability check suppress the trap and the *arcane lock* for one minute.

Pyromancer Sarcophagus Trap

Simple trap (level 17)

Should a creature manage to break into Damatarion's tomb, the sarcophagus bears a powerful curse.

Trigger. A creature that touches the sarcophagus or uses a tool or magic on it without successfully disarming the trap triggers the trap.

Effect. The creature is cursed for one minute. Each round the creature takes 5 (1d10) fire damage and 1d10 radiant damage.

Countermeasures. A successful DC 17 Wisdom (Perception) check notices faint runes etched around the sarcophagus. A successful DC 17 Intelligence (Arcana) check determines which runes to deface in the correct order to nullify the trap. The trap can be suppressed for one minute with *dispel magic* and a successful DC 17 spellcasting ability check.

If the trap is triggered, the curse can be ended early by casting either *dispel magic* with a successful DC 17 spellcasting ability check or *remove curse* on the cursed creature.

Spear Trap

Simple trap (level 3)

A spear trap is designed to defend a well-traveled passageway. It consists of a pressure plate connected to three metal spears hidden in the walls and floor. The spears fire from all sides in an attempt to immobilize the target. Some spear traps have a hidden lever that resets the spears to fire again.

Trigger. A creature that steps on the pressure plate or fails in their attempt to disarm it triggers the trap.

Effect. The trap makes three attacks against the triggering creature. Each attack has a +4 attack bonus and deals 5 (1d10) piercing damage on a hit. If the creature is hit by more than 1 spear, the creature is restrained (escape DC 12).

Countermeasures. A successful DC 12 Wisdom (Perception) check notices a small gap along the sides of the pressure plate or the holes in the walls and floor. A successful DC 12 Intelligence (Investigation) check recognizes the trap, and a successful DC 12 Dexterity (Thieves' Tools) check inserts a thin wedge to lock the pressure plate.

Alternatively, a creature can attempt a DC 12 Strength check to apply enough weight with an object from 5 feet up or down the passageway, safely triggering the trap on a success. Attempting this from the side still draws the attacks from the 2 spears on the walls.

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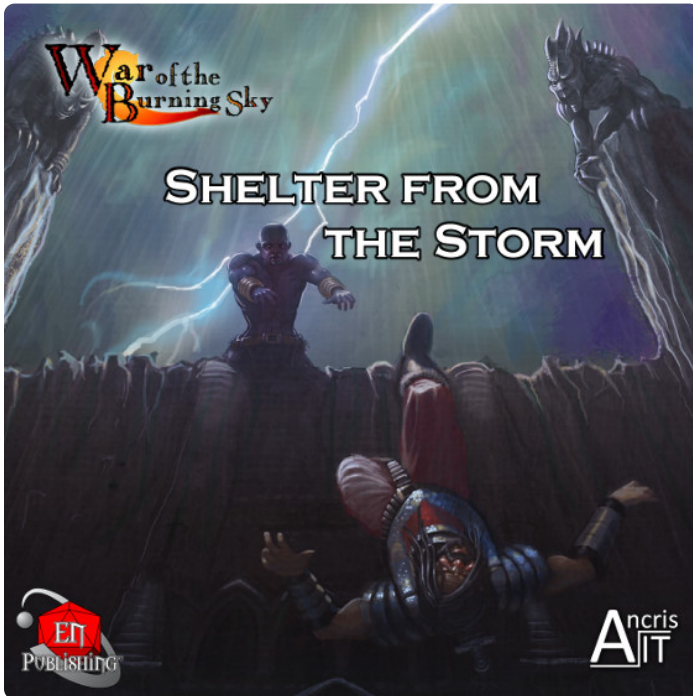


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But Seaquen is no safe have: there are spies, refugees, and a fleet of hostile ships to contend with, to say nothing of an oncoming hurricane that may not be entirely natural.

Can the heroes survive long enough to learn the secrets held at Lyceum while they struggle to save their shelter from the storm?

