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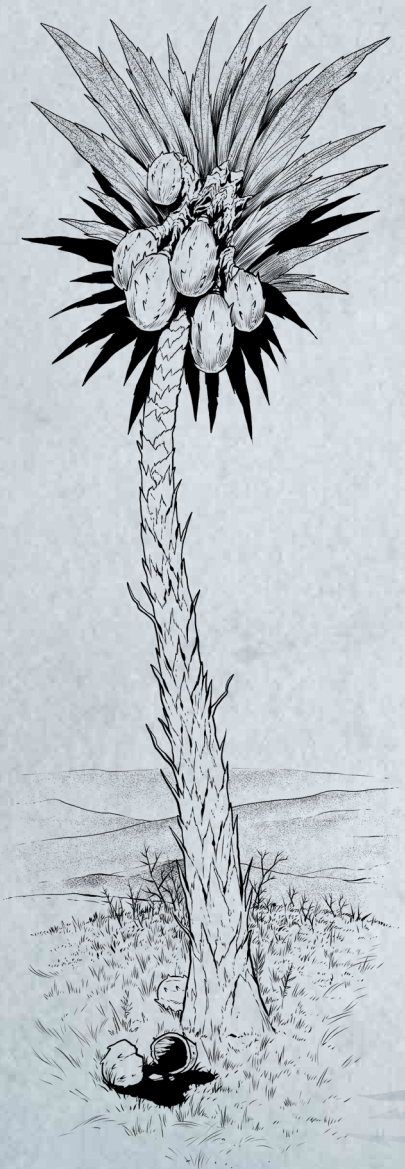

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CONTENTS

INTRODUCTION

Adventure Background 9
Chapter 1: Murder on the Sated Contessa 11
Chapter 2: Valley of the Lost 12
Chapter 3: On The Calhay Sea 13
Chapter 4: Shattering of Chains 14
What the Characters Know 16
Running the Adventure 16

ISLES OF XANTHAROS

History 20
Fall of Xantharos 20
A'rvanshy's Retreat 21
The Gift of Xantharos 21
Morgawr's Coming 22
Timeline 24
Ecology 26
Climate, Flora, Fauna 26
Species 28
Languages 29
Religions 30
Life 30
Death 30
Knowledge 31
Nature 31
Competence 32
Magic 32
Strength 33
Light and Darkness 33
Social Structure 34
Dragons 34
Nobles 34
Slaves 35
Outsiders 36
A'rvanshy 36
Economy 37
Resources 37
Taxes 38
Coinage 38
Laws 39
Punishment for Crimes 40
Alerting the Authorities 40
Clans of Xantharos 42
Clan Astrillax 42
Clan Fralkyn 42
Clan Shatterwind 43
Clan Wyltress 43
Clan Yestryll 44
Clan Zlatozar 45
Adult Clans 46
Young Clans 46
Organizations 47
Scaled Council 47
Fangs of Order 47
Armed Forces 48



Property of Elderbrain. Issued to Lincoln Hood. Order #23384

Monks of the Ebon Serpent 48
Children of the Coffle 49
Dread Stingers 50
Knights of A'rvanshy 51
Sahuagin Tribes 51
Agents of the Kraken 52
Neighboring Realms 53
Customs 54
Celebrated Events 54
Common Sayings 55
Regions 56
Isles of Xantharos 56
The Wyvern Sweep 56
Wyrmheart Volcano 56
Ixxtar Wilds 57
Dragon's Crown Reach 57
The Gullet 57
Wingshield Islands 58
Calhay Sea 58
Rockhorn Isles 58
Emeraldback Isles 59
The Abysmal Rift 59
Silent Pearls 59
Cyclone Peak 60
Island of the Green God 60
Rajmahor's Verdict 60

SEAT OF SCALES
History 64
Districts 65
The Landing 65
Peddler's Abode 66
Favored's Vale 66
The Wide Bazaar 66
South Edge 66
Wyrmrise 67
Infrastructure 68
Walls 68
Gates 68
Roads 68
Wavecrusher Boulevard 68
Pass of the Relentless 68
Rise of the Dignified 68
Road of Many Voices 68
South Sweep Street 69
Sewers 69
Important Locations 70
Wielder of Flame and Steel 70
Open Harbor 70
Everyone's Darling 71
Sweet Home 71
SEAT OF SCALES MAP 72
Gryff's Nest 73
The Rack 73
The Long Bench 74
Everflowing Basin 75
The Primal Egg 75
Cloister of the Whip 75
Biljin's Fantastic Beasts and Other Pets 75
The Dire Barnacle 76
Long Shot 76
Seventy-two-fold Spires 76
Dry Docks 77
The Maw 77
Clan Warehouses 77
Garden of Hope and Liberty 77
Statue of Xemmol'Rhax the Dracohydra 78
Heat 78
Elemental Steel 78
Dragon Wagon 79
Clan Doomwing Residence 79
Clan Astrillax Residence 79
Clan Fralkyn Residence 79
Clan Aztrov Residence 80
Clan Wyltress Residence 80
The Elemental Bond 80
Throne of Xantharos 80
The Melodic Roar 81
Clan Zlatozar Residence 81
Clan Grilox Residence 81
Clan Sharaxas Residence 81
Clan Shatterwind Residence 81
Clan Yestryll Residence 81
The Gardens of Solitude 82
Xantharosian Pride 82
Arms of Steel Mercenary Company 83
House of the Efficient Master 83
No Second Chance 84
Shrine of Talent 84
The Wave Master 85
Parlour of Brilliance 85
Tongue Teaser 86

Property of Elderbrain. Issued to Lincoln Hood. Order #23384

Spellbound 86
Tooth and Nail 86
Sunken Treasures 87
Weeping Bazaar 87
Shack of the Drunken Sage 88
Nest of the True 88
Stonedrake Bartizans 88
Locations by type 89

CHAPTER 1: MURDER ON THE SATED CONTESSA
Aboard the Sated Contessa 92
A Curious Invitation 92
The Sated Contessa 95
Dinner of Astounding Feats 100
Boasts and Dishes 102
Death of a Merchant 104
A Weak Alibi 105
Lavender and Sapphire 106
Tentacles of the Master 108
Morgawr Rises 110

CHAPTER 2: VALLEY OF THE LOST
Kirakku Island 114
Drifting With Debris 115
Danger on the Shore 117
Landfall 119
Tar Pit 119
Emeraldback Marauders 120
Lair of the Fetid Wyrmbeast 120
Rockhorn Village 123
The Spellslave's Doom 124
Expedition Basecamp 125
The Labyrinthine Vault of Koth'Gotrakk 127
Valley of the Lost 131
The Flamedrake 141

CHAPTER 3: ON THE CALHAY SEA
Orbs of the Wondermaker 150
Finding the Orbs 150
Underwater Environments 151
CALHAY SEA MAP 152
Seat of Scales 154
The Harbormaster's Ultimatum 154
The Missing Noble 156
Chase of Dragons 160
Spell Wars Tournament 163
Underground Liberation 166
Audience with the Council 170
Clan Shatterwind Estate 175
Falls of the Deep-sea Elves 177
Raiders in the Dark 178
Dead Drop 185
The Rusty Nail 186
Slaves for Blood 197
Fangs of Xantharos 199
Starfire 205
The Searing Scourge 207
Skull of Cthogga 209
Clan Yestryll Estate 212
Tribe of the Unchained 215
Clan Fralkyn Estate 217
Venomous Spawning Ground 219
Clan Zlatozar Estate 220
The Umbral Beacon 221
Cliffs of Insubstantial Terror 225
Clan Wyltress Estate 228
Clan Carneelis Estate 230
Clan Astrillax Estate 233
Shark Rider Spawning Ground 234
Monument of the Fiend Slayer 236
The Black Cloak 236
Valley of the Lost 237
Emeraldback Tribe 238
The Dark Maiden 239
The Fathomless Reaver 241
Caves of Unavoidable Fate 243
City of A'rvanshy 252
Starhaven 252
Tomb of A'rvanshy 259
Syndicate of the Mindmasters 262
Reefside 265
Habitat of the Dormant Bronze 266
Heart of the Slumbering Volcano 269
Court of Count Bapharaaz 275
Lair of the Azurite Dragongod 277
The Gnawed Bone 278
Vault of the Guardian Sphere 280
Pleasure Tower of Bynthyl Ven'draath 284
Floating Sanctuary 299
Thanstyndurlyath's Lair 303

Property of Elderbrain. Issued to Lincoln Hood. Order #23384

CHAPTER 4: SHATTERING OF CHAINS

- **Reckoning of the Deep** . . . 308
  - Liberation Of A'rvanshy . . . 310
- **The Sahuagin War** . . . 323
  - Ambitions Awakened . . . 323
  - Joint Operations . . . 323
  - The Art of War . . . 325
  - Spite of the Spellhoarder . . . 326
  - Tides of Crimson . . . 327
- **The Aspect of Conjuration** . . . 329
  - Sacred Conquest . . . 329
  - Divine Intervention . . . 331
  - The Mystic Envoy . . . 332
  - A Coalition of Defiance . . . 333
  - Siege of Fort Zlatozar . . . 335
  - Zlatozar Keep . . . 341
  - Calls of Unbinding . . . 355

APPENDIX A: ORBS OF THE WONDERMAKER

- Orbs of the Wondermarker . . . 358
- Attunement . . . 359
- Extracting the Essence . . . 360

APPENDIX B: NAVAL COMBAT

- Roles . . . 361
- Size . . . 361
- Actions . . . 362
- Movement . . . 362
- Weather . . . 362
- Navigation . . . 363
- Visibility . . . 363
- Maneuvering . . . 363
- Combat . . . 364
- Resources . . . 364
- Sample Ships . . . 365
  - Sailing Ship . . . 365
  - Galley . . . 365
  - Dragon Ship . . . 366
  - Longship . . . 366
  - Warship . . . 367
  - Steamship . . . 367
- Upgrades . . . 368
  - Nonmagical Upgrades . . . 368
  - Magical Upgrades . . . 370

APPENDIX C: RANDOM ENCOUNTERS

- Encounters on the Calhay Sea . . . 371

APPENDIX D: MAGIC ITEMS

- Bottle of Hurricane . . . 380
- Cape of the Barracuda . . . 381
- Clockwork Greataxe . . . 381
- Eye of Izrofraxillahr . . . 381
- Instant Bridge . . . 382
- Maarsha's Ear . . . 382
- Nautilus of Cornucopia . . . 382
- Neb . . . 383
- Ointment of Indestructibility . . . 384
- Reliable Repository . . . 384
- Ring of Dimensional Ward Piercing . . . 384
- Rod of Spellbreaking . . . 384
- Rod of the Unseen Crew . . . 385
- Shell Relic of A'rvanshy . . . 385
- Silverfang . . . 386
- Skull of the Archlich . . . 386
- Thunderbolt Charger . . . 387
- Trident of the Sharklord . . . 388
- Wand of Treasures . . . 388
- Wave-crusher Boat . . . 388

APPENDIX E: NPCS AND MONSTERS

- Ailurosphinx . . . 389
- Angler Wyrm . . . 390
- Astekarr . . . 392
- Bard . . . 393
- Captain Gixx Shortpebble . . . 394
- Captain Zavasha Indrioza . . . 396
- Celebrant of the Dark Blood . . . 398
- Crustanoid . . . 400
- Death Jelly . . . 400
- Deep-sea Elf . . . 401
- Dorenthil Balendaal . . . 402
- Dread Stinger . . . 403
- Eldritch Eviscerator . . . 404
- Eldritch Manifestation . . . 406
- Expert . . . 407
- Fetid Wyrmbeast . . . 408
- Flying Wand . . . 409
- Ghost of A'rvanshy . . . 410

Property of Elderbrain. Issued to Lincoln Hood. Order #23384

Giant Stingray 412
Gliding Shark 412
Jade Storm 143
Jazskkcur 415
Knight of A'rvanshy 417
Lady Sentrix "the Coil" Astrillax 418
Lili, Cherub of Second Chances 420
Lord Beremo Fizzmos 421
Lord Priitus Nerkra 423
Lord Rhogar Zlatozar 424
Marla-Thra, the Conjoined Suppressors 427
Master of the Ebon Serpent 428
Monk of the Ebon Serpent 431
Morgawr 432
Mor'jh Koah 435
Mystic Templar 438
Ossiazzxontyr 440
Ravenous Sea Cucumber 441
Sailor 442
Sea Captain 443
Sea Giant 444
Slaughterpaunch 445
Spellslave Sorcerer 447
Thanstyndurlyath 448
Treasure Clam 449
Unit of Crustanoids 450
Unit of Dark Blood Sahuagin 451
Unit of Deep-sea Elves 452
Unit of Dread Stingers 452
Unit of Knights of A'rvanshy 454
Unit of Merfolk 455
Unit of Xantharosian Slave Warriors 456
Warlock 456
Werestingray Template 457
Xantharosian Half-dragon Template 458
Yshara, the Soft-spoken 459
Zenurim 461

APPENDIX F: SUBCLASSES

Barbarian 463
Horned Rager 463
Shark Totem Warrior 464
Bard 465
College of Sea Shanties 465
College of the Siren 466
Cleric 467
Travel Domain 467
Water Domain 468
Druid 470
Circle of the Deep 470
Circle of the Five Winds 471
Fighter 472
Buccaneer 472
Mounted Knight 473
Monk 475
Way of the Serpent 475
Way of the Wave 476
Paladin 477
Oath of Grandeur 477
Oath of Magic 479
Ranger 480
Deep-sea Stalker 480
Wyrmslayer 482
Rogue 483
Cult Agent 483
Pirate 484
Sorcerer 485
Aboleth Bloodline 485
Efreeti Bloodline 486
Warlock 487
Ebon Serpent Patron 487
Vampire Lord Patron 488
Wizard 489
School of Force 489
School of Metamagic 490

APPENDIX G: FEATS

Bolstering Summoner 491
Cautious 491
Dagger Master 492
Deep Diver 492
Dragon Friend 493
Helpful 493
Jungle Survivalist 493

Property of Elderbrain. Issued to Lincoln Hood. Order #23384

Knockout Master 494
Oversized Weapon Specialist 494
Seasoned Captain 494

APPENDIX H: SPELLS

Aquatic Adaptation 495
Bleeding Wound 495
Coral Growth 496
Deep Dive 496
Echoes of Doom 497
Expedite Decomposition 497
Grim Prophecy 497
Jungle's Whisper 498
Karmic Debt 498
Phantasmal Entrapment 499
Proficiency Augmentation 499
Repair Object 500

HANDOUTS

Handout #1: Invitation Letter 501
Handout #2: The Spellslave's Journal 502
Handout #3: Lord Beremo Fizzmos' Notes 503
Handout #4: Puzzle of the Cliffs 504
Handout #5: Hymn of the Guardian Sphere 505
Handout #6: Tablet of the Pact 506



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INTRODUCTION

ADVENTURE BACKGROUND

Lord Rhogar Zlatozar the Dauntless, a half-gold dragon paladin of the Wondermaker, the god of magic, came from a proud noble lineage. The family's thousand-year legacy was preserved through countless generations and finally passed down to Lord Rhogar. Like all initiates from the family's ranks, he swore to guard Clan Zlatozar's fort and the sealed gate in its dungeons that bore the mark of A'rvanshy, the legendary archmage ruler of the deep-sea elves of ancient times. As part of his vows, Lord Rhogar was initiated into the Oath of Magic, whose scriptures were said to originate from the time of A'rvanshy. He made his daily vows at the fort's reliquary, in front of a jeweled vial holding a faintly glowing light blue liquid, the family's most sacred relic: distilled *essence of Conjuration*. Then, like many of his noble forebears, Lord Rhogar was elected to the Scaled Council, the ruling body of the Isles of Xantharos, and the paladin again made vows to serve the half-dragon nation and protect it from harm.

His latest mission from the Council was to investigate the doings of Morgawr, the kraken arch-necromancer in the Calhay Sea to the west of Xantharos, learn its motives, and gauge the threat it posed to the inhabitants of the isles. The kraken plagued the waterways of the Isles for centuries. However, reports of undead attacks on ships grew more frequent, as if the kraken had motives other than rulership of the deep. As if it was searching for something. The young paladin's travels led him far and wide around the Calhay Sea before encountering Ossiazzxontyr. This green dragon oracle made its lair on a mountain spewing forth sulfurous gasses. Ossiazzxontyr demanded payment for its visions, and when Lord Rhogar surrendered his magical bracers, the dragon prepared its divinations. It first consumed a glowing yellow liquid, the raw essence harvested from the *orb of Divination* hidden beneath its lair, one of the eight *orbs of the Wondermaker*. And thus, before Lord Rhogar's eyes, Ossiazzxontyr became an aspect of Divination, and the paladin identified the substance as the same as held in his family's shrine. The divination of the dragon revealed all that Morgawr craves: A'rvanshy's ancient secrets and the ascension to the avatarhood of Necromancy. Ossiazzxontyr also saw the coming of the Resurgence of the Orbs when all their powers would be revealed. Realizing his family's connection to A'rvanshy and the *orbs of the Wondermaker,* and rightly guessing that the substance originated from behind the sealed gate in his fort, Lord Rhogar took his leave from the oracle green dragon in haste and returned home. Back at his fortress, driven by a hunger for knowledge and zealous thoughts of faith, the half-gold paladin broke the seal on the gate that had been barred for over two thousand years.

He explored caverns filled with the protective powers of the orb until he found a glowing sphere of blue magical energy hovering in an underground cave—the *orb of Conjuration.* Once he touched the orb and attuned to it, the powers summoned by the orb no longer meant him harm. Lord Rhogar learned that casting a conjuration spell on the *orb of Conjuration* causes a viscous substance to drip from its surface, and once consumed, this liquid strengthens the flow of conjuration magic. However, the paladin soon realized that taking heavy doses could have lethal effects. Seeking a means to harness the orb's power without harm, he returned to Ossiazzxontyr for guidance. The dragon oracle took payment as usual and again lent council. It revealed the means for Lord Rhogar to protect himself against the overwhelming effects of the raw magical essence: Lord Rhogar must find the Tomb of A'rvanshy and the elf's skull, which would grant the paladin the resistances employed by the legendary elf archmage lich.

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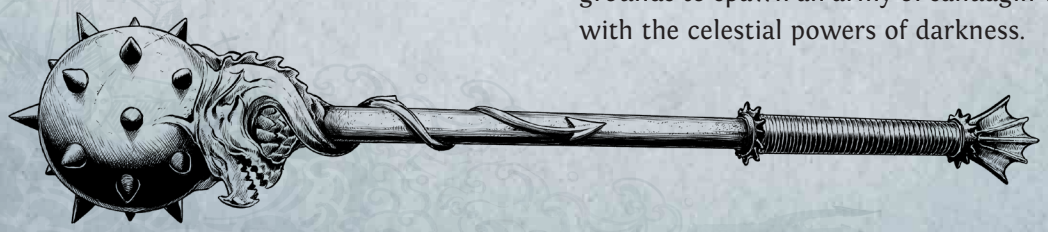
Armed with the key to unlocking great power but ever cautious not to reveal his motives, Lord Rhogar hired an agent from Aglarion to deliver the *skull of the archlich* to him. Miro Sandukar was a master diver and tomb raider specializing in underwater dungeons who was visiting Xantharos when Lord Rhogar found him about a year ago. The thief used his roguish skills and information from the Knights of A'rvanshy to locate and gain entry to the hidden tomb, where he found A'rvanshy's remains and removed the withered skull of the corpse. He then surveyed the relics set about the crypt, and his eye caught a large clam shell set with pearls around its rim and elvish inscriptions on its inside. He only took a few steps towards the shell when the ghost of A'rvanshy rose from the crypt. Miro decided to take flight via planar travel, but not before grabbing the open shell, which broke into its two halves from the sudden movement. Miro then delivered the skull to his employer and got on the first ship bound for Aglarion with his loot —the top half of the bejeweled oyster shell, the *Shell Relic of A'rvanshy*.

Lord Rhogar was now ready for his experiments. He descended into the dungeon under his keep to the *orb of Conjuration* and the vials of blue liquid he had hoarded there while waiting for Miro's return. Once he started to consume the raw *essence of Conjuration*, he felt the magical energies flow through his body, and when their power became unbearable and he was close to death, the legendary protection of A'rvanshy's skull activated to save his life. He felt the divine presence of the Wondermaker in his very being, ascended as the aspect of Conjuration, and gained access to unlimited powers of summoning offered by his deity. It was a moment of pure bliss to the paladin, but soon marred by dark thoughts. At once, his mind cracked under the unbearably powerful magical charge, and he saw himself as the chosen of the Wondermaker. In these delusions of grandeur, he believed he must enforce the exclusive faith of magic, the gift of the Wondermaker upon all inhabitants of the world.

In secret, Lord Rhogar began to use the *orb of Conjuration* and assume divine form, whereupon he could summon any being to do his bidding. The half-gold paladin soon realized that dealing with the powerful entities he summoned required either the true names of the outerplanar creatures, which were heavily guarded secrets, or a considerable sum of treasure as payment. One of the initial pacts he made was with Aztatlacate, a dark couatl from the divine realm of the Darkness Within, who started to serve Lord Rhogar as an agent. He started plotting to create a threat to the islands where he could take over the united armies of the clans and power for his faith. Lord Rhogar tasked the dark couatl to seek out the darkness-venerating sahuagin tribes of the deep seas and their leader Mor'jh Koah to offer an alliance. By infiltrating the ranks of the sahuagin, Aztatlacate learned that the tribe's elders had vampiric powers and served a dark master. The couatl realized that the drow vampire archmage, Faeryl Myrryn, had tasked the tribe to find the blood of the Dark Star, the solar of Darkness from the Time of the Dark Celestials. This blood was prophesied to cover the carcass of Xantharos, the mighty fey dragon that once wounded the solar before falling to its ocean grave.

Lord Rhogar saw the opportunity to set his plan into action. He directed Aztatlacate to scour the Isles for the fossilized remains of the mighty fey dragon and track down this mysterious trace of blood. The couatl soon discovered the location of the Fangs of Xantharos in the mountains of the Isles. Here, the blood of the Dark Star was still covering the fang of the colossal fey dragon that pierced the dark solar's flesh several millennia ago. In return for information on the source of the dark blood, the sahuagin promised to spawn great armies bestowed with the blood's blessings and descend upon the Isles. Mor'jh Koah desecrated the Fangs as an unholy site and started to infuse the Dark Star's blood into the tribe's breeding grounds to spawn an army of sahuagin warriors born with the celestial powers of darkness.



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Lord Rhogar continued his machinations and uncovered the Monument of the Fiend Slayer to learn the true names of Zenurim, a succubus spy, and Marla-Thra, the Conjoined Oppressor, two conjoined twin marilith sisters. The lord did not realize that the time known as the Resurgence of the Orbs had finally arrived. The Dread Stingers, a pirate crew composed of were-stingrays led by an intelligent silver parrot figurine of wondrous power named *Neb*, stumbled upon the *orb of Transmutation*. Realizing the business opportunity, *Neb* utilized its disintegrating eye beam to harvest the magical essence from the orb that the Dread Stingers could push to the magic users of Xantharos. The essence led to the deaths of several influential Xantharosian nobles.

Meanwhile, half of the large shell relic taken from A'rvanshy's tomb surfaced on the mainland in Onadbyr. Morgawr, the kraken arch-necromancer was contacted by one of its loyal minions in Aglarion, Lord Priitus Nerkra, whose primary task was to locate all traces of A'rvanshy that surfaced on the mainland. Lord Nerkra was informed that an elvish relic from the sea was up for sale by a treasure hunter who had recently arrived from Xantharos. He contacted Miro Sandukar as a buyer, but he was too late. The kraken's agent learned that the thief had already sold the shell to a wealthy merchant named Sorlian Finanza. When Lord Nerka pressed the thief for more details, Miro became defensive, and the encounter instantly went from cordial to deadly. Lord Nerkra emerged victorious from the fierce fight, slaying Miro as the thief was about to cut his throat. Left with an ugly scar on his neck, Lord Nerkra set his influence in motion to locate the merchant Sorlian. The trail of the missing relic led to the Sated Contessa, a ship set to cross the seas to Xantharos and depart in a day, where the merchant had already booked passage. Lord Nerkra used bribes and connections among the nobility to add his name to the passenger list, posing as an adventurous explorer. His nefarious task is to find the valuable relic and alert his dark master Morgawr to its location.



CHAPTER 1

MURDER ON THE SATED CONTESSA

The characters are envoys on a mission to the legendary and remote Isles of Xantharos on an invitation from one of the half-dragon nobles of the land, Lord Rinavaram Shatterwind. As heroes of great renown, they are invited to help unify a divided Scaled Council and prepare for a sahuagin invasion that looms over the Isles. The adventure begins on the Sated Contessa, a sailing ship that once undertook the crossing over the Calhay Sea a few years ago. Few make the voyage, and even fewer return to tell of the mystical draconic isles that rise out of the endless waters, since the half-dragons of Xantharos bear no intrusion onto their islands and the seas are the domain of Morgawr, a kraken of immense magical power.

Among the notable members of the mission are the halfling Captain Gixx Shortpebble; a representative of the Crown of Aglarion named Kaduin Gwilas; a wealthy art merchant named Sorlian Finanza, who is bringing his wares and a unique and valuable order to a Xantharosian half-silver dragon sea elf; and Lord Priitus Nerkra, who is secretly an agent of the kraken under the guise of a noble set out to explore the islands.

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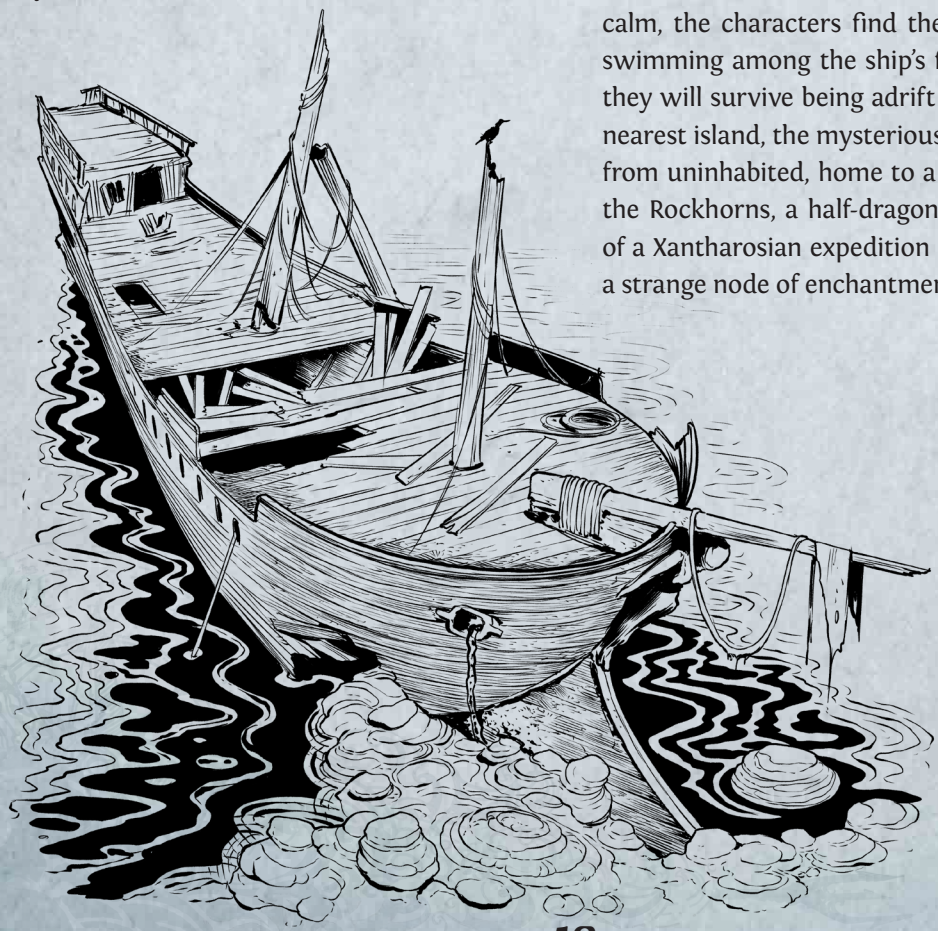
During the voyage, the merchant brags about an ancient relic he recently acquired - one half of a large oyster shell set with pearls and engraved with a unique dialect of Elvish. When the wily agent hears this confirmation, he immediately alerts Morgawr and relates the information on the shell. However, Nerkra's ambitions overshadow his caution, and he tries to steal the shell to present it to his master personally. He steals the shell, kills the merchant, and uses his vile skills to frame Kaduin Gwilas. All clues point to the diplomat, and he has a flimsy alibi. Captain Gixx Shortpebble asks the characters to help apprehend the culprit, otherwise, he will maroon the diplomat at the nearest island. The characters can investigate the crime and expose the agent and his dark ties. However, it is too late, as Morgawr has already dispatched its merrow wight enforcers and comes personally to sink the ship. The undead merrows overrun the ship, and soon after, the kraken itself rises from the waves as the skies darken with lightning clouds. In a devastating attack, Morgawr sinks the Sated Contessa and claims dominance over the Calhay Sea.





CHAPTER 2

VALLEY OF THE LOST

After the kraken retreats into the depths and the seas calm, the characters find themselves in open waters, swimming among the ship's floating debris. With skill, they will survive being adrift and make landfall on the nearest island, the mysterious Kirakku. The island is far from uninhabited, home to a tribe of minotaurs called the Rockhorns, a half-dragon T-Rex, and the survivors of a Xantharosian expedition researching the nature of a strange node of enchantment. The minotaurs will ask

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the characters to assist in slaying the half-dragon T-Rex before revealing the location of the Valley of the Lost, where some of their kin can be found, having broken away from the tribe and living in the shunned valley with outsiders. Characters can also find the abandoned base camp of the Xantharosian expedition and clues that reveal the magical research of its sorcerer leader, Lord Beremo Fizzmos, covering the history of the island, connections to enchantment effects seen on the inhabitants of the community, and guesses about aboleth influences.

When the characters find the valley, they first stumble onto the protective barriers of the *orb of Enchantment*, then come across a strange group of minotaurs, living blissfully in the valley and tending their small crops. The minotaurs, led by their chief Astekarr, mindlessly protect the valley and invite the characters to the caves at its far end. When they draw closer, the characters can feel a forceful intellect trying to assert dominance over them, with orders to enter the caves. When venturing inside, they find a cave system infused with energies of enchantment that try to break their will and a group of spellslaves that the orb has dominated.

They finally arrive at the source of the emanations—a swirling purplish orb of raw magical energy floating in the air. Lord Beremo Fizzmos, the half-red dragon gnome aboleth bloodline sorcerer, is harvesting a viscous purple substance dripping from the orb into a vial. After dealing with Lord Beremo, the characters can learn the powers and secrets of the *orb of Enchantment*. The orb emanates overwhelming energies, and if an enchantment spell is targeted on it, it releases a glob of glowing ooze that drips from its surface. When consumed, the substance can strengthen enchantment spells with metamagic effects but can also lead to an overdose of spell energies. By touching the orb, one can attune to its magical energies, learn its powers, and become immune to its warding effects. When the characters search the half-dragon, they can find further information about the location of the expedition's ship, a magical dragon ship named the Flamedrake, well hidden in a secret cove on the island. With the dragon ship in their possession, the characters can finally finish their journey to Xantharos.



CHAPTER 3

ON THE CALHAY SEA

The characters continue the voyage to the Seat of Scales, the city ruled by the Scaled Council and the largest settlement on the Isles. The rising towers of the city can be seen long before the Flamedrake draws into a bustling port full of exotic smells and the sounds of Draconic speech. As they disembark, the characters are held up by Geryn Sorpin, the respected human harbormaster serving the noble clans. The harbormaster has a hidden agenda. Despite his apparent loyalty to the nobles, he despises slavery and secretly works to save and support escaped slaves. When the characters arrive, Sorpin approaches them and offers a deal: he will provide a magic item to conceal their ship if they transport a group of escaped slaves to an undisclosed location. Depending on their attitude, he either reveals the slaves' true situation or lies about their whereabouts. If the characters accept, they have five days to prepare for the mission.

The characters arrive at Wyrmrise, the residence of Lord Rinavaram Shatterwind, after being granted access with their invitation letter. Lord Rinavaram's son, Lord Droonart Shatterwind, receives them in an injured

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and intoxicated state. Droonart reveals that his father is missing and asks the characters to investigate his disappearance. He offers a generous reward and shares his disappointment at being unable to participate in the upcoming Chase of Dragons race. He offers his magical chariot, the *Thunderbolt Charger*, to the characters if they win the race on behalf of his clan.

After the ship's repairs are completed, Harbormaster Geryn Sorpin introduces the characters to Enris Relian, a skilled tiefling who will escort the slaves to the ship through a secret tunnel. The slaves emerge from the tunnel, terrified and running for cover. Suddenly, monks of the Ebon Serpent and the three sons of Lady Sentrix Astrillax attack to reclaim the slaves. A fierce battle ensues. Afterward, the characters learn that Enris sacrificed himself to buy the slaves time to escape. The slaves plead to be taken to Clan Yestryll's estate for safety, fearing retaliation from Lady Astrillax and the Fangs of Order. Geryn Sorpin's crew arrives to lower the ship into the water, unaware of the events that had transpired. The characters must decide how to hide their trail while Lady Astrillax seeks vengeance.

At the Throne of Xantharos, Lord Droonart Shatterwind addresses the Scaled Council, urging them to unite against the sahuagin threat. He presents the characters as advisors and calls upon their expertise to convince the council. Lord Zhoulann Fralkyn supports the war effort, but he is secretly charmed by Zenurim the succubus, who manipulates him to serve Lord Rhogar Zlatozar's interests. Zenurim, disguised as Lord Rhogar, passionately supports the war and offers to command the armies. Lord Slyssandor Yestryll opposes the war, while Lady Sentrix Astrillax dismisses the need for unity and support. Lady Yryll Wyltress demands an egg of the deep-sea dragon as a condition for her support. The council is deadlocked in a three-to-three vote. The characters must persuade at least one council member to change their stance to achieve a majority vote.

The characters embark on a thrilling quest in the Calhay Sea with plans of liberation and clues to the powerful *orbs of the Wondermaker*. Through ancient songs, cryptic clues, and encounters with mythical beings, the characters uncover the hidden locations of these orbs representing different schools of magic. Delving into the depths, they decipher The Hymn of the Guardian Sphere to locate the *orb of Abjuration* amidst coral-filled regions and ancient dark elf ruins. Other orbs await their discovery, from Divination tied to the enigmatic green dragon oracle to Illusion hidden inside an invisible reef. As they navigate treacherous waters, decipher inscriptions, and solve puzzles, the characters inch closer to harnessing the incredible power contained within these orbs and unveiling the secrets of the Calhay Sea.



CHAPTER 4

SHATTERING OF CHAINS

In the dark and foreboding underwater city of A'rvanshy, the characters find themselves in a desperate struggle against the necromancer Morgawr and its minions. The deep-sea elves, oppressed and afraid, look to the characters as their only hope for liberation. The characters join forces with a group of rebels and gain the support of the valiant Knights of A'rvanshy. Together, they embark on a perilous plan to free the city from Morgawr's tyranny. To achieve this, they must undertake a series of crucial missions. Their tasks include luring Morgawr away from the city, reactivating the Phasebreaker Ward, investigating Morgawr's Throne,

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destroying Maarsha the Bilespitter, sealing the merrow wight cave, and confronting Arvastan Perlantasil, the Master of Zombies. The final battle against Morgawr and its powerful allies, including Gulantraxio, the zombie dragon turtle, occurs in Morgawr's Throne. Here, the characters must face their ultimate challenge and emerge victorious to secure the liberation of A'rvanshy. The fate of the deep-sea elves and the city's future rest on the characters' shoulders. Their determination, resourcefulness, and strategic choices will determine whether A'rvanshy can be freed from darkness and restored to a realm of hope and freedom.

The characters are in a complex web of political intrigue and high-stakes conflicts. If the characters resurrect the former leader of the Children of the Coffle, Yshara, she possesses knowledge of the *orbs of the Wondermaker* and seeks to use their power to end enslavement in Xantharos. However, she needs more information about the current locations of the orbs. She sees the potential of the Boon of Limitless Power, formed by the collective might of the eight orbs, to empower the oppressed and liberate them from their captors. They implore the characters to find all eight *orbs of the Wondermaker* to this end. Lord Slyssandor Yestryll and Yshara also recognize the situation's urgency and unanimously decide to rescue as many people as possible from the sahuagin threat. Lord Yestryll changes his vote on the war if a decision has not been made and the Scaled Council votes for war, appointing Lord Rhogar Zlatozar as the commander of the war effort. The characters are tasked with crucial missions, including summoning underwater allies and confronting the sahuagin in their lairs. The Council proposes potential allies such as the Knights of A'rvanshy, the deep-sea elves and merfolk, the crustanoids of Reefside, Srymusdyrjan the ancient bronze dragon, and the Dread Stingers. Zenurim closely monitors their progress and reports the locations of the orbs to secure them for Lord Rhogar Zlatozar.

As the sahuagin threat looms, the characters participate in a massive military campaign, deploying troops to the shores facing each sahuagin spawning ground. They coordinate with their underwater allies and plan a strategic progression to eliminate the threats systematically. The tensions escalate as Lord Rhogar Zlatozar sends a manifesto, declaring himself the regent of Xantharos and demanding allegiance. The ancient clans respond in various ways, with some remaining neutral, some aligning with Lord Rhogar, and others opposing him. The characters must navigate this power struggle, uncover hidden agendas, and acquire all eight *orbs of the Wondermaker* to achieve their goals. In the end, the fate of Xantharos hangs in the balance. The characters' choices, alliances, and success in their missions will determine whether liberation or further oppression awaits the enslaved people. The stage is set for a final confrontation that will decide the course of Xantharos' future.



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WHAT THE CHARACTERS KNOW

The Calhay Sea is a perilous and enigmatic expanse of water, imbued with mysterious and potent magical forces, and inhabited by a myriad of menacing creatures. Among its infamous inhabitants is Morgawr, the arch-necromancer kraken, whose presence has become the stuff of terrifying tales and haunting sea shanties. In these ancient stories, the true identity of this monstrous wizard often becomes obscured, and there are even instances where he is mistakenly portrayed as an angry manifestation of the god of Nature in folktales.

The characters may have heard exaggerated accounts of the Calhay Sea and its wonders, perils, and distant islands, but they still need to familiarize themselves with their exact locations. One well-known aspect is the nation of Xantharos, with its reclusive half-dragon slave master nobles, a subject known to all. However, only a handful of sailors claim to have seen Xantharos with their own eyes, and they guard its secrets closely, reluctant to share their knowledge with others.

The obscurity of the Calhay Sea and the Isles of Xantharos extends to their organizations, laws, and history, shrouding them in a veil of mystery.

RUNNING THE ADVENTURE

Content Depth

Torrents of the Spellhoarder is a highly elaborate adventure with layers upon layers of references. We recommend you familiarize yourself with the campaign settings of the Calhay Sea and the Seat of Scales, including their histories, organizations, religions, and locations before starting the adventure. Many fine details, relevant connections to the plot, instances of foreshadowing, faction relations, and NPC motivations are woven into the story. This is even more important for the sandbox nature of the adventure in Chapter 3, where the characters can forge their own paths without any constraints to the order of the encounters.

Style

Torrents of the Spellhoarder is a sandbox adventure that weaves its way through a carefully guided beginning and end, while granting players the freedom to explore the vast multithreaded narrative. Within its pages, players will uncover many mysteries, clues, puzzles, and engaging NPC motivations, all seamlessly integrated into the richly detailed setting.

The story centers around multiple objectives, each intricately connected to the next. From the quest for the elusive *orbs of the Wondermaker* to the noble undertaking of liberating the slaves of Xantharos, and the complex political machinations of the half-dragon nobles in their struggle against the sahuagin armies – every storyline is interwoven with the others. As the characters delve into one plotline, they will stumble upon tantalizing references and hints about the remaining threads, culminating in a climactic final chapter where all these intricate pieces converge and coalesce.

The location descriptions of the Calhay Sea and the city of the Seat of Scales are also full of adventure hooks, which were intentionally left open.

Content Rating

Torrents of the Spellhoarder is intended for adult audiences only. The adventure module describes and depicts many forms of physical and psychological abuse, assault, violence, and sexual references that might offend or trigger some of your players. Please consult them on this issue before starting the adventure or adjust the scenes accordingly.

Formatting

The Monster Manual contains stat blocks for most of the creatures found in this adventure. All other necessary stat blocks are included in Appendix E: NPCs and Monsters. When a creature's, poison's, disease's, or effect's name appears in bold type, it is a visual cue pointing you to its stat block in the NPCs and Monsters section

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of our book, the Monster Manual, or the Dungeon Master's Guide. Special abilities, feats, spells, and magic items mentioned in the adventure are in italic type and are described either in the Appendices of this book, the Player's Handbook, or the Dungeon Master's Guide.

Sample dialogs that emphasize the style of a character are inserted when the characters appear in the story, along with the image of the speaker if available.

The adventure is structured into chapters and subsections. Each subsection is organized into the following categories of descriptions, which always appear in the same order and are also marked with a uniquely colored dot. A description appearing earlier in a subsection is relevant to the whole subsection, while descriptions that appear later contain more specific information.

Every dungeon in the adventure has encounter locations keyed to a map. The adventure text often presents the most important features of a location in the form of a list with boldface headings for ease of reference. These are:

Background
Describes the background of a situation, the history of a location, or the previous activities of the NPCs and monsters involved.

Environment
Describes the actual physical parameters of an area or location. This is usually where statistics for objects, traps, and hazards are listed.

Scene
Describes the actions occuring within an area or location, including any checks that the characters might need to make. This is also where the motives and tactics of NPCs and monsters are described if present.

Treasure
Describes the treasure that can be found at a location.

Experience
Describes any bonus experience points awarded to the party.

Books to Use

To run this adventure, you need the Dungeons and Dragons 5th edition core rulebooks: Player's Handbook, Dungeon Master's Guide, and Monster Manual.

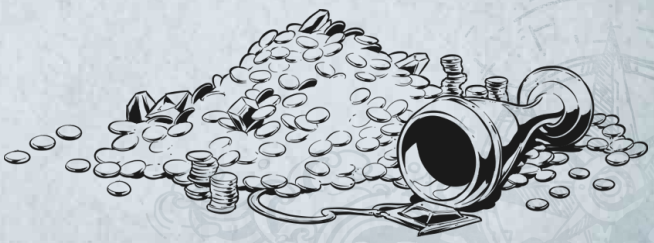
Character Levels

The adventure module was optimized for four player characters. We designed encounters to always be challenging, even for high-level characters. As a result, the total XP award for all creatures defeated or overcome is higher than usual. We suggest using the milestone character advancement to offset the difference in XP counts. We recommend that characters should be of the following levels when starting each chapter or section:

Chapter 1-2.	16th level
Chapter 3.	17th level
Chapter 4.	20th level

Evil Player Characters

Most of the adventure's events and the required motivations are applicable for any character regardless of their alignment. For example, evil characters might indulge in situations and take on quests for their own gain, or to further their own agendas or those of their dark masters. However, the motivations for some of the events in the adventure are based purely on the goodwill of the characters. If necessary, you, as a DM might need to find a way around these obstacles and provide the characters with a hook that involves the same or similar outcomes.



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Isles of Xantharos

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HISTORY

FALL OF XANTHAROS

In ancient times, the Calhay Sea was initially inhabited by a drow family known as the Caelhaa'y. This extended family held dominion over a significant island in the southwestern region, but their empire met a tragic fate. Due to their reckless use of magic and arrogant dealings with devils, their island ultimately sank. Subsequently, darkness engulfed the entire realm, marking the beginning of a tumultuous era.

This age was inaugurated by the Mountainfall, an event that witnessed the descent of the Dark Star and its malevolent celestial minions. These outerplanar beings arrived in colossal rocks, comparable to mountains, shattering the fabric between planes and leaving catastrophic scars across parallel realms—the Material Plane, Shadowrealm, and Feyrealm. While the Shadowrealm endured mostly unchanged, the cataclysm claimed the life of the ancient fey-dragon Xolenthas in the Feyrealm. This event paved the way for a fateful transformation, turning the once vibrant realm of perpetual growth into a realm of darkness and decay.

It was during this opportune moment that Faeryl Myrryn, an exiled drow vampire arch-conjurer, seized her chance to return from the Abyss. Leading her brood of vampiric demons, she sought to assert her dominion over the Feyrealm, renaming it the Bloodgarden. Immediately, Faeryl Myrryn launched an assault on Xantharos, the mate of Xolenthas, forever banishing the colossal dragon to the Material Plane, where the threat of the Dark Star awaited its reckoning.

Her plan proved formidable. The arrival of a dragon of colossal proportions, rivaling the size of a small kingdom, did not escape the attention of the Dark Star. In response, the solar of Darkness rallied its three planetar generals and an army of dark angels to confront this intrusion over the eastern seas. The clash between Xantharos and the celestial forces reverberated through the heavens, with the resounding roars of the mighty fey dragon and the battle cries of the dark celestial army rending the skies.

The onslaught of necrotic energies unleashed by the hordes of dark angels proved overwhelming. In a final, desperate act, Xantharos managed to ensnare the Dark Star within its formidable jaws, but time

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ran short to crush the divine being. The dragon's immense form shattered upon crashing into the waters of the Calhay Sea. Over several millennia that followed, volcanic islands emerged from the remnants of the fallen dragon, most notably a chain of isles now known as the Isles of Xantharos. The residual magical essence embedded within the fey dragon's fossilized remains and the surrounding waters infused the burgeoning life, forever shaping the civilization that would arise, drawing power from these mystical energies.

A'RVANSHY'S RETREAT

In the distant past, long before the Age of the Dark Celestials, a thriving civilization inhabited the depths of the Calhay Sea, consisting of deep-sea elves and merfolk. This prosperous society faced a cataclysmic upheaval following the fall of Xantharos. Their plight was further compounded by relentless military assaults orchestrated by polymorphed dark devas, who led sahuagin armies. Driven into retreat, the native denizens of the deep sought refuge within the Abysmal Rift, a hidden deep-sea trench beyond the reach of the dark celestials.

Guiding their exodus was A'rvanshy, a hierophant of the Wondermaker and an immensely powerful archmage. To safeguard his people for eternity, A'rvanshy willingly embraced undeath, becoming a lich through the community's sacrifices. Within the depths of the trench, the elves and merfolk constructed a city bearing the name of their immortal leader, preparing for a final stand against the encroaching sahuagin armies.

Meanwhile, A'rvanshy swiftly took action, utilizing his vast knowledge of magic and his deep understanding of Xantharos. He also relied on his unwavering faith to harvest the latent magical energies resonating within the fallen dragon. The lich opened conduits to the divine realm of the Wondermaker and channeled these energies into eight orbs, each representing a distinct school of magic. These orbs served as vessels of distilled power, and A'rvanshy infused himself with their essence. Through this process, A'rvanshy transformed into an aspect of Necromancy, harnessing the formidable destructive forces of magic to combat the armies of the Dark Star.

When the opposing forces finally discovered A'rvanshy, they were met with staunch resistance. Countless invaders fell victim to the lich hierophant's potent death magic, while the combined might of the elves and merfolk repelled the attacks once and for all. Fearful that the power of the *orbs of the Wondermaker* might be misused, A'rvanshy concealed them and enhanced the orbs to safeguard their access. The lich meticulously dispersed cryptic clues across the depths of the Calhay Sea, guaranteeing that forthcoming generations of their kind, those deemed worthy, would possess the key to locating and harnessing the power of the orbs.

THE GIFT OF XANTHAROS

For almost two thousand years, A'rvanshy was a haven for all civilized aquatic folk of the Calhay Sea, hidden in a deep-sea trench and protected by the divine lich. During this period, refugees from the mainland slowly populated the Isles of Xantharos, fleeing the oppression of the Dark Star and seeking refuge on the then-barren isles of the eastern seas. Since the fall of Xantharos, these islands were only visited by true dragons, drawn by the legacy of the fey dragon and the magical nature of the isles. Some of the offspring of the creatures inhabiting the islands were born with the blood of dragons, with wings and dragon breath. Over the centuries, the "Gift of Xantharos," as it became known, has manifested in many generations of the inhabitants, who have formed a reclusive society around their draconic members. These half-dragons announced themselves as nobles of the Isles and forced all non-gifted inhabitants into slavery.

In the relative peace that followed the Age of Dark Celestials and A'rvanshy's triumph, Xantharosian civilization flourished. Due to its remoteness, it could build and grow in isolation, becoming wealthy and powerful in its own right. Half-dragons born with

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the Gift of Xantharos founded the noble clans of the Isles, subjugated all other citizens, and fought a victorious war against the true dragons of the region for territory, called the War of the Descendants. The most significant figure in this war was Xemmol'Rhax of the long-extinct Clan Oth'naris, a five-headed half-dragon warrior of great renown. During these years, outsiders seeking the Gift of Xantharos or a home on the isles were few, mainly dragonborn who sought the magical isles as places of pilgrimage.

Relations with the elves of the sea began when the descendants of the first settlers started to expand over the Xantharosian archipelago. This first contact came about because the *orb of Conjuration* was found on one of the isles by a half-dragon noble clan, the Zlatozars, who settled near its location. Always monitoring the state of the Orbs, A'rvanshy was alerted. One night, the lich rose out of the sea and visited the head of the clan to present his terms. A'rvanshy promised an alliance between the people of the seas and the dragonkind of Xantharos. He offered great power to the Zlatozars if they swore to keep the Wondermaker's gifts holy, which would bind them and their descendants. He also bid them to erect a fort to seal the caves where the *orb of Conjuration* had been hidden behind magical protections. The Zlatozars acquiesced and have been proud bearers of this sacred oath through the generations, guarding the sealed gate below their fort, and devout in their faith in magic.

MORGAWR'S COMING

Another thousand years flowed by over the waters until one day, unnatural lightning storms gathered in the south. They heralded the coming of Morgawr, an ancient kraken who was a wielder of necromantic magic that rivaled A'rvanshy's. Through its divinations, Morgawr sensed the overwhelming necromantic powers of A'rvanshy and was drawn to the deep-sea trench like a minnow to an angler. The kraken slew the giant sea turtle Gulantraxio, who guarded the trench, and raised it as an undead servant. It then descended upon A'rvanshy with hordes of the kraken's undead vassals. The two armies waged an epic battle as the two necromancers fought a battle of spells. Under the protection of his lichdom, A'rvanshy assumed avatardom by consuming a giant dose of the distilled magic from the *orb of Necromancy* that would have been lethal for mortals. Few things could surprise Morgawr, but this transformation was something it had never encountered.

The sight sparked fury and envy in the kraken—it wanted this power, no matter the cost. Morgawr first sought out and destroyed A'rvanshy's phylactery, then bombarded the elf lich with a deadly force of spells. One of these was its own creation, a magically-conjured poison specially tailored against undead creatures, which ate away at A'rvanshy's lich flesh. Resigning himself to his

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inevitable fate, A'rvanshy drew on the power of his most powerful spell and sealed Morgawr in a large cassiterite gemstone. Moments later, A'rvanshy succumbed to Morgawr's decomposing spell, and his remains floated to the bottom of the sea. Left without their leader but not broken by the kraken's assault, the surviving elves and merfolk rebuilt their city in the spirit of their former leader and sealed the gem containing Morgawr in caverns under the seabed.

As the centuries wore on, the residents of A'rvanshy honored the memory of their former leader and guarded the wide sea against harm. Meanwhile, the half-dragons of Xantharos grew more numerous on the islands. They easily repelled a naval invasion led by House Monder from Aglarion, and crushed the slave revolt led by a slave poet named Yshara, who sought to end chattel slavery on the Isles. The waters were tranquil, and the great force of evil that was Morgawr slumbered in its gemstone prison.

That is until Ossiazzxontyr, an adult green dragon diviner, stumbled upon prophecies that foretold the return of Morgawr and its own ascension to divine heights of magic in an unknown and mystical way. Ossiazzxontyr did not dare to face the inhabitants of A'rvanshy head-on, and instead sought out the secrets of Morgawr's imprisonment. The conditions to end the containment were specific—only an elf of A'rvanshy that is pure of heart and a wielder of magic could release the beast. Once the green dragon divined this clause, it was a minor task to find and enchant a suitable elf and break the wards that kept Morgawr's gemstone prison secure. The dragon hoped to negotiate with the kraken wizard, but he gravely miscalculated his plan.

After over a thousand year imprisonment, Morgawr burst forth from the gem, driven by a mad rage. Terrified by the overwhelming might of the kraken, Ossiazzxontyr swiftly fled the scene, seeking solace within a treacherous cave system saturated with poisonous gasses. To his utmost surprise, hidden within the depths of the cave, he stumbled upon the *orb of Divination*, a remarkable revelation that fulfilled the dragon's own prophecy. Forming a profound bond with this mystical artifact, he attuned himself to its formidable essence, drawing upon its power to satisfy his insatiable hunger for the enigmatic secrets of the past, present, and future.



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Morgawr rose out of its underground prison and dealt death to the city's inhabitants, only to raise them as undead against their living kin. Besides a contingent of knights in the city's service, few escaped the carnage. A'rvanshy fell and became Morgawr's lair, where it kept the living as souls for its necromancies and hordes of undead to do its bidding. Morgawr's sole purpose since then has been to find A'rvanshy's secret and the powers it saw when it encountered him as an Avatar of Necromancy. The kraken and its servants have scoured the seas for any survivors and elven secrets of old. Nonetheless, A'rvanshy's secrets were safe behind their wards, and the pact with Clan Zlatozar of Xantharos held firm.

TIMELINE

The people of Xantharos calculate their timeline from the date of the Dragonpact. Based on the timeline used in Aglarion, this date is 1435 years before the founding of the Kingdom by Razmyrel Melkar.

The Caelhaa'y Empire (-2500–2297): A clan of decadent drow elves rule a small civilization on the islands of the Calhay Sea with the aid of their bound devil servitors.

Rajmahor's Verdict (-862): The pit fiend Rajmahor, General of the Scythe, punishes the drow of Caelhaa'y with eternal tortures, ending their island empire.

Fall of the Rockhorn Empire (-722): With the demise of their greatest rivals, the Rockhorn minotaurs challenge the powers of life and death itself. Eventually they attract a vile curse of necrosis that wipes away most of their society.

Descent of the Dark Star (-565): The dark celestials arrive at the Material Plane in mountains falling from the skies. The event leaves the underwater denizens of the Calhay Sea mostly unaffected.

Fall of Xantharos (-563): Faeryl Myrryn banishes the primordial dragon Xantharos to the Material Plane. The Dark Star and its armies slay the dragon, which plummets into the sea, forming the Isles of Xantharos.

War of the Deep (-561–537): Led by the lich hierophant A'rvanshy, the deep-sea elves wage an underwater war against the dark celestials and their sahuagin armies.

A'rvanshy's Retreat (-537–531): A'rvanshy leads an exodus of deep-sea elves and merfolk into the Abysmal Rift, where the city of A'rvanshy is founded behind magical protections. A'rvanshy creates the eight *orbs of the Wondermaker* and uses their power to repel the invading sahuagin armies.

The Gift of Xantharos (-245): Refugees from Aglarion start to populate the Isles of Xantharos. In a few generations, a few Xantharosian half-dragons are born, bearing the Gift of Xantharos.

The Dragonpact (0): The first ancient half-dragon clans of Xantharos establish the Throne of Xantharos as their capital at the Seat of Scales. The Scaled Council holds its first session, laying down the rule of the Isles.

War of the Descendants (1): The united forces of the Xantharosian half-dragons, led by Xemmol'Rhax of Clan Oth'naris, wage a triumphant war against the defiant true dragons of the Isles who adamantly reject their rule.

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Clan Zlatozar's Oath (2): Clan Zlatozar finds the *orb of Conjuration* and starts building a fort at the location. A'rvanshy comes to offer terms to the half-dragon clan and makes a pact with its leader, Lord Bragantyr Zlatozar.

The Destruction of A'rvanshy (528): Morgawr locates the city of A'rvanshy and battles the lich leader of the deep-sea elves. A'rvanshy is slain, but manages to trap Morgawr in a gemstone prison with his last spell.

The Monder Armada (1535): Lord Gronjyph Monder leads an armada against the Isles of Xantharos from Aglarion. It is easily repelled by the slave armies of the half-dragons and their dragon ships.

Yshara's Call of Unbinding (1867): Yshara the Soft-spoken writes her epic poem, the Calls of Unbinding, which sparks a slave revolt on the Isles of Xantharos. Unfortunately, the revolt is short-lived and is crushed by the combined forces of the ancient clans.

Fall of A'rvanshy (1966): Ossiazzxontyr, the green dragon oracle, releases Morgawr from its gemstone prison. The kraken slays most inhabitants of A'rvanshy and claims the city.

The current year in the Xantharosian calendar is 2066.



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ECOLOGY

CLIMATE, FLORA, FAUNA

The Calhay Sea has a subtropical microclimate that is defined by storms from the north in the winter and spring, and dry winds from the south in the summer. All inhabitants are used to the monsoons that bring a high level of precipitation and often result in hurricanes that batter the low-lying shores of the islands and cause flash floods even deeper inland. In general, the seas are ceaselessly ruffled by windstorms that can disappear from one moment to the next. The shattered moon, which is a result of the war between the dark celestials and Sarath, the high priestess of the Shining Light in Aglarion who defeated them, grows full and brings high tide once every week.

The Isles of Xantharos are a relatively new mass of land formed from the carcass of the ancient fey dragon Xantharos a couple of thousand years ago. The Isles are located about 3,000 miles to the east of the Kingdom of Aglarion. Plants and animals appeared on its surface and soon spread out to conquer the land. The natural resources like gems and ores found throughout the isles crystallized in an accelerated magical process over a relatively short period of time as the enormous dragon's body fossilized into the landmass it is today.

The flora of the island chains that dot the Calhay Sea consists of subtropical plants of a great variety. Palm trees are the most common, with mangrove and bamboo forests in the wetlands and coastal areas. Many bear fruit, like fig, citrus, and olive trees. The jungles of the Isles form a verdant home to many species and are filled with colorful flowers. Many types of fungi, lichens, and moss cover the jungle floor, with ferns and vines making up most of the undergrowth. The vegetation is often strange and exotic, bearing the fey influences of Xantharos, the ancient fey dragon whose carcass feeds their roots. Therefore, many species are extremely poisonous, grow much larger than their continental cousins, emit strange lights and sounds, have seeds that resemble tiny humanoids, and a few are even carnivorous.

The same is true for the underwater flora of the Calhay Sea, where a wide variety of sea plants thrive in the warm waters, including many species of seaweed, seagrass, sargassum, algae, and plankton. Many of these aquatic plants also bear the signs of fey influences, often growing to giant size, showing vibrant colors, or strange forms.

Some of the less commonly known plants unique to the Isles and harvested for their powerful properties are the viper lily, a highly poisonous carnivorous plant; the virgin's heart, a bush that seeps a curative ointment once every three years; and the drake eye, a bush that grows yellow draconic eye-like berries that explode when their skin is punctured.

Viper Lily. This tubular white plant sprouts horizontal leaf-like spiked flowers and grows 3 to 5 feet tall. It strikes nearby creatures with an attack modifier of +2 and deals 2 (1d4) piercing damage plus 7 (2d6) poison damage. A single plant can be harvested using a poisoner's kit for one dose of an injury-type poison with a successful **DC 13 Intelligence (Nature)** skill check.

Virgin's Heart. This extremely fragile and rare red plant bears a single heart-shaped fruit, from which a small dose of silvery liquid seeps once every three years before the fruit withers. The liquid has the magical properties of a *restorative ointment*.

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Drake Eye Berry. These clusters of cherry-sized berries resemble a yellow eye and grow on a tall spiky bush. A drake eye berry bush usually bears 9 (2d6 + 2) berries. On impact, a drake eye berry explodes in a 5-foot radius and deals 2 (1d4) points of fire damage or half as much on a successful DC 10 Dexterity saving throw. A handful of six or more drake eye berries explode in a 10-foot radius and deal 15 (6d4) points of fire damage or half as much on a successful DC 16 Dexterity saving throw.



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The wildlife inhabiting the islands of the Calhay Sea and Xantharos is just as rich and varied as the vegetation. The most populous phylum of animals found here are arthropods: spiders, myriapods, and insects on the land, and crustaceans in the waters. The wetlands of the islands are home to many species of frogs, toads, snakes, and a wide variety of lizards, caiman, and alligators. The jungle terrain is an excellent breeding ground for tigers and jaguars, while several species of dinosaurs are also present in greater numbers. Different avian species nest in mountainous regions and the high cliffs of the islands, and the jungles are home to a myriad of bird species displaying bright and colorful plumage. Wyverns are also plentiful.

The region's sea life is just as rich as the terrestrial one, both in the shallow waters and deep-sea trenches. Large schools of fish, marine mammals, and aquatic dinosaurs roam the sea currents. Coral atolls are plentiful and provide a habitat for the rich animal life of the region. The renegade Knights of A'rvanshy breed giant seahorses to use as mounts, while the sahuagin tribes have trained gliding sharks that they ride into battle. In general, the fey characteristics of Xantharos are also prominent in the marine biosphere, with many poisonous or giant species not found anywhere else.

The most unique aspect of this Xantharosian ancestry manifests in the form of the Gift of Xantharos. Several times each decade, a creature is born with the draconic blood of the primordial fey-dragon. These creatures are born as half-dragons with the usual traits of dragons, including wings and a breath weapon. With the gifts of their draconic ancestry, they often become the apex predators of their territories.

SPECIES

The Gift of Xantharos is the most predominant and evident among the humanoid population of the Isles. Over the millennia that settlers have inhabited the Isles, the bloodlines of people born as Xantharosian half-dragons have created a society where these gifted individuals exclusively hold the reigns of power and wealth. While relatively few in number, those who bear the Gift are immensely powerful, even more so on the rare occasion when they unite over a common issue. So they have managed to maintain their isolated society for thousands of years. Xantharosian half-dragons are unique to the Isles and show the traits of true dragons, including wings, a powerful breath weapon, and draconic immunities. They form clans based on their draconic types and subspecies and live relatively isolated lives on their estates. Those born with the Gift from non half-dragons are incredibly rare, occurring once a decade, and the trait is only inherited when half-dragons of the same species and subspecies procreate.

The few free folk living in the Seat of Scales and the masses of enslaved people comprise the bulk of Xantharosian society. These people are a mix of

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all species. Dragonborn are an exception to this rule since they are naturally drawn to the Isles through pilgrimages or settling among their kin. They form the second tier of society—not true half-dragons but still respected for their draconic ancestry.

The seas are home to the deep-sea elves and merfolk of the lost underwater kingdom of A'rvanshy. Those that have not been turned into undead toil away under the oppression of Morgawr, the kraken necromancer, in the deep-sea trench that houses the ruins of the once great underwater city, while some live as refugees scattered sound the Calhay Sea. These cells of a few dozen or so refugees are in hiding and relentlessly hunted by Morgawr's undead minions.

The other intelligent species of humanoids dominant in numbers in the Calhay Sea are the sahuagin, who are descendants of the Dark Star's minions from past eons. They have stayed true to their fanatical devotion to the faith of the Darkness Within and have acquired a new patron in the person of Faeryl Myrryn. The drow vampiress conjurer has bestowed the powers of vampirism onto the brood, which is breeding an army to swarm the Isles from the deep-sea spawning pools and eliminate all life in a glorious rampage of blood-frenzy.

A handful of true dragons make their lairs on the Isles, drawn to the location, which they consider a holy site for all dragonkind. Some of them contested the earliest half-dragon settlers for control over the region. Still, they soon learned to fear and respect the united power and defensive tactics of the Xantharosian half-dragons. A few dragons have accepted their fate and live solitary lives outside the jurisdiction of Xantharos, watching over and protecting their domains. A score of younger dragons, those of a more submissive or opportunistic nature, learned how to serve Xantharosian society as a police force and work with or even manipulate the half-dragon clans.

A few prominent monster species also inhabit the region, but they are few in number and influence. Several tribes of lizardfolk and minotaurs can be found in the jungles of various smaller islands, while the underwater regions offer shelter to a species of crustanoids, or crabfolk as they are colloquially known. The Gift of Xantharos is seen as a blessing for some, who hold members of their tribes in the highest regard due to the draconic trails, while others revile such creatures, exile them from the tribes or even sacrifice them.

LANGUAGES

The inhabitants of Xantharos speak a local dialect of Draconic known as Xantharosian. The language has mutated over the relative isolation of thousands of years, but it can be understood by outsiders who speak Draconic. Common is the second most spoken language, used mainly in the Seat of Scales and to conduct trade or negotiations with outsiders on the rare occasion when contact is made. The deep-sea elves of A'rvanshy speak Deep-sea Elvish, a mix of Elvish and Aquan, only fully understood by those that comprehend both languages. Most sentient maritime species speak Aquan, while sahuagin have their own guttural tongue. Other languages are spoken sporadically and usually only between members of the same heritage.

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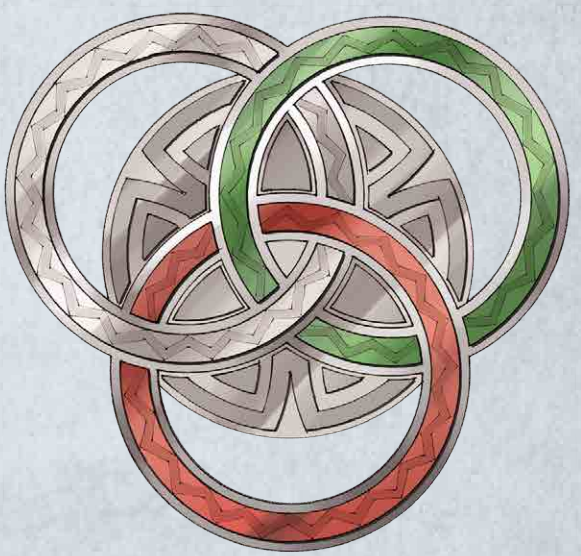
RELIGIONS

The inhabitants of the Calhay Sea worship the same gods of the cosmos as those from other regions. However, the faith of local worshippers is shaped by their draconic ancestries and marine environments. Congregations of the Calhay Sea archipelagos tend to be small, with no centralized clergy, and house shrines, rather than large places of worship.

Clerics come from members of the Xantharosian half-dragon nobles and the ranks of enslaved people, who are valued and aptly compensated for their bonds with the divine. Within individual clans of half-dragons, worship is restricted to those deities that are followed by the masters of the clan. The city of the Seat of Scales holds public shrines to every major deity, and there are a few prominent temples, namely those of Strength, Magic, and Competence. The oppressive hand of the Order of the Eternal Light did not reach the Isles of Xantharos in the past, and so Light and Darkness is venerated in its dualist form rather than its two separate poles.



LIFE

Blessed with draconic longevity, most half-dragons of Xantharos revere the Redeemer on a fundamental level, evoking the name of the god of life as a source of blessing on their health, existence, and general well-being. Those more committed to the faith seek even longer lives, enhancing their vitality with magical and natural resources to extend their already extended lifetimes. Some clerics of the god of life venerate the wide variety of life forms that inhabit the region. Those of the oppressed deep-sea elves of A'rvanshy who dare to dedicate their lives to the Redeemer are the pillars of their anguished community. They provide faith and a solid foundation of hope to the numerous believers who struggle under the foul necrotic magic of Morgawr.

DEATH

Xantharosian half-dragons respect the Inevitable more than other species do due to the heightened fear of the time when their lengthy mortal existence would end. This special relation to the ideology of death makes them vulnerable

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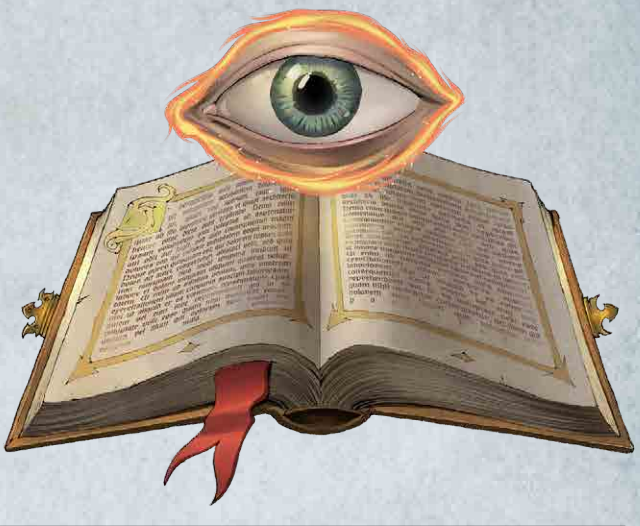
to most of the dogmas of the religion. It makes them feverishly revere and try to appease the divine power. The priests of the Inevitable in the Isles whisper about a prophecy that foretells the emergence of an aspect of the god of death, one named Thyargylosh, who will eventually come to the Material Plane in the end of days. Sometimes mistaken as the herald of this power by the land's inhabitants, Morgawr encourages the faith of the Inevitable within its court. The kraken bolsters its undead servants through numerous treacherous deep-sea merfolk death priests led by the sea hag mummy lord high priestess, Maarsha the Bilespitter.



KNOWLEDGE

The half-dragons of Xantharos have long lives and much time at their disposal to learn and contemplate the ways of life. This makes them avid believers of the Wise One. Some clans' libraries outshine those of larger cities found elsewhere in the world. Ancient, secret knowledge, mystical teachings, and legends are all highly sought after by the ranks of the scaled nobles who wish to advance the cause of their clans. Such half-dragons turn to the clerics of the god of knowledge for guidance and pray for more of its blessings. Only a handful of Xantharosians venerate the Wise One in secret. These clerics keep to themselves, never revealing their faith, not even to their kin, to ensure the safekeeping of ancient secrets and knowledge of their kind for generations to come.



NATURE

The lush subtropical vegetation and diverse fauna of the Isles are considered a blessing by the followers of the Eternal Mother. Their holy beliefs are further affirmed by the primal fey powers found in the region's prolific wildlife. Xantharosians, especially half-dragon nobles, are very closely affiliated with the powers of nature, which they hold in high regard. The most devoted of the faith seek out the many elemental nodes found on and around the

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Isles and venerate them as the raw manifestations of nature. Others find spiritual enlightenment in the turbulent displays of natural powers such as strong winds and the sometimes towering waves of the Calhay Sea. There are a few deep-sea merfolk and renegade, solitary deep-sea elven clerics of the Eternal Mother who nurture their underwater environment as clerics or druids of the faith.

COMPETENCE

Xantharosian half-dragons value skills that result in wealth and find value in everyone and everything based on their usefulness to themselves and society. The faith of the Efficient Master is kept in high regard, and one can find the priests of the religion within most clans. One's competence and the rightful recognition of one's skills are the essential building blocks of Xantharosian society, which makes daily prayers to the Efficient Master a regular occurrence for both enslavers and enslaved people.



MAGIC

The Wondermaker, the god of magic, has an important role in the everyday lives of Xantharosians, who all consider the land on which they live as a source of magical energy. Clerics of magic work hard to remind inhabitants of the Isles to pay homage to the god of magic and to recognize it as the unique source of power that empowers their society. The faith focuses its devotion on the Gift of Xantharos as the magical powers originating from the draconic heritage that lingers throughout the Isles.



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STRENGTH

The faith of the relentless idolizes the power of dragonkind and the brutal force of the gigantic creatures that inhabit the region, both on the land and in the waters. Many of the faithful pay voluntary tithes to the largest dragons, who gleefully accept their offerings on special days dedicated to their admirers. Many Xantharosian warriors also pay homage to the Relentless during everyday duties or when challenges arise. Their devotion is encouraged through sponsored local priests by some of the clans that can muster larger fighting units.



LIGHT AND DARKNESS



Lacking the tragic historical imprints of the faith on other parts of the world, the god of light and darkness is worshiped as a single entity on the Isles of Xantharos. For inhabitants of the Isles, the faith represents duality and balance, a philosophy that embraces and explores such basic phenomena as day and night or good and evil. The priests of Light and Darkness are few in Xantharos and unheard of within the ranks of the oppressed deep-sea elven community of A'rvanshy. Only the sahuagin of the deepest trenches of the sea venerate the Dark Star and the Darkness Within in their temples. They are remnants of the forces once ruled by the dark angels and subjugated into servitude to vanquish the elves of the seas and establish dominance over the depths.

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SOCIAL STRUCTURE

DRAGONS

Both metallic and chromatic dragons inhabit the Isles of Xantharos, but they keep their conflicts minimal or well-hidden from the numerous and powerful half-dragon nobles. True dragons, especially older ones, stay out of the politics of their half-dragon kin, who are powerful enough to retaliate in united force if threatened. Most dragons keep to themselves, hunting and reigning over their territories, protecting them from humanoid inhabitants, monsters, and other true dragons. Many dragons act as advisers and sometimes temporary allies of the half-dragon clans. The clans compensate them richly for their occasional services. The most notable of these true dragons in all of Xantharos are Ossiazzxontyr, a revered adult green dragon oracle with mystic magical powers, and his ally, Arhuznatyllax, an adult blue dragon. The two are known to be in a several hundred-year-long conflict with an even more powerful dragon, Srymusdyrjan, a slumbering, bitter ancient bronze, who has withdrawn to its lair to slumber over a decade ago. A handful of young dragons of various colors, known as the Fangs of Order, have put their conflicts aside and are temporarily affiliated with the Scaled Council. They serve Xantharosian society as protectors and enforcers of the Seat of Scales. These younglings nest in the city and are paid well to deal with interlopers and perpetrators.

NOBLES

The Isles of Xantharos are ruled by half-dragon clans of different colors and humanoid species. The clans rule with a firm grasp and an assertive approach regarding their dominance over their domain and subjects. The clan elders enforce the laws harshly to upkeep their power and have schematic solutions to most challenges they face. This makes them fairly predictable, but their consistency also ensures the stability of their reign over their territories, which range in size from small fortified estates to larger keeps surrounded by towns of decent size.

The survival and success of the half-dragon clans is thanks to the fact that they could always put their conflicts aside when necessary. Most of the Xantharosian half-dragon nobles are law-abiding citizens but also self-centered, opportunistic, and greedy individuals who usually place their personal progression and well-being over the status of their clans. It is not uncommon for a noble to change clans as they age or become more skilled or powerful in their chosen trade, seeking better opportunities, offers, and rewards of such a shift in clan name and position. These adopted individuals are respected and valued but can never aspire to become the leaders of their new clans if their type doesn't match the adopting clan. Half-dragon nobles respect each other and consider their kin superior to other species. Their ruthlessness and merciless attitude are evidenced by the lack of respect they pay to people they consider "lesser" species.

The first half-dragon clans were established thousands of years ago by the first transformed settlers of the Isles, formed out of similar humanoid species that could reproduce. Many ancient clans have fallen since then, entirely eliminated and forgotten, while others have grown to immense power and influence. Rarely, new clans have formed by groups of half-dragons of similar color and species, who have

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joined forces to seek glory and position in the Isles. These newcomers have always been fiercely contested by their kin, who wished to eliminate any competition before it became untenable.

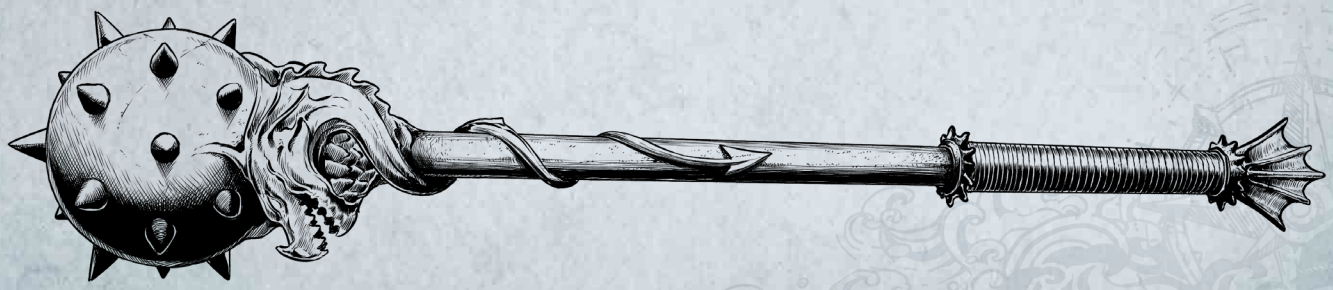
The clan system of the Xantharosian half-dragons recognizes three ranks of maturity of the noble clans: ancient, adult, and young, based on their size and available resources in terms of numbers, wealth, and military might. The ancient clans of the Isles are the human golds of Zlatozar, the human reds of Fralkyn, the human, half-elven, and elven blues of Wyltress, the dwarven bronzes of Shatterwind, and the tiefling silvers of Yestrill. There are eight adult clans and over a dozen young clans. Even the latest of these young clans formed over a few hundred years ago. Each clan consists of a handful of half-dragon nobles. However, their number ranges from a single noble to an extended family of a dozen or more in some cases. There's an intrinsic conflict between chromatic and metallic half-dragons based purely on their bloodlines, which is also reflected in their diverse temperaments, behaviors, ideologies, and attitudes.

Individual half-dragons are sometimes invited for adoption and to advance to a higher-ranking clan if recognized for a display of outstanding skill or power. It is preferred for such adoptees to be of the same species and color to ensure the continuity of the clan as a family, but in some cases, even this requirement is transgressed. Such rare events usually stir political feuds within the lesser clan and are followed by social repercussions. Sometimes, especially in the case of lesser clans, entire clans merge and intermarry to bolster their position.

SLAVES

Slaves are owned for life by the clan they were born into or with which they signed a Binding Agreement. They are evaluated for their skills and usefulness based on their role within the clan, whether they be farmers, cooks, warriors, personal bodyguards, or high-ranking spellcaster advisors. All enslaved people are forced to wear half of a manacle on one of their wrists with the stylized crests of their clans. The half-dragon nobles of Xantharos are fully dependent on their slaves, and they know this fact. Fearing the balance of power due to the large number of slaves, they go to great lengths to keep their slaves satisfied, providing them with food, homes, tools of excellent quality, comfortable living conditions, and even valuable gifts. Enslaved people even receive wages for their work, which they can spend as they wish but they can't own real estate, land, or other slaves. The better performing and more skilled an enslaved person is, the more benefits they earn from their masters. However, the despicable practice of slavery leaves its ugly mark on both slaves and enslavers, and no matter the benefits offered to them, most slaves dream of a future where they are equal members of society.

This is mainly due to the fact that the rules and laws for slaves are stringent and curtail every inch of their lives. Enslaved people can leave their masters only if their contracts are signed over, they can't marry outside the clan, and their children automatically become the slaves of their masters. Disobeying or breaking the laws and clan rules is quickly followed by harsh punishments that are usually public for all to witness. There are cases when enslaved people escape their bonds for personal reasons. There was a single instance of a slave revolt organized by the



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Children of the Coffle due to the practice of chattel slavery. However, the Xantharosian armies brutally crushed it after a year-long war. This group still exists, hoping for a day when the enslaved people of the Isles will rise again. It is an extremely secretive organization of fragmented cells with no knowledge of other cells, and members take their secrets to the grave, even when facing torture.

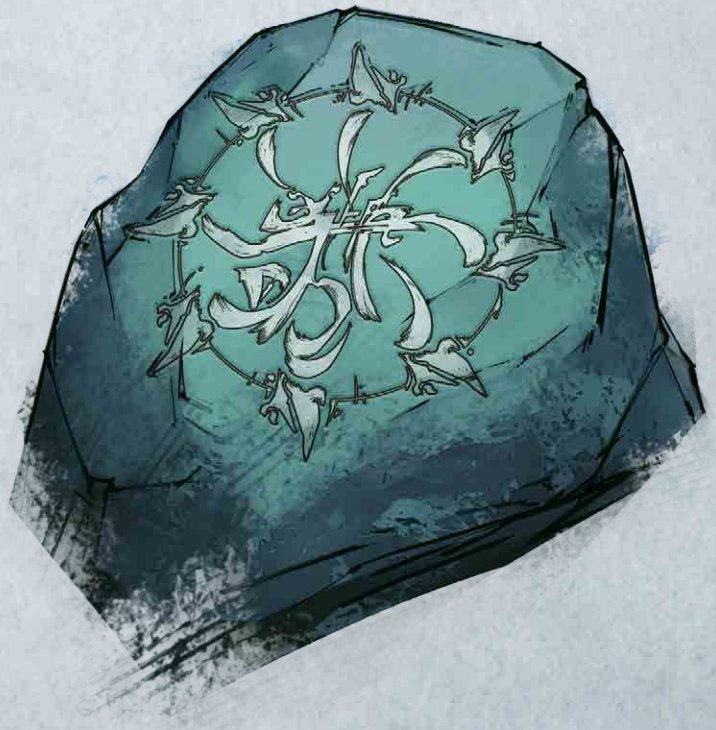
Many skilled outsiders come to Xantharos to become slaves of their own volition in the hope of a better life in peace and well-being. Meticulous contracts are drawn up to list the terms of servitude, which are strictly enforced by the authorities of the clans. Most of these enslaved people also dream about giving birth to a half-dragon, which only happens on the rarest of occasions. Rarely, a master rewards a slave by allowing them to emancipate themselves by paying their own price set in the Binding Document, but this price is set by the master and is usually very high. Such enslaved people are given a grace period in which they are free to leave and collect the sum, but if they fail, a second chance is rarely offered and they remain in bondage.

OUTSIDERS

Those who visit Xantharos are free to act and move within the boundaries of the port city of the Seat of Scales. Visitors are not allowed to set foot on the Isles outside this restricted area, where they can trade and live as long as they obey the laws of Xantharos. The journey to the Isles is long and perilous, but some traders, service people, adventurers, treasure hunters, and low-life criminals find their way there. These outsiders, as the Xantharosians call them, are mostly from maritime backgrounds and seek to benefit from the fact that they reached the shores of the half-dragons alive. Those caught breaking the law or caught outside the perimeter are usually executed on sight, and their bodies are hanged in the ports as a display of warning to others.

A'RVANSHY

Most of the deep-sea elves and merfolk of A'rvanshy are prisoners of their own hidden underwater city. The ruthless tyranny of Morgawr manifests in daily harassment by the deep-sea elven and merfolk collaborator devotees of the necromancer kraken or the undead merrow that Morgawr assigned to them as bodyguards. The suppressed masses toil endlessly to gather food and to survive, only to be treated as necromantic resources by their gargantuan monstrous oppressor. Those few who have betrayed their kin live a life of relative safety and comfort. In return, they act as the extended will of Morgawr, keeping an eye on its subjects and punishing them when it deems it appropriate. The kraken necromancer is barely concerned about the inhabitants of A'rvanshy and treats them as a flock that can be culled if needed. It only pays attention to news of rebellion or the trail of renegades who linger around the city, sacrificing themselves to help the trapped population, even by risking their lives.



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ECONOMY

RESOURCES

Most clans of Xantharos are relatively autonomous and rely heavily on their own resources that they also trade when excess amounts become available. The most important of these resources is the land they own and farm. These land holdings provide food for the clan and its livestock, as well as wood and mineral resources. A large number of enslaved people toil endlessly on these farms and plantations day and night to provide the clan with crops, grain, fruits, meat, herbs, spices, and dairy products. The most fertile of these lands lie on Wyvern Sweep and the southern shores of the Ixxtar Wilds.

The waters surrounding the Isles and the rivers and lakes of the land provide an abundance of fish, turtles, clams, and other seafood that is always fresh on the table of the inhabitants of the Isles. Many of the clans have divers who spend hours submerged to hunt for octopus, sea cucumbers, shellfish, and more valuable assets like pearls.

Some of the clans of mountainous areas around Wyrmheart Volcano and in the Gullet own mines that produce coal, various types of metal, and precious gemstones. The limited number of these mines and the high demand for the mined resources make the clans who own them fabulously rich. In particular, the gem mines serve as one of the main resources of the precious stones used as currency throughout the Isles. The jungles and shore-side mangrove or bamboo forests are widely logged for wood used for building and as firewood. The hardest and densest of these woods is the black ipe, native only to the Wyvern Sweep peninsula.

Xantharosians trade resources that can't be found on the Isles with outsiders who have learned the demands of the half-dragon nobles. They struggle to provide a steady supply because of the difficulties of transportation.

The depths of the Abysmal Rift are scarce in vegetation due to the lack of sunlight and the rocky environment. The deep-sea elves and merfolk hunt for fish, sea cucumber, deep-sea crustaceans, and sea sponges to sustain themselves and their traitorous ruling elite. The haggard residents of the city of A'rvanshy have no resources and lack the strength and motivation to renovate the now crumbling, once majestic buildings raised by their forebears.



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TAXES

Xantharosian nobles and clans pay no taxes but are required to donate if the Scaled Council decides that a cause requires resources. Regular taxes are only imposed on outsiders who have to pay 5 to 20 gold pieces worth of gems per ship per day as a harbor tax, depending on the size of the ship. Merchants are also taxed for 20 percent of the value of any trade goods brought into the Seat of Scales. The council's tax collectors collect these taxes on outsiders, and the income is used to maintain and upgrade the city's infrastructure. Anyone caught trying to evade paying taxes is fined for triple the value of their dues, has their right arm cut off, and is expelled from the Isles forever.

COINAGE

The Xantharosian economy is based on the circulation of gemstones rather than coins. Xantharosian clans don't mint coins but accept them from outside worlds based on their precious metal value. The Seat of Scales hosts several large exchanges where foreign coins and gems can be valued and converted for a five percent transaction fee. Gems are categorized based on their clarity, size, weight, and rarity. There is a common consensus on the standardized value of each type of gemstone, which leads to a measure of consent regarding prices. However, it is always up to the buyer and seller to agree on values, or the deal is void. Most Xantharosians also carry simple jeweler's tools and small magnifying glasses to appraise the value of any gemstone by determining its color, clarity, size, hardness, weight, and cut. Determining the value of a semi-precious or precious gemstone requires a successful **DC 12 Intelligence** ability check, which is made with advantage if using jeweler's tools or a magnifying glass.

Transactions of lesser value, from a few silver pieces to 100 gold pieces, involve small to medium quartzes, corals, and semi-precious stones like agate, onyx, lapis lazuli, obsidian, turquoise, citrine, zircon, more common forms of topaz, or even pearls. Silver, gold, and platinum pieces minted in other realms are also accepted forms of payment and are accepted according to their value. Higher value transactions might involve larger crystals, pearls, or more expensive semi-precious stones like alexandrite, spinel, or peridot, but are usually settled in small, medium, or large precious gemstones, like sapphire, emerald, ruby, and different colors of diamond. Refer to the gemstone tables found on page 134 of the Dungeon Master's Guide for a full list of gemstones and their values.



POCKET REFRACTOMETER

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LAWS

The laws of the sea are cruel and harsh, and have left their marks on the Isles of Xantharos. In a hierarchical society with basically two tiers of inhabitants—noble half-dragons and enslaved people—the legal system is also divided into two categories, those of nobles and those of their servants. Above all else is the centralized power of the Scaled Council, composed of the representatives of the ancient clans. This body provides the legislature and pronounces judgments in disputes between nobles or cases of supreme importance. The laws of the land are set forth through a complex judiciary after thousands of years of legal precedents under the oversight of the Scaled Council. Cases are well-documented, and the court bureaucracy is vast, composed of an army of clerks, deputies, scribes, enforcers, tax officers, and judges. Due to the diligence of the justice system and harsh penalties imposed by the courts, crime rates are extremely low.

All half-dragons are considered nobles and thus have separate rights and obligations imposed upon them. They pay no taxes but are still obligated to provide funds for communal projects as determined by the Scaled Council, and to maintain navy and army units for the defense of the Isles. If any clan goes into arrears, the council imposes heavy fines and confiscations upon them. In cases involving half-dragons, the word of the council is final and binding. Large fines are the standard form of punishment for the wrongdoing of the nobles. Still, sentences of home imprisonment in isolation are also applied as penalties, and in rare cases, even exile or execution.

The law of the land stipulates that clans are responsible for their own slaves, whose rights must be governed by slave contracts, known as "Binding Documents." These are the cornerstones of enslaved people's rights and the obligations imposed upon each clan to maintain order. Contracts are voluntary for those not born as slaves. However they are also ad infinitum, imposed upon the signer's descendants for all generations. The Binding Document stipulates the terms of servitude, rights forfeiture, emancipation, and acceptance. The clan also clamps one half of a manacle to each slave's wrist, displaying the symbol of the clan. Cases involving breaches of Binding Documents are handled locally by the respective clan whose slave is involved. Local rulings can result in vastly different sentences and severities of punishments, depending on the specific case, the temperament of the clan, and extenuating circumstances. Fines are also levied on enslaved people and thus their clans in the case of inter-clan disputes. In these cases, the clan of the guilty party has to pay the penalty. However, the punishment of enslaved people at the hands of their clan is generally extremely harsh and usually corporal. Disfigurement or dismemberment is common. Though sometimes employed, executions are still rare, as enslaved people are considered valuable resources by the clans.

Outsiders to the Isles are a third category within the Xantharosian legal system. Outsiders are not allowed to set foot outside the walls of the Seat of Scales. Thus, they fall under the oversight of the Scaled Council and the judiciary of the capital while remaining in the city. All individuals caught trespassing outside the city are subject to the jurisdiction of the local clan law. However, the farther one ventures from populated areas, the lower the likelihood of encountering authorities who would apprehend them. Fines are levied on outsiders for breaking the law and in cases when they cannot pay, they are either exiled or forced into slavery by the clan for local cases and by the Scaled Council in the Seat of Scales. In the latter instances, the convicts are sent to the Weeping Bazaar, where nobles can bid on their contracts. For serious crimes, mutilation and execution are commonplace.

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Judges garner much respect in Xantharosian society for maintaining the rule of law. They are usually predominant members of their clans, all noble half-dragons with years of experience handling legal cases. The law at the Seat of Scales is enforced by the Fangs of Order, a group of young dragons that constantly circle above the capital. The Fangs of Order are under the direct control of the Scaled Council and are very keen on hunting those who have broken Xantharosian law.

PUNISHMENT FOR CRIMES

The Fangs of Order is quick to react to the call of any official. The dragons first hunt down, then apprehend suspects or perpetrators before snatching and carrying them to the Rack for processing. They hold prisoners until the courts open their trial and during the proceedings.

The accused are brought before a judge, who hears the case and pronounces judgment. Punishments are carried out by the enthusiastic Fangs of Order, who devour or mutilate convicts at the behest of the courts. Guilty parties must pay fines directly to the Shared Hoard, the treasury of the Seat of Scales. Fines are calculated in gemstones, which are shared with the Fangs of Order. If penalties are not paid, an outsider might face imprisonment, slavery, or even execution, depending on the amount owed. Detention is usually only temporary and is spent at the Rack, where sometimes dozens of prisoners starve and suffer on display for the city to witness.

Depending on the severity of their crimes, their usefulness and value, punishment for enslaved people is usually mutilation or death. The removal of a body part related to the crime is the usual punishment for slighter crimes and atrocities. For example, a tongue might be cut out for speaking falsehood, hiding a secret, or spreading lies, or fingers and even an arm cut off for theft. This form of punishment serves several purposes, for example as a deterrent for others. More severe crimes are punished by the death penalty, which is executed in a way and by the person appointed by the enslaved person's master.

A more complex and less severe code is applied for outsiders and nobles. The punishment for the crime is set by the judges depending on the severity of the case and the status of the culprit. Half-dragon nobles are usually judged in a much lighter fashion than other individuals. The following table lists punishments for outsiders, since slaves are usually mutilated or executed, while nobles are usually fined for their transgressions.

ALERTING THE AUTHORITIES

The Fangs of Order constantly patrol the skies above the Seat of Scales. Their sharp draconic senses allow them to seek out targets quickly, and their speedy flight lands them at the scene even faster. If alerted, 2 (1d4) Fangs of Order can be on location within 3 (1d4 + 1) minutes, and additional reinforcements of 3 (1d6) young dragons arrive every 3 (1d4 + 1) minutes if needed.

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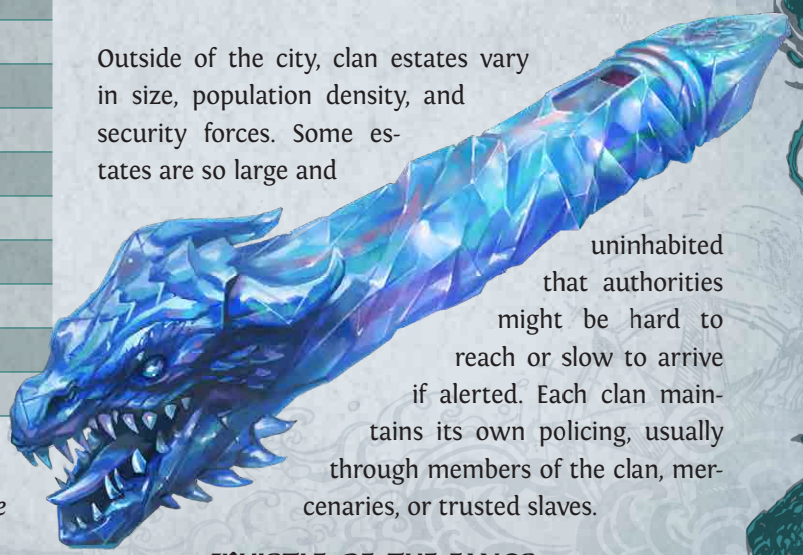
Debt of gemstones worth up to 100 gold pieces	Imprisonment for one month
Debt of gemstones worth up to 1,000 gold pieces	Imprisonment for several months, mutilation, or slavery
Debt of gemstones worth above 1,000 gold pieces	Mutilation and slavery, or execution
Trespassing	Outsiders found outside the Seat of Scales are fined in gemstones worth 100 to 500 gold pieces and are exiled
Disturbing the peace	A fine starting from semi-precious stones worth 10 gold pieces up to gemstones worth 500 gold pieces
Tax evasion	A fine that is triple the value of the tax debt, mutilation, or exile
Obstructing justice	Mutilation and long imprisonment, or execution
Property damage	A fine that is triple the value of the damage caused, or execution
Forgery	A fine that is triple the value of the forged money and/or short to long imprisonment, or execution
Bribery	A fine that is triple the value of the bribe and/or short to long imprisonment, or execution
Theft	A fine that is triple the value of the stolen goods and/or mutilation or from short to long imprisonment, or slavery, or execution
Assault	A fine starting from semi-precious stones worth 10 gold pieces up to gemstones worth 1,000 gold pieces in case of an assault against a slave or outsider, or long imprisonment or mutilation or execution in case of an assault against a noble
Murder	Mutilation and long imprisonment in case of someone else's slave, or execution in case of a noble
Treason	Execution

Roll on the following table to determine the type of dragon:

1	black
2	blue
3	green
4	red
5	white
6	brass
7	bronze
8	copper
9	gold
10	silver

All council members and a few other individuals in the city carry a magical whistle called the *Whistle of the Fangs*, that is only audible to true dragons within four miles, allowing the Fangs of Order to pinpoint the location of a call and fly in haste to the location.

Outside of the city, clan estates vary in size, population density, and security forces. Some estates are so large and uninhabited that authorities might be hard to reach or slow to arrive if alerted. Each clan maintains its own policing, usually through members of the clan, mercenaries, or trusted slaves.



WHISTLE OF THE FANGS

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CLANS OF XANTHAROS

The mightiest clans of Xantharos are called the Ancients, almost all with lineages traced back to the very first settlers of the Isles over two thousand years ago. They are the clans with the right to rule and the distinction to serve on the Scaled Council. Several ancient clans have been eliminated or assimilated by others throughout Xantharosian history, and there are currently six ancient clans. All are wealthy and influential due to their vast land holdings, plentiful slaves, and powerful armed forces.

CLAN ASTRILLAX



Clan Astrillax is one of the most feared clans of the Isles, having built a reputation for independence and mastery of the dark arts. The clan of half-black halflings is governed by Lady Sentrix "the Coil" Astrillax, an ancient warlock of the Ebon Serpent, a dark entity from the outer realms of the cosmos with connections to the end of times. Lady Sentrix received visions and dark secrets from the Ebon Serpent and has indoctrinated her three sons—Culfix, Morgix, and Brolix—with deadly fighting techniques gleaned from these visions. Her three sons serve as masters of the Monastery of the Ebon Serpent, where they teach the monks martial arts and warlock magic. The three masters are known to be highly aggressive and utterly ruthless, but most people fear Lady Sentrix even more for her vengeful reputation and brooding nature.

The Monks of the Ebon Serpent are a terrific fighting force, engaging their enemies from afar with volleys of *eldritch blasts* before moving into melee. Lady Sentrix offers the monks' services for assassinations and through mercenary contracts, which is just one source of income for the clan. The clan's primary income comes from managing the trade with the western continent for all of the other clans. The Wingshield Islands also serve as the first line of defense should any force be foolish enough to attempt invading Xantharos. The clan maintains sizable shipyards and owns a large navy of armed merchant ships with many troops trained for naval combat.

CLAN FRALKYN



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Clan Fralkyn is the largest of the Xantharosian clans, with 19 half-red dragon human nobles among the ranks of its extended family. The clan's head is Lord Zhoulann Fralkyn, a cleric of the Efficient Master, who leads the clan with a measured and calm demeanor. He is well over three hundred years old, wise in his years and long service on the Scaled Council. The family consists of the Lord's three siblings, five children, and many grandchildren, nieces, nephews, and adopted half-dragons. Most of the family leans towards chaotic behavior, and Lord Fralkyn is the linchpin that keeps the family's ranks in line.

The clan's vast estate is rich in resources and is severely over-exploited to yield great wealth. The jungles are logged for wood, hunted for wild beasts for sale and to provide pelts and furs, and strip-mined for gold and gemstones. The clan also raises and trains many large beasts caught in the jungles as part of their armed forces.

CLAN SHATTERWIND



Clan Shatterwind makes its home in the mountainous caverns of the western dormant volcano of the Wyrmheart mountains. The patriarch of the half-bronze dragon dwarves is Lord Rinavaram Shatterwind, a warmage with a great passion for history and ancient relics. Lord Rinavaram is extremely bellicose and argumentative, never lets a slight go, rules his clan with an iron fist, and maintains the law of the clan and the Isles in the strictest way possible. He has few relatives, who are usually shut away in the mountainous estates of the clan and are rarely seen at the Seat of Scales.

As a result of his martial nature and personal oversight, the clan's troops are superbly trained and well-armed. There are many dwarven slaves in their ranks, who are always sought out by the Shatterwinds and offered well-paying contracts. The mines of the clan are renowned across Xantharos, churning out natural resources like stones, salt, gemstones, and iron ore. There are also vast weapon- and armor-crafting workshops in the heart of the clan strongholds, turning the freshly mined materials into first-grade arms.

CLAN WYLTRESS



Clan Wyltress is one of the most ancient clans of Xantharos on account of its elven heritage, tracing its line back to the discovery of the Isles. The head of the half-blue clan is Lady Yryll Wyltress, the Blue Witch, an ancient elven warlock enchanter with a pit fiend as a patron named Raazn'roth, who is

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known for creating devilish machines and torture devices fueled by the souls of mortal victims. Lady Yryll is an arrogant and cruel individual with a superiority complex, lording over her two husbands, six children of various ages, and five grandchildren. The family spends most of its time at their jungle fortress at the southernmost tip of the Wyvern Sweep. Lady Yryll and her blue half-dragon husbands, one half human and one quarter-elf, are the cream of the high society of the Seat of Scales. The clan often holds balls where the clan's matriarch is always the center of attention, usually flanked by her blue half-dragon sabertooth tiger named Wildbolt.

The clan's treasury is significant, filled to the brim from fishing in the warm southern seas, plantations producing tropical fruit, logging enterprises, and harvesting deadly poisons from the Wyvern-infested jungles. The armed forces of the clan are also formidable, consisting of slave troops armed with poisoned arrows, a unit of wyvern-riders, and several hellish warmachines that can devastate entire battlefields with their powerful volleys of infernal energy.

CLAN YESTRYLL



Clan Yestryll is a bit of an outlier among the clans of Xantharos, known for the favorable conditions of its slaves, who are kept under the best of conditions and relatively happy under the direction of Lord Slyssandor Yestryll, a half-silver tiefling who is a ranger of the seas and a delver of sunken ruins. There are few clan nobles, mostly descended from Lord Slyssandor's



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younger sister, as the high-lord is single with no plans to marry or sire children. He is a reserved individual with a great love for nature and sea life.

The clan makes its living from fishing the northern seas from its estates on the Gullet, supplemented by shipbuilding and cultivation of pearls. The inlet of the Gullet is a perfect location for these enterprises, its high cliffs providing natural protection from the harsh northerly winds and hurricanes during the monsoon season. The clan owns a large navy and boasts the best sailors in all of Xantharos.

In secret, Lord Slyssandor is an ally of the Children of the Coffle and spends considerable resources to support the clandestine organization and to save and hide enslaved people from other clans. He is also a pacifist and a proponent of slave rights within the Scaled Council, fighting to end the abhorrent practice of chattel slavery on the Isles.

CLAN ZLATOZAR



The Zlatozar clan of human half-golds is one of the oldest and most distinguished clans of Xantharos, proudly serving on the Scaled Council since its inception two thousand years ago. The family is known for its dedication to the Wondermaker, with at least one clan member always serving as a cleric or paladin of magic. The tradition has been unbroken throughout the clan's two thousand-year existence, and the current patriarch of the clan is no exception. Lord Rhogar Zlatozar the Dauntless is a paladin of the Wondermaker. He has no living relatives, partners, or descendants. He rules his vast holdings on the peninsula south of the Wyrmheart volcano and to the east of the Wyvern Sweep with wisdom and foresight. His mighty fort is located at the mouth of an inlet, surrounded by lush jungles and Stonedrake Bartizans. Many clans have tried to marry their daughters to Lord Rhogar, but the pious paladin has so far refused all such advances. Lord Rhogar is a focused individual who speaks his mind plainly. He is also a bit of a recluse and spends most of his time at his family estates when not serving on the council.

The estate hosts the second largest temple of the Wondermaker in all of Xantharos, with about twenty clerics overseeing the day-to-day operations. They conduct daily celebrations in the name of their deity and offer clerical services to petitioners—one of the clan's primary sources of income. The estate is also a source of bamboo, and several clay works can be found on the property, supplying the Isles with first-rate bricks and pottery. Lord Rhogar also owns several plantations that grow fruits and vegetables that are traded for commodities with other clans.

Lord Rhogar Zlatozar actively oversees his clan's troops, ensuring that his soldiers are well-equipped and trained. The clan also has a medium-sized navy of a handful of ships of the line. As befits a paladin of Magic, the temple's clergy is martially trained and outfitted for battle whenever needed.

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ADULT CLANS

There are just eight clans in Xantharos who have grown to adult status, each with a unique history, bloodline, and role in the society of the Isles. Most have affiliations to the ancient clans, and all vie for a chance to become ancient in their own right to claim their seat on the Scaled Council.

YOUNG CLANS

There are over a dozen young clans in Xantharos, all with different types of draconic bloodlines and humanoid descendants. Young clans usually have just a handful of half-dragon nobles among their ranks, all vying for influence and position in Xantharos. Many of these clans are also just a couple of centuries old, having broken off from larger clans or having been founded only recently. They boast smaller estates than adult and ancient clans, and their resources and forces are also much smaller. However, all hold noble rank in Xantharosian society and are integral to the economy and power politics of the realm.

Name	Type	Description/Role	Troops	Affiliation
Clan Gleamfang	Half-gold dwarves	Dragon fanatics espousing the dominance of dragons and half-dragons	Battle-hardened soldiers; Alliances with true dragons	Clan Shatterwind
Clan Baudricc	Half-copper halflings	Numerous but plagued by mutations and diseases due to inbreeding	Weak troops that spread disease	none
Clan Grilox	Half-brass humans	Overseeing many of the entertainment centers of the Seat of Scales, involved in criminal activities like drugs, smuggling, and forgery	Expert scouts and units specialized in clandestine operations	Clan Astrillax
Clan Aztrov	Half-blue humans	Merchants specializing in luxury items, art, and jewelry	Well-equipped troops; Large navy	Clan Wyltress
Clan Sharaxas	Half-silver dragonborns	Consider themselves superior to other clans due to their pure draconic bloodline; Dedicated to the arts, mostly poetry, music, and visual arts	Troops supported by bards	Clan Yestryll
Clan Fyrr	Half-red elves	Necromancers who have secluded themselves, leading an isolated existence on their self-contained estate, maintained by hordes of slaves turned into flaming zombies	Units of flaming zombies	none
Clan Doomwing	Half-green duergar	A powerful clan that operates the slave trade and slave markets of the Seat of Scales	Huge slave army	Clan Fralkyn
Clan Rylandyth	Half-white drow	A cabal of wizards versed in the creation of automated and intelligent items	A unit of wizards armed with lesser wands	Clan Zlatozar

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ORGANIZATIONS

SCALED COUNCIL



The Scaled Council is the legislative body of the Isles of Xantharos and its supreme judiciary. It is currently made up of the six heads of the ancient clans of the Isles. The council holds sessions once a month at the Throne of Xantharos, located in the Seat of Scales, but any council member can convene unscheduled sessions. Council members cast decisions by majority vote. Even though all council members are courteous towards each other, as their status demands, tensions within the council chamber can run high, and deliberations are often heated and drawn out.

The council's history can be traced back to the founding of the Isles when the half-dragons assumed rulership over the non-draconic inhabitants. This event is called the Dragonpact and is considered the birth of the Xantharosian nation. The council has ruled the Isles of Xantharos since this day, for over two thousand years. Its purview extends to creating the laws of the land and setting taxes. It is also responsible for judging cases between clans and in the jurisdiction of the Seat of Scales. It controls the state treasury, called the Shared Hoard, and allocates resources to maintain the capital and the levy of the joint armies and navies of the Isles when needed. However, this has been a rare occurrence in the long history of the land. Additionally, the true dragons in the Fangs of Order report directly to the council.

The Scaled Council is served by a vast bureaucracy of scribes, clerks, archivists, and servants. They meticulously document all council sessions, cases, rulings, and decrees. The paperwork is then filed in the Archive of the Ancients, which stores thousands of years worth of legal documents that set precedents for legal matters.

FANGS OF ORDER

When Xantharos developed as a nation and the first half-dragons formed the noble clans, the true dragons inhabiting the Isles learned firsthand that the half-dragons were a deadly force when united. Many dragons who sought to defy the will of the



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Xantharosians were hunted down, many flew to more hospitable regions, but some remained. All true dragons that inhabit the Isles of Xantharos are given a choice: they either bend their heads to the will of the Scaled Council, leave the Isles, or stay and perish. Almost all choose to cooperate. All young dragons are offered the choice to join the Fangs of Order and become overseers and enforcers in the Seat of Scales. These young dragons are responsible for maintaining the city's order, capturing, and even executing those who break the law. In return for their service to the Scaled Council, the dragons are offered the largest gemstones from the Shared Hoard. There are about a dozen young dragons serving as the hands of the Scaled Council, to whom they swear obedience, staying completely independent from specific clans. The dragons' lair is in the Nest of the True at the Seat of Scales, and while their duties are usually curtailed to the city, sometimes they are called on to fly to a clan estate to hunt down a fugitive or dispense justice. Their duties usually last a couple of decades, after which time they grow weary of constant oversight and a lack of territory they can call their own. Most young dragons use the gemstones collected as part of the Fangs of Order to establish their hoards.

Fangs usually patrol the city individually, and when reinforcements are needed, their dragon roars soon draw additional Fangs to their location. Disputes between Xantharosian half-dragons and the true dragons of the Fangs are occasionally heated due to the superiority that many half-dragons feel towards true dragons. Still, almost all Xantharosians recognize the sovereignty of the Scaled Council and show great respect to its representatives.

ARMED FORCES

The armed forces of Xantharos are heterogeneous, consisting of single units levied by individual clans, only working together when the Scaled Council demands it. Each clan is responsible for training, equipping, and maintaining a fighting force based on strict ordinances on the number of troops, ships, and arms that they need to provide. The maximum number of soldiers a clan can field is also regulated to curtail its military strength above others. The older a clan, the higher the number of units they can and must muster. Slaves make up the bulk of the armed forces. However, each clan also has specialized units, like the wyvern riders of Clan Wyltress, the war beasts of Clan Fralkyn, or the Ebon Serpent warlock-monks of Clan Astrillax.

MONKS OF THE EBON SERPENT

There are few organizations more secretive and feared in all the Isles of Xantharos than the Monks of the Ebon Serpent. Lady Sentrix "the Coil" Astrillax, the matriarch of Clan Astrillax, founded the monastery of the order through her patronage by the Ebon Serpent. This terrifying entity rides the dark waves of the cosmos. It communicates with its servants through nightmares that offer rare glimpses into the future, dark secrets to be used for power, and portents that show the eventual end of days. Lady

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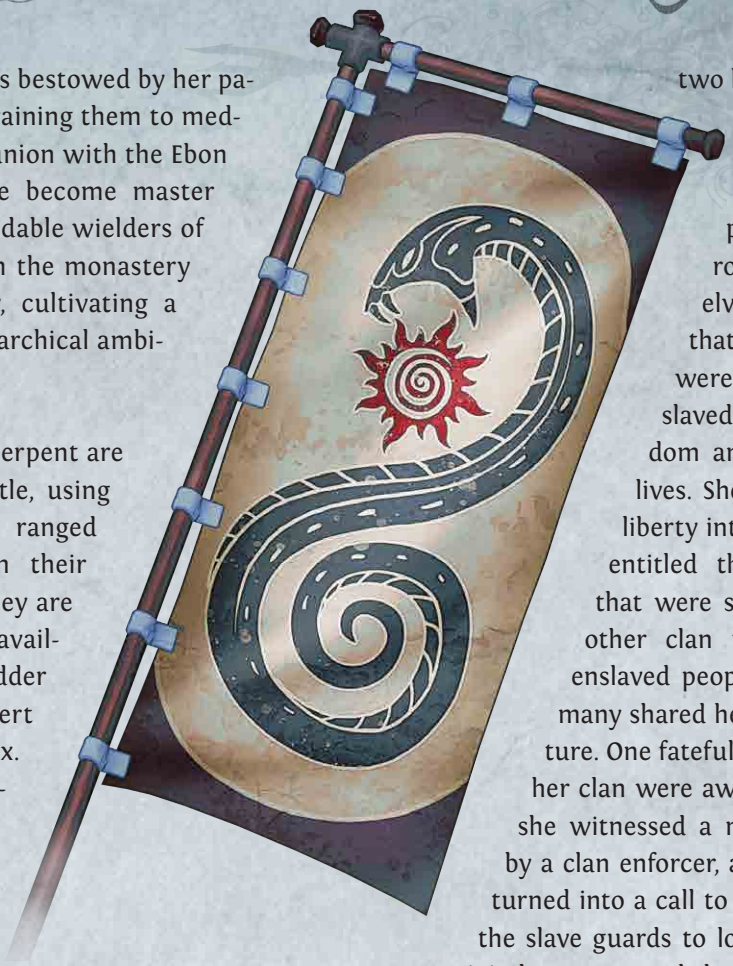
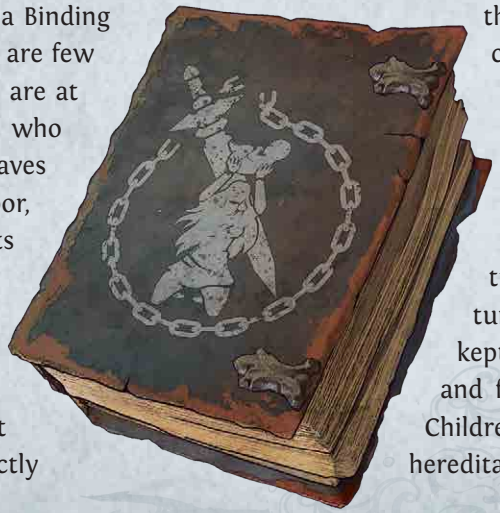
Sentrix taught the secrets bestowed by her patron to her three sons, training them to meditate and achieve communion with the Ebon Serpent. The three have become master martial artists and formidable wielders of warlock magic. They run the monastery with ruthless efficiency, cultivating a culture of cruel and hierarchical ambition among the monks.



The Monks of the Ebon Serpent are a powerful force in battle, using their warlock spells in ranged combat and relying on their martial arts in melee. They are also master assassins, available to the highest bidder and dispatched on covert missions by Lady Sentrix. They are sworn to secrecy, underpinned by the application of *geas* spells to enforce their silence. Each monk also carries a dose of lethal poison they are unafraid to ingest lest they be captured alive and interrogated.

CHILDREN OF THE COFFLE

Chattel slavery is a reprehensible practice on the Isles of Xantharos, making slavery hereditary throughout the generations after a Binding Document has been signed. There are few avenues for emancipation, and all are at the whim of half-dragon masters, who seldom wish to relinquish their slaves and give up their sources of labor, and thus, wealth. Slave revolts have been rare in the history of Xantharos, mostly because the clans have brutally squashed them before spreading over the Isles. One exception was a revolt led by Yshara the Soft-spoken exactly two hundred years ago. Yshara was a young elven woman born into slavery to Clan Fyrr, an especially cruel clan of necromancer half-red dragon elves. She detested the fact that children born to slaves were fated to remain enslaved, with no chance of freedom and no say in their own lives. She poured her dreams of liberty into a collection of poems, entitled the Calls of Unbinding, that were secretly disseminated to other clan territories. Soon, most enslaved people knew of Yshara, and many shared her calls for a brighter future. One fateful day, when the nobles of her clan were away in the Seat of Scales, she witnessed a newborn being branded by a clan enforcer, and her cries of anguish turned into a call to arms. Her pleas swayed the slave guards to lower their weapons and join her cause, and she soon had a sizable slave army under her command. She then led her forces from one estate to the next, liberating as many people as possible, further swelling her army, and slaying all half-dragons they encountered. Unfortunately, the revolt was short-lived, as the Scaled Council called to all surrounding clans to gather in force, encircle the revolutionaries, and end the revolt once and for all. The ragtag armies of the slaves were no match for the combined forces of the ancient clans, who decisively crushed the revolt at the Battle of Songs, where Yshara herself perished. However, her dreams lived on in the Calls of Unbinding, despite all efforts of the Scaled Council to eradicate all traces of her works. Over the centuries, a few enslaved people have kept the flames of the rebellion alive and formed a secret society called the Children of the Coffle, intending to end hereditary slavery in Xantharos.



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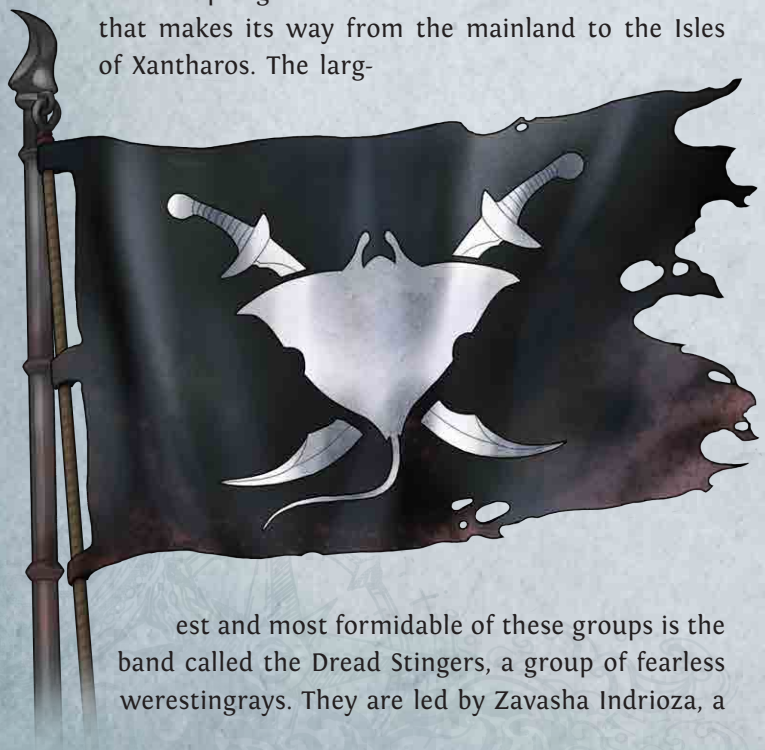
The group has many members with a well-organized network of small cells and agents in almost all Xantharosian clans. Without the crucial resources to act, they gather information and recruit new agents so when the time comes for an armed rebellion, they will be ready to seize power. Unfortunately, their efforts are hampered by either the reluctance of many slaves who are pleased with their perceived comfortable lives under their half-dragon masters or their fear of the brutal punishment that they witness from time to time. The organization is also threatened by numerous informants, who see personal advancement in turning in rebel slaves. The greatest ally of the Children of the Coffle is Lord Slyssandor Yestryll, who is an ardent supporter of the cause, lending his aid to the network in whatever way he can—offering material aid to the rebels, organizing the freeing of slaves, hiding runaway slaves in his estate, and continually bringing the issue of slave rights in front of the Scaled Council.

DREAD STINGERS

Several pirate groups in the Calhay Sea raid the various archipelagos and the occasional merchant vessel that makes its way from the mainland to the Isles of Xantharos. The largest and most formidable of these groups is the band called the Dread Stingers, a group of fearless werestingrays. They are led by Zavasha Indrioza, a mighty warrior among the ranks of her lycanthrope kin, until she found *Neb*, a cursed intelligent silver parrot figurine of wondrous power. *Neb* forced its will on Zavasha and now leads the gang of werestingrays with the use of mind-controlling magic. *Neb* is a master manipulator and a dangerous foe because of its wile and disintegrating eyerays. The pirates often capture sailors from merchant ships but only turn the most loyal and trustworthy of their captives into werestingrays, to replenish their ranks.



The Dread Stingers command several ships, most notably their flagship, the Rusty Nail. Their favorite form of attack is making tactical use of the submersible capability of the Rusty Nail, which can descend below the surface of the water to rise unexpectedly around surprised ships or even try to ram them from below with its metal-tipped spiked masts. The pirates then board the sinking vessels or loot the sunken ships at their pleasure. The Dread Stingers are true opportunists, seeking any form of cargo they can use for their own or sell off to their merchant contacts at the Seat of Scales or further west in the Drayl City States.

Neb usually avoids Xantharosian ships, fearing the massive retaliation that would surely result from threatening the half-dragons and their navy. However, the pirates have contacts in Clan Grilox, and part of their loot actually ends up on the markets of the Seat of Scales through the merchant clan. The Dread Stingers' newest business came about when the pirates found the *orb of Transmutation* in an underwater cave system. *Neb* realized it could easily harvest the *essence of Transmutation* from the orb using its disintegrating eye beams. To maximize profits, *Neb* decided to try to dilute the magical substance and turn it into a highly addictive drug that *Neb* has named Morph. The pirates now sell the drug to a few half-dragon magic users on the Isles on Xantharos, using dead drops for distribution. However, the sahuagin tribes of the region have thrown a wrench into *Neb*'s plans by establishing one of their spawning pools around the dungeon that houses the *orb of*

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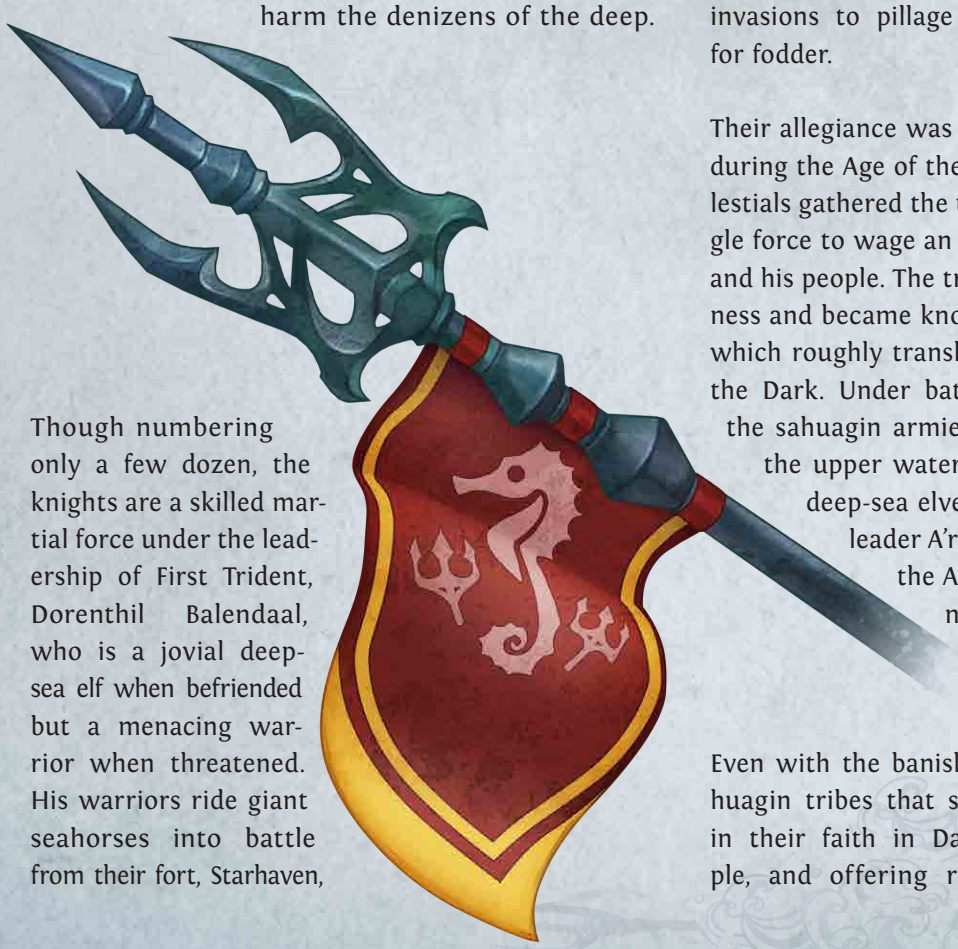
Transmutation, effectively cutting off the supply of the essence. The conflict has resulted in the deaths of several of *Neb*'s crew, and the magical silver parrot's main priority is getting rid of the sahuagin threat to maintain the flow of the essence and gemstones from the sale of the drug.

KNIGHTS OF A'RVANSHY

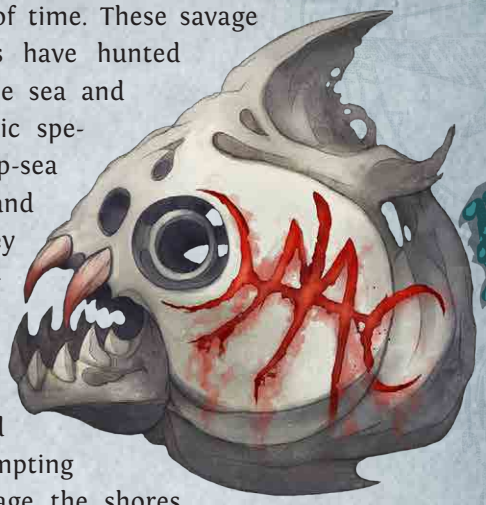
Few escaped the wrath of Morgawr when the necromancer kraken was freed from its magical prison to lay waste the city of A'rvanshy and slay the lich ruler of the deep-sea elves. One group of survivors was a contingent of knights, who fled the carnage and hid from the kraken and its undead minions. The Knights of A'rvanshy have been hiding ever since. The members of the renegade knights pledge their lives to keep the memory of A'rvanshy alive, liberate their kin from Morgawr's dominion, rescue the surviving living inhabitants of the city, and liquidate all traitors who seek to harm the denizens of the deep.



Though numbering only a few dozen, the knights are a skilled martial force under the leadership of First Trident, Dorenthil Balendaal, who is a jovial deep-sea elf when befriended but a menacing warrior when threatened. His warriors ride giant seahorses into battle from their fort, Starhaven, which was built on the back of a gigantic starfish. Their hideout is carved from the solidified mud and layers of organic residue that has accumulated on the back of the starfish.

SAHUAGIN TRIBES

Sahuagin tribes have inhabited the Calhay Sea since the dawn of time. These savage piscine creatures have hunted the depths of the sea and preyed on aquatic species like deep-sea elves, merfolk, and crustanoids. They have also threatened the inhabitants of the islands, lurking in the shallows, and occasionally attempting invasions to pillage the shores for fodder.



Their allegiance was secured thousands of years ago during the Age of the Dark Angels when the dark celestials gathered the tribes of the sahuagin into a single force to wage an undersea war against A'rvanshy and his people. The tribes bowed to the faith of Darkness and became known as Rakhix Gharthok Kol'jah, which roughly translates as The Blood Feeders from the Dark. Under battalions of polymorphed devas, the sahuagin armies massacred the inhabitants of the upper waters. They waged war against the deep-sea elves and merfolk. Led by their lich leader A'rvanshy, these survivors fled into the Abysmal Rift and, using powerful necromantic magic, repelled the dark celestials and the savage sahuagin hordes.

Even with the banishment of the Dark Star, the sahuagin tribes that survived have remained unified in their faith in Darkness, erecting a great temple, and offering regular sacrifices as signs of

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their devotion. The temple's waters are murky with victims' blood, and the sahuagin worshippers are in a constant state of blood frenzy from self-inflicted wounds. Faeryl Myrryn, the drow vampire archconjurer, has recently sought out the tribes and corrupted them through her own blood. She gifted the elders of the tribe with vampirism and whipped them into a religious frenzy to scour the carcass of Xantharos for any traces of the Dark Star's blood.



Their find came unexpectedly. Lord Rhogar Zlatozar the Dauntless learned the plans of the sahuagin, and using the *essence of Conjuration*, he summoned a divine emissary that appeared in the dreams of the tribe's chief, Mor'jh Koah. It foretold the coming of a holy sahuagin traveler who would guide the tribe to the treasure they sought. The dream was actually sent by Aztatlacate, the couatl agent of the gold half-dragon paladin, sent to the sahuagin to form this vile alliance. The couatl revealed the Fangs of Xantharos to the sahuagin, where the blood of the Dark Star still covered the fossilized fangs of the fey-dragon. Mor'jh Koah led the sahuagin to the site to harvest the blood and create a brood of warriors infused with the powers of Darkness. The vampiric sahuagin established several breeding grounds encircling the Isles of Xanharos, where they spawn their bloodthirsty offspring.

The tribe currently numbers several hundred, with six tribal elders, all vampire spawns of Mor'jh Koah. Mor'jh Koah has established his remote lair at the Fangs of Xantharos, sanctifying it in the name of the Dark Star and Faeryl Myrryn, and organizing expeditions on land to supply the blood to his tribe. The tribes also hunt and capture humanoids as slaves and as blood sources to feed the tribe elders. Some breeding grounds have already started to yield a brood of young warriors blessed by the blood of the Darkstar and vampirism, and the tribes are poised for a strike against the Isles when their numbers will soon reach a critical mass.

AGENTS OF THE KRAKEN

Morgawr maintains a network of agents to do its bidding in and around the Isles of Xantharos and even in far-off places beyond the waters of the Calhay Sea. These individuals are usually hungry for power, driven by personal desires for dominance and wealth. They are often criminals and zealots who await and strive to bring about the reign of Morgawr, where they are promised to rule over the subjugated lands. The agents of the kraken are few and form isolated cells. They are kept mostly in the dark and unaware of Morgawr's full agenda, contacted by Morgawr only using magic. The kraken sends its agents on seemingly unrelated missions, usually to gather information on arcane topics, the faith of magic, and traces of the deep-sea elves of A'rvanshy. In return for their services, Morgawr promises wealth, magical knowledge, and eternal life in undeath.

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NEIGHBORING REALMS

The Isles of Xantharos are completely isolated from neighboring realms by the Calhay Sea. Aglarion is a treacherous six-week journey to the northwest over stormy seas and the domain of Morgawr the kraken. As a result, few set out to brave the journey. Since Xantharos is a self-sufficient economy, Xantharosians, except for the merchant Astrillax clan, seldom initiate voyages, even though their navy is first-class. To the north, the seas are icy-cold, and after a few weeks of sailing, they turn into ice shelves that are hostile to most forms of habitation. While the southern and eastern seas are almost tropical in climate, they are endless, and ships can find no dry land for freshwater or provisions. Therefore, no one embarks on voyages on these infinite bodies of water. There are legends of a distant continent to the east, however, the legitimacy of these rumors has not been confirmed.



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Customs

Celebrated Events

Celebration of the Hatchlings

On the first day of the Xantharosian calendar, the half-dragon nobles celebrate the Gift of Xantharos, their superiority, and the birth of new half-dragons who grow the number of their ranks. On this day, young half-dragons born throughout the previous year are brought to the Throne of Xantharos and presented to all of the half-dragon nobles who attend the ceremony. The clans who bring their own or their adopted newborn are gifted with gemstones and other presents. A grand feast is held at the council's seat of power with hundreds of nobles in attendance.

Dragonpact Reassertion

One day after the last day of the monsoon, the half-dragon nobles of Xantharos gather to reaffirm their allegiances and the unity of their clans. The noble half-dragons also commemorate their nation's establishment and the Scaled Council's supreme leadership. The representatives of the clans gather at the Throne of Xantharos and ceremonially renew their allegiance by letting their blood and chanting a special holiday hymn.

Birth of Wind and Rain

In the first week of the monsoon season, all Xantharosians, half-dragon nobles and slaves alike, offer sacrifices to please the spirits of the Eternal Mother, god of Nature, to bless them with life-giving rain in the upcoming months. Minor or even larger sacrifices are offered every morning of each day of this week in the form of valuables or self-crafted trinkets, followed by a short but special religious supplication. The sacrifices get destroyed by using some element of nature, like burning or burying them or throwing them into the sea. Using any natural resources during this week is considered a bad omen, an act that would anger the Eternal Mother. This also means that activities such as foresting, harvesting, fishing, hunting, and even mining are suspended during this week.

Death of Wind and Rain

In the first week after the monsoon season, high-spirited festivities are held at every clan colony, including a seemingly never-ending feast and loud celebration with music, dance, and all types of carnal pleasures. The festivities are held by both slaves and their masters, in their own ways, enjoying the end of the sometimes quite treacherous rainy and windy season. Children receive gifts, and families gather to enjoy whatever life has provided to them. It is customary and considered a blessing to begin new tasks like constructions, voyages, or studies after this week. Marriages are also customarily held during this week.

A'rvanshy's Tears

Since the reign of Morgawr, on the day the kraken destroyed A'rvanshy, the deep-sea elves and merfolk of A'rvanshy hold silent, secret remembrance

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ceremonies either in groups or solitarily to venerate their former protector. The day of A'rvanshy used to be accompanied by a long ceremony of storytelling and grieving. However, since the rise of their current necromantic overlord, it has turned into a form of brooding over the suffering and ill faith of the undersea nation and its exhausted population. Every year, the Knights of A'rvanshy face grave danger by sneaking into the undead-infested city to bolster the morale of their kin on this day by showing their presence and ensuring them that there is hope.

COMMON SAYINGS

- "Not quite the Shatterwind." Meaning: Not a good warrior.
- "Wrath of Morgawr." Meaning: Violent storm or tsunami.
- "With the gift to rule." Meaning: With the noble descent of a Xantharosian half-dragon.
- "It's like the Long Bench." Meaning: It's old.
- "To go sahuagin." Meaning: To rage.
- "To hear the flaps." Meaning: To be concerned about committing a crime.
- "Binded." Meaning: Slave.
- "When the Ebon Serpent comes." Meaning: Never.
- "To cost the hoard of a wyrm." Meaning: Very expensive.
- "To feel the sting of a wyvern." Meaning: To not feel well.
- "To summon the whip." Meaning: To do something badly.
- "To avoid the cage." Meaning: To allow someone to go unpunished.
- "To go at it with a bartizan." Meaning: To overreact a situation.



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REGIONS

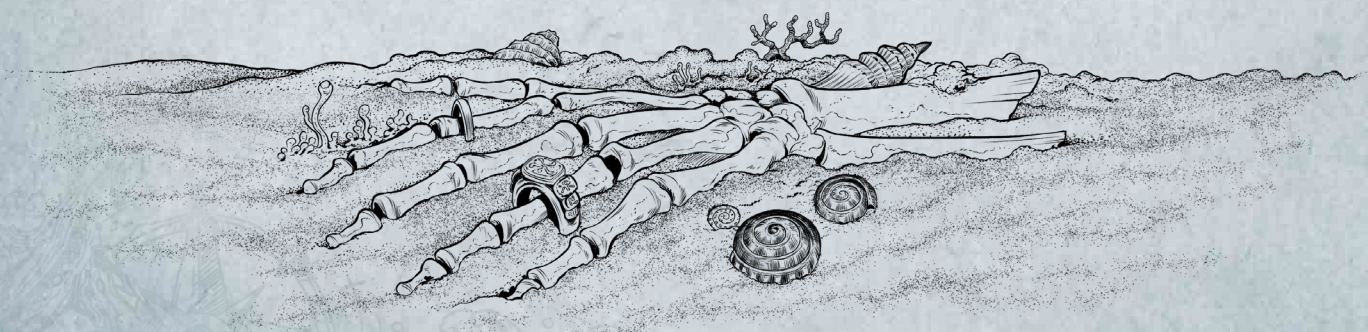
ISLES OF XANTHAROS

Wyvern Sweep

The dense jungles of the Wyvern Sweep have the warmest and most humid climate of all of the regions of Xantharos. The lush vegetation is home to countless lifeforms, including large beasts, many kinds of snakes, frogs, and all forms and sizes of vermin. Many plants are highly poisonous. The apex predators of the region are the green half-dragon wyverns that have proliferated in the region over the past centuries. The Venomwings, as the locals call them, hunt in small groups and malevolently torture their prey in exhausting pursuits, inflicting a series of agonizing smaller wounds from ambushes until the terrified and severely wounded prey is both mentally and physically unable to flee any longer. The peninsula is also home to a few tribes of uncivilized lizardfolk who live in small isolated tribal villages and are usually led by a warlock or cleric of their demonic patron deity. They dip their blowgun darts in the magical poison of demonic giant frogs they call Lro'lhan'kax, bred by each village and revered for their powers.

Wyrmheart Volcano

Fresh magma seeps in slow lava flows from this active volcano that reaches a height of over 15,000 feet and has not erupted for over a thousand years. Considered to be the heart of Xantharos itself by the locals, the volcano is a sacred and mysterious site, which inspires artists and those who seek spiritual enlightenment alike. The mountain's unwelcoming, rocky, barren slopes are riddled with natural steam vents. They feature scarce vegetation, mostly thorny shrubs and ferns, providing limited nourishment to the few animals that forage the mountainside. The volcano's slopes are inhabited by manticores that hunt mountain goats, giant fire lizards, and other predators that live on the mountain. The larger river of lava, named the Ardor River after an ancient Xantharosian poet, flows on the volcano's eastern side from a cave that



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leads directly to the center of the mountain. Deep in the heart of the volcanic caves lies an ancient fire elemental node that formed during the death of the gigantic primal fey dragon. It functions as a one-way portal to the Material Plane from the elemental plane of fire, which has not seen use for hundreds of years since a tribe of vicious barbaric magma mephits led by a savage salamander named Rattleblaze crossed it out of curiosity. The salamander is uncomfortable with the confined living space on this side of the portal and is longing to return to the Plane of Fire. However, it is unable to cross the portal. The Magma Eaters have settled near the magic gateway and defend it and their limited territory fiercely against the few who dare to explore these caves of sweltering heat.



Ixxtar Wilds

The Ixxtar Wilds is a humid, tangled mass of wild jungle that swallows unwary travelers like a maze. Large ferocious beasts, monstrosities, and dinosaurs of all types inhabit the overgrown forest. The most feared of them are the snake-headed poisonous python hydrae that can easily tear apart the largest of dinosaurs. The central region of the jungle became the victim of civilization a long time ago. Numerous logging outposts, clay pits, and strip mines of gold and gems thin the green mass under the control of Clan Fralkyn. The swamp-ridden region and the lakes between the Gullet and the Ixxtar Wilds are the domains of an extended family of fierce werecaiman, who is in a constant war with the slaves and military forces of Clan Fralkyn. The sandy beaches of the eastern shores show a more tranquil face of the wild jungle region.

Dragon's Crown Reach

A steep rocky peninsula protrudes from the Calhay Sea. At its highest reaches, the rocky formation becomes a flat-top mountain with a peak over 10,000 feet high, and it resembles the skull of a dragon of epic proportions. The head of Xantharos, which turned into a mountain of fossilized bone, is a sterile environment that is mostly cracked stone riddled with deep and wide crevices. Only moss and lichen grow on its surface, which also sprout in more hostile, sometimes even magical variants. The deserted region is rarely visited and is unpopulated by Xantharosians, mostly due to its barrenness and because of the swarming masses of giant blue scorpions that make their homes in its many crevices. The only area that bears vegetation on the landmass is the marsh on the southern side of the mountain, which is home to giant crocodiles and swarms of vicious stirges.

The Gullet

A steep ring of rocky mountains surrounds this inlet of deep and cold waters formed out of giant boulders reaching 3,000 feet at their peak. The high ring of the mountain wall protects the inner lake from strong winds, and it is only accessible through a single natural channel. This channel, called the Strait of the Seawyrm, is well guarded by Clan Yestryll with the use of a series of adjustable giant chain blockades and heavy ballistae to stop intruders. The rocky mountainside is dotted with shallow caves that also serve as the lairs of rock trolls who never venture down to the

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inhabited lakeside region of the steep mountainside. The rock trolls and the forces of Clan Yestryll also frequently clash with a nest of aggressive young red dragons, five in total, who frequently wreak havoc to express their dominance over the territory. The young reds have refused to bend their necks to the will of the Scaled Council and are waging their renegade raiding from a secret lair on the mountainside.

Wingshield Islands

The largest region in Xantharos is a wide, long expanse of isles, which is the first line of defense to the west. Navigating through the treacherous reefs that appear out of nowhere with the changes in sea levels is almost impossible without precise knowledge of their exact location. To make it even worse, dense fog blocks vision, hiding the sharp-edged reefs from sight while unexpected currents drag ships from their expected routes. A few old shipwrecks serve as reminders to those who consider entering the region with a waterborne vessel of any kind. The Wingshield Islands are home to a large variety of birds that make their nests on the cliffs. The noisiest and nosiest are the giant seagulls that terrorize anything that looks like an easy source of food. The entrance of the northern and southern channels that lead around the Wingshield Islands and provide a direct route to the Seat of Scales is a favorite staging ground of pirates. The fast-moving pirate ships take advantage of the terrain by hiding behind cliffs close to the open waters and striking when the opportunity arises.

CALHAY SEA

Rockhorn Isles

This cluster of smaller rocky islands hides the remnants of a once great seafaring minotaur civilization that has fallen victim to its own greed. Their ancient maze dungeon castles and sophisticated mechanized contraptions now lie in ruins. The few hundred remaining descendants of the Rockhorn Kingdom live in tribal conditions and have long forgotten their

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ancient ancestors' highly advanced ways. They have settled in a handful of villages scattered throughout the islands and wage a constant war against each other for resources and glory. The only thing that unites the scattered tribe is the occasional war against the giant apes of the Emeraldback Isles. The most populous village is on the largest one of the islands, Kirakku, which is also home to a ferocious black half-dragon tyrannosaurus rex, called the Fetid Wyrmbeast by the minotaur tribe, that recently found its way to this location from the Isles of Xantharos.

Emeraldback Isles

Lush jungles with trees that bear giant fruits cover these small islands that are the domain of a large troop of awakened, intelligent emeraldback giant gorillas. They were created by a mad elven druid named Aylissanrah, who saw the giant apes as the embodiment of humanoid perfection and primal forces that only lacked a higher level of intelligence to achieve world domination. Once they were gifted the power of thought, they quickly tore the debased druid to pieces and consumed her body in a feverous feast. Currently, about four dozen apes make up the Emeraldback tribe, which has created its own language based on Druidic and has built a complex settlement made of wood over the past few hundred years. The tribe rides the waves of the sea on gigantic canoes and uses spears and giant coconut slings to raid the neighboring isles of the Rockhorn minotaur tribes for whatever crafted and iron-made items they can plunder.

The Abysmal Rift

The Abysmal Rift, like a dark wound on the ocean bed, spreads over 50 miles and reaches over 8 miles deep. No natural light penetrates the waters at its core, and the only lifeforms that survive in it are the ones capable of adapting to such a hostile, dark, and cold environment. The trench has been only explored by the deep-sea elves and merfolk of A'rvanshy, who made it their home. They could only acclimate themselves to the harsh conditions of the deep by the powerful magic of their former elder, after whom their city was named. The Abysmal Rift has always been avoided by all other lifeforms, including sailors and aquatic creatures, for it is only inhabited by monsters who lash out at trespassers from time to time. Giant sea serpents, angler wyrms, and a few deep-sea dragons lair in this abyss of crushing pressure and dark waters, feeding on each other and the few lifeforms that have adapted to this hostile environment. The rocky side of the rift is infested by aquatic ropers that live in clusters. Mindless undead pour into the trench waters from the city of A'rvanshy and float to the surface, marking the corrupted domain of the necromancer kraken, Morgawr. The once glorious city of the deep-sea elves is hidden deep in the Abysmal Rift. The waters above are guarded by the zombie dragon turtle, Gulantraxio, who was slain and raised by the kraken arch-necromancer.

Silent Pearls

This collection of islands stretches over a large Calhay Sea region. Most of them are covered with lush tropical vegetation and wildlife, but are enveloped in an eerie veil of silence. This curse of silence has lingered over the Silent Pearls since a school of aboleth warlocks devoted to devils destroyed an ancient holy artifact during the fall of the ancient Caelhaa'y drow civilization. The descendants of the ancient aboleth race still make their home in the mucus-contaminated



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waters below the waves, under the protection of their enslaved crustanoid bodyguards. The aboleth lair in their underwater library where they have been recording infernal secrets granted to them by their master of infernal waters, Dadanhayan. Most sailors avoid the wide expanse of islands for obvious reasons and because of the strange tribes of harpies under the influence of their aboleth overlords. These waterwalking wingless harpies resemble wretched human females who lure victims into silent watery graves with their mesmerizing dance. These monsters hunt and fish local animals and beasts and feed on the occasional travelers or the ettins that have successfully defied the enchantments of both the aberrations and the harpies. In a relatively safe distance from the lair of the aboleths is the home to a few tribes of crustanoids who make their nests partially on the sand and in the eelgrass beds of the shallow waters.

Cyclone Peak

An unceasing storm engulfs this dormant volcano that reaches a height of over 15,000 feet at its highest point. The rolling dark clouds around the island constantly flash with lightning and roar with thunder. Little vegetation grows under the endless tropical rain that makes the ground around the rocky mountain constantly muddy and riddled with sinkholes. The lush tropical forests provide fruits and edible vegetables to the animals inhabiting the island. An inlet halfway up the slopes is in the eye of the storm, constantly battered by lightning strikes. It is home to a legendary storm giant hunter named Hralweng, whom the Eternal Mother punished for his arrogance. The egoistic giant was imprisoned on the island over a thousand years ago after daring to challenge the god. He was magically bound to the island and was cursed to be forever haunted by the spirits of those he had killed during his life. These spirits manifest as shambling mounds that keep assaulting the giant from time to time. Hralweng turned sour and morose, losing his passion for hunting over the years of his isolation. He usually contemplates his mistakes while floating on his back in the middle of the lake, letting lightning strike him and rain fall on his wrinkled face.

Island of the Green God

Giant vines the size of large logs cover almost every inch of the central island like thick tentacles. The entangled trenches form layers upon layers of green cover, the top still fresh and wet while the lower ones are more decayed. This mass of vegetation is a single semi-conscious life form known as the Green God, which swallows anything and everything it touches with its gigantic, animated vines. No one knows how it came to exist or the nature of its goals, but legends have it that it has some connection to the ancient Caelhaa'y drow civilization that existed in the region eons ago. It seems to have existed for thousands of years with the single purpose of expanding. Its thick layers hide the remnants and treasures of those bold enough to venture here. The island below the mass of sentient vegetation is dotted with small caves, some of which hold enormous blobs of segmented life-support organisms from which the Green God evolves. No other life forms live on the central island or the smaller ones surrounding it due to the longer underwater vines that can reach most of them.

Rajmahor's Verdict

This elongated island was once the seat of an ancient drow civilization that ruled over the rest of the Calhay Sea long before the time of the Dark Star. The Caelhaa'y, as they called themselves, ruled over devils from their mountain citadel on a larger island that was eventually engulfed by the sea. The island's highest points are still above water and are known as the Island of the Green God and Rajmahor's Verdict.

The Caelhaa'y was an ancient drow family of summoner wizards who exploited the powers of Hell through a series of cleverly crafted infernal contracts and high magic. They bound archdevils and their closest servitors to extract benefits and privileges for themselves. They laughed in the faces of the kidnapped devils and made them feel vulnerable

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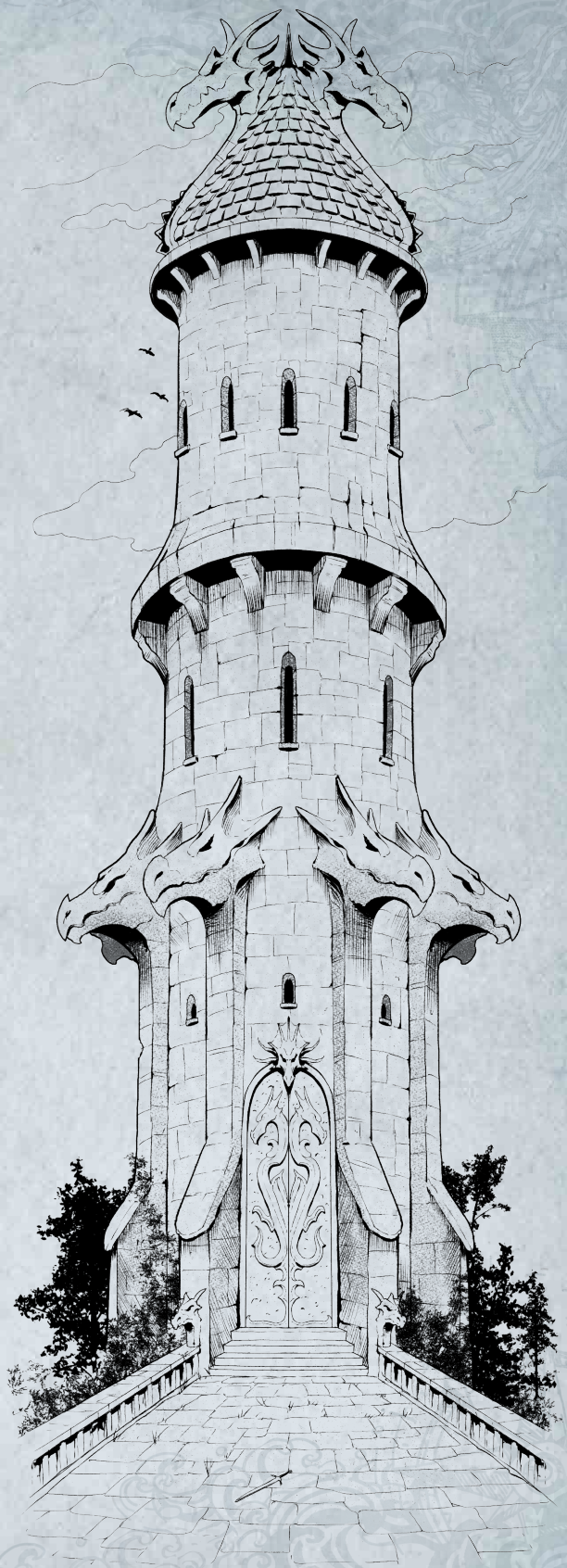
and pitiful under their influence for thousands of years. The drow were not interested in expanding their domain from the island and were only concerned for their own wellbeing, riches, powerful magics, and a hedonistic lifestyle. They consumed drugs, grew fat, and became arrogant and lazy. Devils pulled their carts, served their drinks, washed their backs, and served as their concubines until the debauchery turned into tragedy.

With one small mistake in a clause listing planar restrictions in a newly crafted, even more ambitious agreement than previous ones, their doom finally arrived. Rajmahor, the General of the Scythe, a mighty pit fiend champion, one of the many archdevils whom the Caelhaa'y tormented, found a way to exploit the carelessly formulated clause and clashed down on the drow with all the accumulated hatred, might, and fury of Hell. The pit fiend tore apart reality and froze time around the island as it ascended from Hell to butcher every single drow of the Caelhaa'y. But this was seen as far from enough punishment in the eyes of devils insulted so awfully by the drow. The archdevils appointed Rajmahor as the ethereal tormentor of the Caelhaa'y. They chained the souls of the drow to the island to haunt it as ghosts that experience mental and bodily suffering as spirits under never-ending torment. Besides the thin vegetation, the island looks barren and deserted to the naked eye. Eerie moaning and crying linger in the air, and a strange unease settles on anyone who steps foot on the island. Hidden from this world in the parallel plane of the Ethereal Plane, the mighty pit fiend sits on a throne made of the skulls of the drow and whips their souls into submission. Bearded devils herd the ghosts of anguished drow from one torture room to another within their own pleasure palaces to suffer endless torment from an army of sadistically creative chain devils.



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Seat of Scales

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HISTORY

The first settlers to the Isles of Xantharos were anguished refugees who barely survived the terror of the dark angels and the journey to the unknown on the sea. They took off in small boats and rafts from the shores of the west, now known as the Kingdom of Aglarion, the Drayl City-States, and Vordan, to reach a land of legends. Their hope and resilience kept them alive as they struggled without food and water against all odds on a relentless sea infested with predators of the deep. Most of them perished during the month-long journeys that were excruciating both physically and mentally. However, those who survived arrived at a land that was beyond magical. It was fertile with lush vegetation, game to hunt, and riches to claim. Soon enough, they experienced the blessing of the magical essence that nourished these lands.

Out of the reach of their evil celestial oppressors, the first settlers of Xantharos started a new life. They quickly recuperated and built small settlements, each home to a few families who had known each other or were drawn together by their interests. Soon, the first Xantharosian half-dragons were born. Considered blessed with the Gift of Xantharos, these individuals quickly rose to power, and after the first couple of centuries, the dominance of the half-dragon clans was unquestionable. The first clans were founded, and the half-dragon clans gave those of non-draconic descent the choice of slavery or death. The half-dragon noble clans announced their united allegiance, and in a well-protected bay, they erected a council building that they named the Throne of Xantharos for their newly formed Scaled Council. The Council divided the Isles of Xantharos between the clans, and decreed that the Throne of Xantharos would be an independent, neutral ground for all half-dragons. The Throne of Xantharos became more imposing and magnificent over the years, and with the influx of settlers, the city of the Seat of Scales was born around the Throne.

The Xantharosian noble half-dragons have always been very protective of their territory, prohibiting anyone outside their kin, influence, or ownership from stepping on their island. The only exception was made, mostly out of pure commercial interest, for the Seat of Scales, where outsiders can stay and trade under the close surveillance of the nobility of the Isles. The Seat of Scales has grown significantly over the past two millennia due to continued peace and stability. The city erected a massive curtain wall with towers around its border, called the Talons. The Council enacted special laws to control outsiders and prohibit unlicensed movement in and out of the city. For over a thousand years, the Seat of Scales has served its purpose, benefiting the half-dragon clans.

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DISTRICTS

The Seat of Scales is an ancient city in Jade Bay that has changed little over time. Skilled slaves have constantly renovated its architecture, preserving the ancient buildings in their former style and glory. It has never been allowed to expand beyond its predefined borders, but has naturally evolved within the Talons. The three main districts of the city are the harbor, called the Landing; the central districts; and the walled upper reaches of the city, named the Wyrmrise, preserved for the half-dragon nobles and the Throne of Xantharos. Huge tiles cover the streets of the city. They are constantly cleaned and maintained by the slaves of the council.

The central section of the city evolved into several neighborhoods that each have their distinctive characteristics:

The Landing buzzes with life night and day, constantly receiving and launching ships at its mighty piers. It is the heart of the city where travelers move between their ships and the markets, recovering from their long journey or daily work at one of the many establishments nearby. This is also one of the most dangerous areas of the Seat of Scales, where acts of revenge and theft are commonplace. The Jade Bay is protected by a chain of Stonedrake Bartizans that can unleash a deadly volley of boulders that would stop even an armada of invading ships. Peddler's Abode is where newcomers to the city can rent rooms in one of the inns. The Favored's Vale has permanent residences of some of the most influential outsiders and organizations with a well-established relationship with the Scaled Council. The Wide Bazaar is a large area covered by permanent shops and an ever-changing layout of tents that buy and sell every commodity in Xantharos. Finally, South Edge is one of the shadier parts of the city where ex-convicts, the destitute, and some emancipated slaves struggle to survive. The elevated plateau of the Wyrmrise is accessible only to Xantharosian nobles and their entourage of slaves. The beautifully-decorated and well-maintained area holds the local enclaves of the ancient clans, a few services visited exquisitely by half-dragon nobles and the grand building that hosts the chambers of the Scaled Council, the Throne of Xantharos.

THE LANDING

Long piers jut from the land over the green waters of Jade Bay to welcome the ships of the Xantharosian noble clans or the occasional foreign vessel. The docks buzz as ships of all shapes and sizes come and go. Some are sleek and fast, with billowing white sails and intricate carvings on their hulls. Others are sturdy and practical, with heavy cargo holds and thick ropes coiled around their masts. The streets behind the docks are always busy with sailors, merchants, and laborers who work hard during the day but spend their nights at one of the many taverns to drink away their wages. During the day, the sounds of seagulls, shouting, and the clinking of gems can be heard throughout the Landing, while at night, the sound of laughter and carousing takes over the port. A few inns offer lodging for visitors, but their prices are steep, forcing most seafarers back to their ships' cabins.



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PEDDLER'S ABODE

Most of the ancient buildings in the neighborhood were initially intended to serve as cheap lodging for those visiting the Isles for a longer duration. As a result, the streets are mainly lined with small shops and more affordable inns that feature a common room or diner on the ground floor and single-windowed small rooms on the floors above. They serve simple dishes and usually charge quite heavily for a minimum stay of one month. These inns are used chiefly by those who don't own a ship and don't want to stay at downtrodden South Edge establishments but seek fortune, business, or other purposes on the Isles in the long run. These individuals include merchants with more extensive stocks on sale, entertainers, individuals who wish to provide services to the city or the nobles of the Isles, and criminals with more complex illicit schemes.

FAVORED'S VALE

Those slaves and outsiders who are most valued by the half-dragon nobles are granted a small shop, workshop, or house in this district. Such properties are mostly owned exclusively by the clans of Xantharos and are marked with their symbols on the front of the building. These modest houses usually feature a front gate that leads into a small inner garden surrounded by a one- or two-level building. The residents of the enclaves are generally highly skilled representatives, slaves, foreign merchants, or other supporters of the clans, who have been delegated to the city on a long-term or permanent assignment. It is common for such a building to house some of the guards of a clan to protect those accommodated in the building. Only the occasional sound of hoofbeats breaks the silence of the clean roads bordered by immaculately trimmed bushes and shut gates.



THE WIDE BAZAAR

The Wide Bazaar is a bustling, vibrant district, filled with colorful sights and sounds. The narrow streets are packed with local vendors selling their products and merchants from the west offering goods from over the sea. They sell everything from weapons, armor, spices, seeds and rare herbs, magic components, various poisons, and ancient relics, to intricate tapestries, hand-woven garments, live animals, and even the rarest magic items. The air is thick with the smell of cooking food and perfumed oils, and the sound of haggling fills the air. The noble half-dragons and their retinues move through the bazaar with an air of regal entitlement, the masters' scales glinting in the sunlight as they inspect the goods on offer. Some strike bargains with the vendors, their deep, guttural voices rumbling as they haggle over the price. Others try to intimidate vendors into taking what they want, their claws flashing as they snatch up the choicest items. Despite the occasional conflict, the bazaar is a place of great opportunity. Skilled merchants can make fortunes by offering unique and hard-to-find items, and even the lowliest street performer can earn a few gems by entertaining the crowd.

SOUTH EDGE

The streets become more and more littered, and the air fills with the smell of urine and decay as one wanders deeper into South Edge. It is the place of those less tolerated in the Seat of Scales and ones who wish to disappear. Some residents cannot leave due to a

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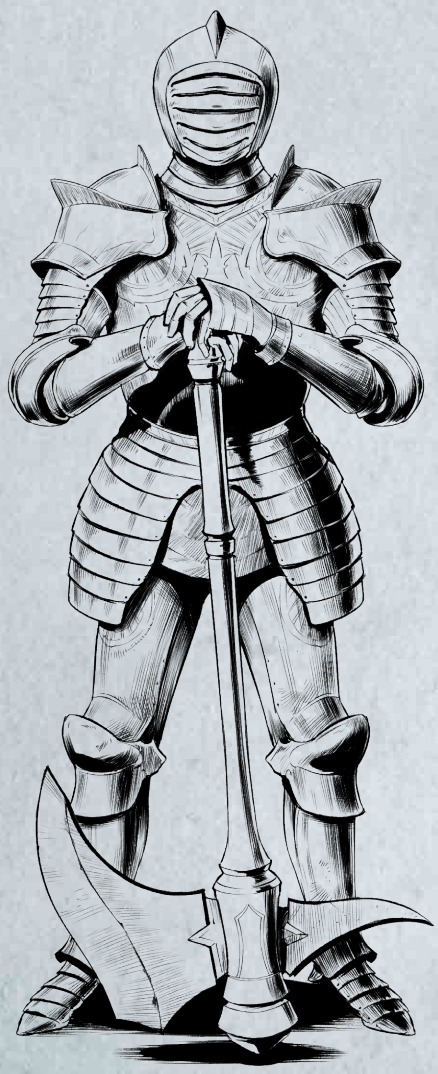
lack of wealth or having been mutilated by the Fangs of Order due to criminal charges. Unrenovated, crumbling, ancient buildings line the cramped streets from wall to wall. They are inhabited by squatters or poor families who have spent generations as outcasts in the captivity of the city. From time to time, the Scaled Council organizes heartless deportation campaigns, where residents are exiled to the mainland on large merchant vessels. The Culling is one of the most ruthless events a South Edge resident can experience. Despite the ongoing fear of being relocated by force, the residents try to keep their lives together. Tiny shops of all sorts operate in the district, but their interiors and selection reflect the poverty of South Edge. Criminal activity and violence are something that the residents must face daily. Clan Grilox makes a great profit from the poverty and desperation of South Edge through drugs, slave abductions, and racketeering. A section of South Edge comprises ancient four-story tenements constructed centuries ago when shanties dominated the district. The buildings are box-like and not maintained by the city. They are crowded, dirty, covered by graffiti, and repairs are only done in the most necessary cases when the collapse of the building is imminent. Crime is rampant, as the Fangs of Order are instructed not to waste time patrolling the district and only enter on targeted raids.



WYRMRISE

Breathtaking landscaped gardens and intricately carved stonework welcome the few who are allowed onto the secluded plateau of the Wyrmrise, where the half-dragon noble clans of Xantharos established their seat of power. The closed district encompasses an elevated plateau above the Seat of Scales, surrounded by walls on all sides. Two dragons of the Fangs of Order guard the steep road that leads to the fortified gate, allowing entrance only to nobles or those escorted by one.

A tall archaic building dominates the center of Wyrmrise, the true seat of the Council of Scales—the Throne of Xantharos. Beautiful mosaics cover the wide empty plaza around the Throne with a complex pattern of entwined serpentine dragons. Large residences surround the plaza on both sides. These private residences accommodate members of the ancient and some adult clans who stay here when visiting the Seat of Scales. They feature one extensive or several smaller gardens, with walls always guarded by the clan's soldiers. The villas are luxurious, spacious, and richly decorated, swarming with attendants, clan guards, and work staff. Most of these residences have been standing for thousands of years and are constantly refurbished. However, one can see remnants of the buildings' original masonry, which is kept intact as a sign of great pride in the history of the clans. The noble half-dragons are frequent visitors of the few exclusive places of leisure and entertainment. These establishments offer wellness, amusement, social, and political services.

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INFRASTRUCTURE

WALLS

The Talons is a 30-foot high chain of ancient walls and towers around the Seat of Scales that embraces the city like the tail of a dragon wrapped around its hoard. It can serve as protection from the outside, but its primary purpose is to keep those who would dare to leave the city inside. Regular guards do not patrol the Talons, but the towers usually serve as lookout points for the dragons of the Fangs of Order, whose screeches scare away any who would attempt to climb them.

GATES

The four gates of the city are closed at all times and are opened by the Fangs of Order only for clan retinues or their emissaries, who usually visit to transport goods to or from the city. Anyone else who tries to cross the gates is promptly apprehended by the dragons of the Fangs of Order and brought to justice. The heavy 20-foot high gates are made of hardened wood and are covered in iron plates. Pulling them open with the thick iron hinges that depict dragons biting their own tails requires a group of strong individuals.

ROADS

The roads within the Seat of Scales are covered in large stone blocks polished to an almost perfectly even surface over thousands of years. Most of them are kept clean by the slaves of the city, especially in places where nobles use them.

Wavecrusher Boulevard

Tall palm trees line the Wavecrusher Boulevard, a busy avenue that runs through the port behind the docks from north to south. Small bars and shops serve sailors and locals who come to visit. Repair shops for ship equipment and general stores sell their goods between the large clan warehouses.

Pass of the Relentless

The Pass of the Relentless is a wide road that stretches across Paddler's Abode. In front of the temple to the Relentless, the god of Strength, stands an ancient statue of the god, with outstretched arms, showing the way in both directions on this wide road. It is one of the less decorative streets lined with simple houses on both sides and slightly more dirt on its tiles than elsewhere.

Rise of the Dignified

The Rise of the Dignified is a steeply upward-sloping street decorated with gigantic statues of half-dragon noble heroes of the past, leading directly to the Wyrmrise. The Rise, as locals call it, is kept clean at all times, and it features the most elegant shops that cater exclusively to nobles.

Road of Many Voices

True to its name, the Road of Many Voices is always loud with the haggling and shouting of merchants and

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customers. It is the widest and busiest street in the city, connected to numerous tiny alleys and smaller streets that run into it. It is the heart of the city, lined with countless shops and tents.

South Sweep Street

Neglected and beyond repair, South Sweep Street is used by the more wealthy only to exit or enter the city from the south with larger shipments of goods brought to or from the Wide Bazaar. Beggars and pickpockets frequent the road, looking for marks, however larger transports are almost always left alone because the Fangs of Order keeps a keen eye on them from the air.

SEWERS

The streets and even the smallest alleys of the ancient city are webbed underground with a system of 1-foot diameter ceramic pipes that collect rainwater and domestic sewage into larger draining tanks. These pipes are regularly cleaned and maintained. They don't connect to the buildings themselves, and especially during heavy rains, they tend to overflow.



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IMPORTANT LOCATIONS

1. WIELDER OF FLAME AND STEEL

The 50-foot tall red-veined marble statue of a gigantic red half-dragon warrior stands on the island in front of the Open Harbor, menacingly looking out towards the Calhay Sea. The figure depicts a fire-breathing red half-dragon clad in spiked half-plate armor wielding a large saber in two hands. Flames are constantly burning in the statue's mouth, as a guiding light for ships approaching the harbor.

2. OPEN HARBOR

The piers of the northern section of the Landing are made available for non-Xantharosian ships. The tax collectors of the Scaled Council patrol the docks, and there are always a few Fangs of Order present to monitor activities. It is a relatively dirty, loud, and tumultuous section of the city, always buzzing with activity. Slaves and half-dragon nobles are rarely seen in this area, except when shipments must be inspected or handled personally.



HARBORMASTER GERYN SORPIN

The harbormaster and commander of the tax collectors is Geryn Sorpin (use the **spy** monster entry with an alignment of *neutral good*), an aging human with a proclivity for drink, a grumpy demeanor, and brusque manners towards slaves but cowed attitude towards half-dragon nobles. Geryn was the right hand of the previous harbormaster until an incident happened. A few decades ago some slaves that were badly mistreated were trying to flee from the docks on a smuggler ship, but the old harbormaster caught them with his guards. The slaves were escorted by Liberty from the

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Garden of Hope and Liberty, who was assigned to help them by Lord Slyssandor Yestryll. The guards attacked and killed quite a few slaves before they were annihilated by a cone of cold spell from Liberty. However, the harbormaster survived the spell and almost shot Liberty in the face with a crossbow. Geryn was faster and killed his boss with his own crossbow bolt. The rest of the slaves fled the city successfully, and Geryn was promoted to harbormaster since he seemed to have killed the escaping slaves. The only other people who know the truth are Liberty and Lord Slyssandor Yestryll. The three have been working together to smuggle slaves to freedom ever since. In public, Geryn speaks badly about low caste slaves and is known to be hateful of "their kind" to cover up any ties to his associates. As an authority figure, he owns a whistle that can be used to call the Fangs of Order in an emergency. Two **young dragons** arrive in 3 (1d4 + 1) minutes if alerted.

3. EVERYONE'S DARLING

Loud shouting, singing, and the clanking of mugs emanate from this large tavern at all times. Everyone's Darling welcomes sailors and maritime people with its low prices and beautiful servers. The smokey interior is made comfortable with round tables and red-cushioned seats. The wide selection of drinks and young, beautiful servers is ensured by the establishment's owner, Clan Grilox. Lord Perraz Gilox, a well-known half-dragon **mage** (with the **Xantharosian half-dragon** template) of great power, oversees operation personally and acts as a direct liaison to his clan's many exclusive services to outsiders.

The tavern is the favorite hangout and venue of Dustyn "Coldhands" Selzer, a **bard** from Vordan who was charged with murder for melting people's faces during an especially exuberant performance. He ran away to Xantharos, hiding his identity behind the alterego "Coldhands." He began studying the occult in order to play his lute better and is rumored to have sold his soul to Faz'nur'thoon, the First Fang, an ancient entity feared in Vordan. He seeks fame and fortune by any means necessary.

DUSTYN "COLDHANDS" SELZER



4. SWEET HOME

Sea captains, first-mates, and some **sailors** stay for shorter periods at this comfortable first-class inn, which is always at maximum capacity. The proprietor, a kind and warm hearted giantkin innkeeper named Nailo (use the **veteran** monster entry with a Charisma score of 17) is always busy running between guests, maids, and servers to immediately fulfill every demand. The interior of the inn and its rooms are fashioned after traditional homes, with a large open kitchen, a grand dining room, and lounges fitted with couches. Prices are high, but the service and the food are exceptional, and the rooms are tidy.

NAILO



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5. GRYFF'S NEST

Excellent homemade food awaits those who visit this small establishment. Gryff and Darythia Oakenforge, an older dwarven couple, prepare food in the early morning and get ready to receive guests by noon. Gryff is a **bard** who had many adventures on the Isles and the Calhay Sea and can tell some of the most exciting and peculiar stories. He usually mingles with the guests, telling tales of old and of his travels to anyone who listens, while his wife (use the **commoner** monster entry) calls him loudly from behind the counter. His friendly old hound, Asnas, is always nearby, accepting treats offered to her.



GRYFF OAKENFORGE

6. THE RACK

Imprisonment is rare in the Seat of Scales, reserved for those who cannot pay fines or whose sentences have not yet been carried out by the courts. The Rack is a collection of cages that hang suspended from large posts. The prisoners inside are rarely fed and weak from starvation. Their wretched bodies usually lie slumped over from weakness for passersby to witness their plight. A few of the more malicious Fangs of Order perch on the top of the posts that support the cages, constantly intimidating the prisoners and delighting in their suffering.

GAELRON HELLSONG



A current prisoner on display is Gaelron Hellsong, a fallen **priest** of the Relentless who has lost his faith, sentenced to public imprisonment for two months

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for obstructing justice when he tried to lie to the Fangs of Order about his whereabouts following a disturbance at the Long Bench. He has a haunted look to his eyes as he sits in his cage with a jaded and cynical demeanor.

7. THE LONG BENCH

The largest inn in the Seat of Scales dates back a thousand years and is a grand edifice with many rooms for rent. The lower section of the rectangular building is a vast space, lined with a massive stone bench on all sides, carved from marble with orange specks. Over the countless generations and multitudes of visitors who have sat on the bench, it has become smooth and rounded. Its age signifies the ancient history of the city and the residents of the Seat of Scales proudly boast of this heritage. The current proprietors of the establishment are two women, the young elven Faeyra Greenbeam (use the **scout** monster entry) and her human wife Enxina. Faeyra is skilled in both fighting with her scimitar and finding her way in the wilderness, where she was hiding for a significant time of her life after fleeing her family and slavery. She was found by the mysterious Enxina (use the **warlock** monster entry), who had inherited the Long Bench from her father a decade ago.



FAEYRA GREENBEAM

Many locals frequent the establishment, mingling with outsiders who stay at the inn for longer stints while they conduct business in the city. The upper floor of the building has numerous apartments for rent, usually on a monthly basis. Jauren the Fateweaver, a **bard** storyteller with a tome of stories that never seem to run dry, is a long-time regular at the inn. He arrived over a decade ago to collect the tales of mystic Xantharos and has stayed on the Isles. He has a special dispensation from Clan Yestryll to conduct his ethnographic research and travel the Isles. Jauren knows about all ancient and adult clans of Xantharos. He often weaves yarns in the common room of the Long Bench that captivate the audiences and stir their curiosity for adventure.



JAUREN THE FATEWEAVER

"All stories have an acorn of truth to them. Take Xemmol'Rhax the Draco-hydra of the extinct Clan Oth'naris. Was he in fact descended from a hydra or are his five heads just a historical fabrication woven by the noble clans of the Isles?"

Jauren the Fateweaver, musing about the history of the ancient clans.

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8. EVERFLOWING BASIN

The freshwater supply of the Seat of Scales is provided by a monumental cistern at the heart of the Peddler's Abode, which collects the abundant rainwater, filters it from debris, and stores it in underground chambers connected to wells throughout the city. The Basin, as it is known in the city, is under constant guard by two Fangs of Order, lest anyone disturb the lifeblood of the Seat of Scales.

9. THE PRIMAL EGG

A large plaza dominates the intersection of the Path of the Relentless and Wavecrusher Boulevard in the Peddler's Abode. A gigantic dragon's egg covered in fine scales of a blueish green hue dominates the center of the plaza, said to be the calcified egg of Xolenthas, mate of Xantharos. Legends tell that the colossal dragon carried the egg when he was banished to the Material Plane. The solidified egg is said to have been recovered from the depth of the sea over a thousand years ago. However, few have verified the tale, and to the uninitiated it seems to have been carved from stone by a master craftsperson. The site is sacred to all draconic inhabitants of the city, and any damage done to the egg is harshly punished by the Fangs of Order.

10. CLOISTER OF THE WHIP

Worshipers of the Relentless, the god of Strength, can attend daily masses at this modest temple, which features a courtyard open to the elements. The physically active services are held regardless of the weather conditions, and supplicants are expected to show the toughness of their faith in both the searing summer heat and the torrential winter downpours alike. Self-flagellation is encouraged, and small scourges are made available for this purpose. The head **priest** (with the **Xantharosian half-dragon** template) of the temple is Lord Thramnead Gleamfang, a half-gold dwarf of Clan Gleamfang, who vociferously espouses the dominance of dragonkind over all other species and gladly offers the whip for worshipers to show their devotion to the Relentless. The giant statue in front of the temple is a landmark in the Seat of Scales, rising high above the surrounding buildings. It is cleaned regularly, and Lord Thramnead Gleamfang forbids the use of ropes, ladders, or harnesses, bidding slaves to climb the statue without any assistance.

11. BILJIN'S FANTASTIC BEASTS AND OTHER PETS

Biljin Golggiggles, a morose gnome **druid,** sells live beasts and animals in this large building that serves as both a stable and a store. The selection includes birds, snakes, amphibians, horses, and even some large exotic beasts, like a saber-tooth tiger and a triceratops. The cages are smaller at the front of the store, suited for smaller species, but become larger as one ventures deeper through the wide rooms, and eventually reaches the courtyard at the back. The musky smell of fur and the sound of animals are overwhelming.

BILJIN GOLDGIGGLES



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12. THE DIRE BARNACLE

Arched entries frame the lower level of an ancient residential building on all sides. The open space of this tavern is fitted with benches and tables around a central bar occupied chiefly by a hulking bar hand named Wingurt the Silverback (use the **werebear** monster entry). Wingurt originates from Drayl where he was trained as a monk from childhood, learning martial arts from his master, whom he wanted to help by boarding a ship to Xantharos to find a remedy for his rare sickness. Wingurt found ways to exit the Seat of Scales and still searches the jungles for the curative flower called Virgin's Heart. A few years ago, the monk contracted lycanthropy while fighting a weregorilla that bit him and bestowed its curse upon him. Wingurt has learned to control his transformations over the years, but his control is slowly slipping away, and he worries that the curse is getting worse. The tavern owner is an all-business real estate consultant named Falahastra, who barely visits his tavern and does not know Wingurt's condition. The barhand usually handles a whole night's shift by himself.



WINGURT THE SILVERBACK

13. LONG SHOT

Mathreus' bows are in high demand by the nobles of the city, who try to acquire as much of the bowyer's stock as possible for their troops. The high quality of the bows compensates for the slow production rate and Mathreus (use the **expert** monster entry) and his team of few master bowyers spare no breath to keep up with the demand. Mathreus invented several unique,



MATHREUS THE BOWYER

non-magical arrow heads that are easy to produce and deliver different effects, such as carrying alchemical substances, pinning foes, or doing more damage with their rotating heads even after hitting their targets.

14. SEVENTY-TWO-FOLD SPIRES



WILLIEM THE ENUMERATOR

Illusory symbols of the eight schools of magic circle around the spires of this towering ancient building. Inside, the temple is segmented into eight towers, one for each school, with small circular staircases spiraling in each over nine levels. The ranking priest of the church, Grand Interpreter and High Sopher Williem the Enumerator (see Chapter 4) is a cleric of great wisdom and literacy with impeccable skills in reading and writing of many languages. He is a tall, fit man in his fifties balding with grace. He is quick to improvise when conversing, polished in insulting others, and extremely brusque. He gladly accepts donations to the church as "component grants." One of the most notable donors of the church is Lord Rhogar Zlatozar, whose ancient family commitment and zealous devotion to the god of Magic makes him a frequent visitor to the temple when he is at the Seat of Scales.

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15. DRY DOCKS

Ships are repaired, maintained, and improved at an extensive shipyard behind the waterfront. Several large stocks hold ships on land, and small workshops provide space for repairing ship components. The skilled shipwright slaves are led by Guir Dabostan (use the **expert** monster entry), a loud and energetic half-orc employed by the Scaled Council for his masterful skills and extensive knowledge of naval vessels. Guir gladly does side jobs for outsiders if paid well, including extra costs for smuggling the ship into the bay during the night and hiding it in an enclosed dry dock for repairs or upgrades, but only with the knowledge and blessings of Harbormaster Geryn Sorpin.

16. THE MAW

Dragon-headed Xantharosian ships arrive at and leave from the inner harbor that stretches on the shores of the narrower internal bay. Slaves usually crowd the docks, carrying goods in and out of ships, on their backs or by horse-drawn carts. Half-dragon nobles can be spotted from time to time as they visit their ships with their pompous entourage to inspect goods.

17. CLAN WAREHOUSES

A large area of the Landing is reserved for warehouses owned by the clans. The most significant number of warehouses are owned by Clan Astrillax, storing sizable shipments of goods from foreign regions. Narrow alleys run between the large elongated buildings that face more prominent streets for easy access. Groups of clan slave soldiers are always on guard at warehouses in use.



HOPE, WALKER OF THE VALLEY



LIBERTY, PROTECTOR OF HOPE

18. GARDEN OF HOPE AND LIBERTY

The smell of herbs and flowers permeates the air around the entrance of this long-established teahouse that also sells dried tea mixtures, seeds, and rare orchids. Inside, a small garden, magically protected from rain, is packed with potted plants, flowers, and herbs around eight tables that can each seat four people. Liberty, Protector of Hope is a warmhearted twelve-year-old human girl who serves guests several kinds of tea made from various herbs and flowers. The guests are entertained by Hope, Walker of the Valley, Liberty's eight-year-old sister, who plays the accordion. Hope is very chatty and energetic, constantly parented by Liberty, which causes bickering between the two. The girls are actually lawful good **oni** sisters in human form, who made their way to the isles and remained to pursue their passions. They are children at heart and would only use their supernatural abilities or shift to their original form in the most dire situations. Liberty is a druid who collects and discovers rare plants and herbs in the jungle in bird form, while Hope is enthusiastic about performing her art. Secretly, the oni sisters are allies of Lord Slyssandor Yestryll in opposing slavery on the Isles, and helping the Children of the Coffle in any way they can. Hope is an associate of Harbormaster Geryn Sorpin, who sometimes helps smuggle slaves to freedom by hiding them in cargo containers. The onis hide the slaves behind a sealed off wall that only has a tiny hole as an entrance, which they utilize by turning everyone to a mist for using their *gaseous form* ability.

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Hope often sings her favorite song, an ancient deep-sea elven song. It is an ancient deep-sea elven ballad, the meaning of which she doesn't comprehend. A character who speaks both Elvish and Aquan can understand Deep-sea Elvish and can translate the song (see handout #5). Unknown to the oni, the song refers to the location of the *orb of the Abjuration* at area 20 of the Calhay Sea map.

19. STATUE OF XEMMOL'RHAX THE DRACOHYDRA

A towering figure in an ancient breastplate stands in the middle of this otherwise empty, cobblestone-covered plaza. It has five heads, each one a different metallic dragon type, sitting on top of five long necks. It stands with its enormous wings spread and its muscular right arm holding the severed head of a young red dragon up in the air. The statue commemorates one of the greatest half-dragon nobles in ancient Xantharosian history, Xemmol'Rhax of the long-extinct Clan Oth'naris. The five-headed prodigy and hero of the Xantharosians led a fierce war, known as the War of the Descendants, against the true dragons of the Isles when the two sides fought for dominance.

IGNUS GALVAN



20. HEAT

Ignus "Blaze" Galvan, a pyromaniac fireling **mage** with a flamboyant and extravagant nature specializes in the creation of fire-based magic items and machinery. The store is always brightly lit with flames rising from urns and strange, cog-wheeled machines that emit flames while they are running.

21. ELEMENTAL STEEL

A lazy conjurer, Krantor the Fine, has run this smithy and weapon store for a long time. The conjurer **mage** has managed to summon and bind a grumpy **azer** named Toldir, whom he forces to work on weapons and armor

KRANTOR THE FINE



TOLDIR



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as demanded by his clients. Toldir spends day and night in the store's basement in a small smithy surrounded by an unbreakable summoning circle. The wizard also enchants the masterwork weapons when needed and sells them for a hefty profit. When entering the store, which resembles an art gallery, customers can feel the heat emanating through the floor from below.

22. DRAGON WAGON

Lady Fientina de Brume (use the **expert** monster entry) and her family of highly skilled cartwrights are famous all over the Isles. The crafters, a family of once rich nobles, hail from the far western continent and supply the city's elite with magnificently carved carts, carriages, coaches, and wagons of all kinds. These artistic creations are of superior quality and fitted to bear dragons' characteristics. The most popular products of the workshop are their dragon chariots, which are used exclusively at the annual Chase of Dragons race held on the festive day of Death of Wind and Rain. Sir Nicholar, Lady Fientina's eldest son, is a mercenary by trade, occasionally hired by the clans for his sword and expertise as a mounted combatant. The **knight** has the demeanor of a loyal friend and companion and is not afraid to give his own life to whoever has paid for his services.

SIR NICHOLAR DE BRUME



23. CLAN DOOMWING RESIDENCE

Distinctive duergar style dominates this simple single-story building, which is darkened by the shadows of the neighboring buildings. The estate features extensive underground levels with living quarters and slave pens. The air is humid and the smell of sweat permeates the dungeons. The central court of the house has several barred gates that lead underground and host a large number of guards and slaves at all times, ready to be presented on the slave markets.

24. CLAN ASTRILLAX RESIDENCE

This large building of black stone features high spires supported by massive buttresses. The trader clan always keeps several merchant representatives and a few of their trusted **monks of the Ebon Serpent** at the residence to represent their commercial interests in the city. The building is frequently visited by many customers and merchants seeking to strike a good bargain with the clan, which has notoriously stringent business ethics and procedures. The sulky monks train in the central garden of the enclave, ready to escort visitors to their masters or to guard them against any threat.

25. CLAN FRALKYN RESIDENCE

The gemstone-embroidered gate of the Fralkyn residence is a masterpiece of carving, heralding the wealth and background of the clan. The chambers of the residence are covered by rugs and tapestries made of the rarest pelts. Domesticated dinosaurs roam the halls of the house, kept as pets and guardians. Lord Zhoulann's sister, Highlady Markassa, and her husband, Lord Amraxios, live in the building permanently with their three children (use the **noble** monster entry with the **Xantharosian half-dragon template**). The highlady is

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in a long-standing conflict with Lord Zhoulann, who tries to avoid his sister by staying in an isolated wing of the building when in the city.

26. CLAN AZTROV RESIDENCE

Enormous and intricate statues of half-dragon nobles decorate this majestic building, expressing the refined taste and elegance of Clan Aztrov. The servants and **guards** of the house dress in stylish blue uniforms that befit the sophisticated interior furnished with the finest displays of art, jewelry, and furniture. The residence also functions as a workshop and atelier for the clan's jewelers and artists, even when the nobles are absent.

27. CLAN WYLTRESS RESIDENCE

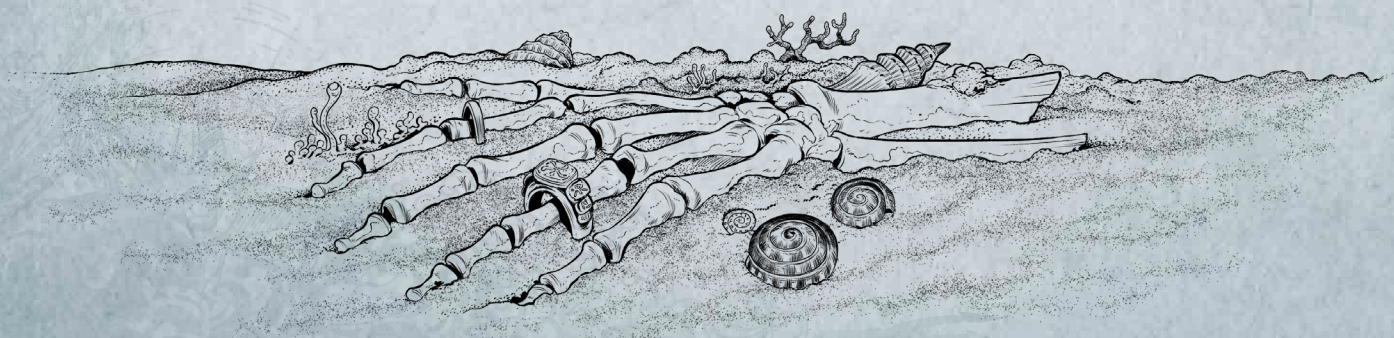
Stone gargoyles depicting giant wyverns with raised tail spikes gaze down on those who approach this lavishly decorated ancient building. The interior is a work of fine art with decorations that feature hellish designs and provocative scenes. Numerous devices that serve both pleasure and comfort furnish the lush bedrooms. The central garden is home to Lady Yryll Wyltress' blue half-dragon sabertooth tiger, Wildbolt. In contrast to the glamour of the above-ground pomposity of the residence, the dungeons are seen only by those who are brought to its cells for torture on devilish torture machines or by the occasionally summoned devil.

28. THE ELEMENTAL BOND

Half-dragons frequent this large bathhouse to relax, talk politics in private, and socialize while visiting the Seat of Scales. It has pools with temperatures ranging from scaldingly hot to icy cold. Pleasurable conditions are provided for all types of half-dragons so they might enjoy their preferred elements for revitalization in rooms maintained by summoned **mephits.** There are freezing chambers, rooms lined with fiery ovens, one with electrical resonant transformer circuits that generate lighting, and even sulfurous pits and pools of acid. The Elemental Bond provides additional services like massages, chiropractic sessions, and cosmetic treatments. The fare at the bathhouse is first-rate and the festhall located on its premises has the finest food in the city.

29. THRONE OF XANTHAROS

The Throne of Xantharos was the first building constructed in the area before the Seat of Scales became a city, as the sign of the alliance of the ancient clans. It is a monumental palace rising above the city on a sprawling plateau. It houses the grand chamber of the Scaled Council, the Courts, the Archive of the Ancients that stores legal documents dating back to ancient times, and the Shared Hoard, the council's treasury deep below the palace. The top of the building features a panoramic lookout platform named the Eyrie of Dragons, where half-dragon nobles can meet and gaze upon the city from their lofty perch.



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30. THE MELODIC ROAR

This huge theater is reserved for half-dragon audiences and puts on all manner of performances from plays to concerts. It can seat five hundred guests in comfortable booths lined with large sitting pillows. The Master of Ceremonies is Highlady Sharidall from Clan Sharaxas, a half-silver dragonborn **bard** (with the **Xantharosian half-dragon** template) with a flair for keyboard instruments. She leads a troop of performers, many of whom are slaves trained or acquired by Clan Sharaxas. The Roar's most famous fixture is a massive magical organ with dragon-headed pipes that emit the sounds of roaring dragons woven into melodic tunes.

31. CLAN ZLATOZAR RESIDENCE

Large magical flames that slowly change their colors flicker at the gates of this sizable ancient building, illuminating the emblems of Clan Zlatozar and the god of Magic above it. The shuttered windows and tightly shut gates of the residence suggest that it is abandoned most of the time, void of servants or guards. Inside, the large courtyard features overgrown bushes and dusty weapon racks rarely used for sparring and training troops. Lord Zlatozar keeps a small shrine of the Wondermaker tidy and laden with offerings at all times.

32. CLAN GRILOX RESIDENCE

Gilded wall ornaments, bas reliefs, and heavy banners interwoven with brass cords speak of the wealth of Clan Grilox. The many defenses of this permanently occupied smaller building are apparent at first sight. Traps and bars of all kinds block and threaten entry as if those inside were afraid to share their secrets with the world. A regiment of well-armed **guards** is always attending the gates with trained **giant poisonous snakes** on chains. It is whispered throughout the city that the magical vault of Clan Grilox is impossible to crack, but no one has ever dared to verify the accuracy of this rumor.

33. CLAN SHARAXAS RESIDENCE

The residence of clan Sharaxas is a place of entertainment and is illuminated by magical lights that flicker and dance around the house when the nobles of the clan are present. The interior of the building is fashioned to host live shows of many kinds, including plays and musicals that are famous in the city. Private practice rooms surround the large central auditorium of the house, which is lined with decorative silver statuettes of the most notable entertainers of the clan.

34. CLAN SHATTERWIND RESIDENCE

The clan residence of Clan Shatterwind resembles a squat fortress with massive double gates gilded in bronze. Impressive bronze statues of the clan's prominent ancestors line its halls, whose walls are wrought with veins of gold. Two gigantic braziers on the top of the gate are lit with bonfires and kept burning at all times while the nobles of the clan are present at the residence. Ceremonial weapons and armor of all kinds are on display in the central hall of the building, which is used for feasting and as a mustering hall when the clan assembles in the Seat of Scales.

35. CLAN YESTRYLL RESIDENCE

An atmosphere of simplicity and austerity characterizes this noble dwelling. Stylized sea motifs, such as shells, pearls, aquatic creatures, ships, and waves decorate the walls and arches of the building. Despite its spartan appearance, the inside of the building is welcoming and cozy, where the guests of the house find comfort and peace. The rarely occupied residence features a large map room where every tiny detail of the Calhay Sea is available for inspection on various parchments, paintings, and tapestries.

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36. THE GARDENS OF SOLITUDE

This spacious park provides a venue for those half-dragons who wish to take a walk or spend some time in nature. Only half-dragons are allowed entry to enjoy the immaculate lawns, large topiaries in the form of dragons, and ornate fountains that are the hallmarks of the park. In addition, there are many nooks and crannies fashioned in the natural environment, where comfortable benches and recliners await those who wish to relax in solitude.

37. XANTHAROSIAN PRIDE

This museum is a multi-story building with a vast hoard of treasures on display and an even more extensive collection in storage below the building. It displays the rich history of the realm, such as the most important documents like the treaty forming the Throne of Xantharos, or the statues and paintings of the illustrious founding clan leaders who signed it. Several complete dragon skeletons are also on display, preserved as a reminder of the challenges the Scaled Council faced in the past.

The museum is under the direction of a skilled arcane trickster named Roi, who serves as its sole personnel. **Roi**, a slave of the Scaled Council, possesses extensive expertise in the historical significance and intrinsic worth of the artifacts housed within the establishment, along with a profound understanding of its intricate security systems. Years ago, Roi cunningly maneuvered himself into his current position, meticulously planning a grand heist aimed at acquiring three highly prized items. These items include a dragon bone scepter adorned with gemstones worth an astonishing 13,000 gold pieces, a fist-sized ruby crafted in the likeness of a red dragon valued at 17,000 gold pieces, and a majestic platinum statue standing at 2 feet tall, depicting a fearsome half-dragon barbarian, with a staggering value of 19,500 gold pieces.

Should Roi find willing accomplices among the characters, he stands ready to reveal the intricate security measures employed by the Xantharosian Pride. In return, Roi proposes an equitable distribution of the stolen treasure, provided the characters are willing to assist him in escaping from Xantharos.

The security of the Xantharosian Pride consists of *alarm spells* cast on each item that mentally alert the Fangs of Order when triggered. Each item is also trapped with a *glyph of warding* spell, which is nearly invisible and requires a successful **DC 18 Intelligence (Investigation)** skill check to be found. The glyph is triggered when any spell is cast on the items and is set as a spell glyph with an *alarm* spell that mentally alerts the Fangs of Order.

A group of five **young dragons** (a red, a green, a silver, a bronze, and a blue) arrive within 5 (2d4) rounds if any of the *alarm* spells are triggered. They burst into the building and fly around it, searching the premises to identify the potential culprits.

Roi (CR 8, 3,900 XP). Use the **mage** monster entry with the following modifications:

- Roi has 62 hit points and an alignment of *chaotic neutral*.
- ***Sneak Attack (1/Turn)***. Roi deals an extra 10 (3d6) damage when he 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 Roi's that isn't incapacitated and Roi doesn't have disadvantage on the attack roll.
- ***Cunning Action.*** Roi can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
- ***Uncanny Dodge.*** When an attacker that Roi can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

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ROI



"We could work something out together. I know how things work around here and I'm ready to leave all of this behind."

Roi, leaning close to a character and whispering in a hushed tone.

38. ARMS OF STEEL MERCENARY COMPANY

Snirkugg (use the **gladiator** monster entry with an alignment of *lawful good*) is a hulking half-fire giant warrior, who took the mantle of a mercenary. He is the only remaining member of the Arms of Steel, a mercenary company many noble clans once employed. With the sudden death of Snirkugg's father, mother, and two brothers, who perished on a mission to stop a marilith and its demon servants, the fame of the company disintegrated. The well-trained half-giant is working on rebuilding the honor and greatness of his family's name, and only accepts missions that align with his morals. From his father's tales, Snrikugg knows about the fire giants of the Searing Scourge (Calhay Sea location 6), from whom his family is descended.

SNIRKUGG



39. HOUSE OF THE EFFICIENT MASTER

The temple of the god of Competence has a meditative atmosphere barring the distractions of the city outside. Thick, circular cushions are spread out in the dimmed hall, where followers are encouraged to increase their trust in their own skills and themselves through quiet contemplation. One of the most devoted followers of the Efficient Master is a man named Sylas Elwin. He spends most of his time at the temple, praying and talking with the skilled visitors who come there. Sylas, a noble from the west, is a **warlock** gifted with powers by the god of

SYLAS ELWIN



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Competence. He received these powers to confront the demons that overran his hometown following his wizard companion's betrayal. Sylas feels obligated to fight demons, and he's always eager to join anyone who is about to face them.

40. NO SECOND CHANCE

Only a dozen or so exclusively magical weapons and armor are on display in this store with an almost uncomfortably empty and clean interior. The tools of war displayed on the simple black racks are made of the best quality materials found anywhere on the Isles and the western continent. The proprietor, Gregor Queberartos (use the **knight** monster entry) is a silent and business-savvy individual who sells the shop's inventory, which refreshes every now and then, at a twenty percent markup. Gregor is a retired soldier who bears the scars of an old fight on his face from when he single-handedly protected his shop from an attempted robbery by agents of Clan Grilox. Gregor was unable to prove the connection to the agents' employer, but he bears a grudge against the half-brass nobles of the clan.



GREGOR QUEBERARTOS

41. SHRINE OF TALENT

The walls and many shelves of this antique shop are crammed to the ceiling with the finest and most valuable artwork on sale in the city or maybe even the known continents. Clan Aztrov owns the shop, which is overseen by Sorlian Finanza, a renowned human merchant, known for his dabbling in mysticism and the occult. As a result, several items in the store are of extraplanar origin. Sorlian keeps the ledgers and journals of his travels to the west in a *bag of holding* hidden under his counter. In Sorlian Finanza's absence, the shop is run by his assistant, Billiam Fastfoot (use the **expert** monster entry). Billiam is young and extremely energetic hareling who talks fast with



BILLIAM FASTFOOT

occasional twitches. He is always looking for money and willing to offer a bet. Secretly, he studies the craft of artificing armors and steals antiques on the black market for components. He can relate that Sorial Finanza left on a procurement mission to the west and he awaits for his master's return, which should be any day.

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42. THE WAVE MASTER

This smokey tavern is famous for its strong drinks and the shady folk making business deals at its tables. The smell of smoked fish, onions, and alcohol lingers in the air, which is made even heavier by the smoke of water pipes. The owner of the establishment is Saraphim Ovar, a shapeshifter **mage** who was born in the Seat of Scales and inherited her father's tavern. Despite being forgetful and clumsy at times, she's usually bouncing around with an oblivious smile on her face and radiating a positive demeanor, with her boxer breed Roxanne lapping at her heels. She usually mingles with the guests and sells large quantities of her stock of alcohol and pipeweed to anyone willing to pay for it. She is also a part time private investigator and knows the city like the palm of her hand.



SARAPHIM OVAR

"Now how did that spell go again? But anyways, do you want some Ixxtar weed in your pipe or do you have any matters of private nature worth investigating?"

Saraphim Ovar inviting her patrons to buy a smoke from her, or hire her to investigate.

43. PARLOUR OF BRILLIANCE

The finest cut and largest raw precious stones almost certainly find their way to this elegantly furnished jewelry shop of Clan Fralkyn. Clients are served quality drinks while browsing through the inventory. The shop owner is Yrion the Meek, a courteous male **drow** (with an Intelligence and Charisma score of 17) who believes in the mystical power of gemstones and finds explicit pleasure in matching the suitable stone to the right buyer. His bodyguard, agent, and security guard is the always silent Daveon Saborg, a no-nonsense half-elven **assassin** who served Yrion for over a decade now, helping him in sourcing the less legal assets of his shop.



DAVEON SABORG

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44. TONGUE TEASER

Khasen (use the **expert** monster entry), an elven chef, is a master of culinary specialties who procures the most luxurious treats from overseas merchants, local producers, and hunters. He is always looking for people who will bring him exotic ingredients or recipes he can serve his discerning clientele. Khasen is very particular about whom he allows into his facilities and he tries to cater to Xantharosian nobility. The packed shop has unique dishes ranging from chimera chops smoked with special mushrooms to pâté made from herbs and mashed plesiosaurus eyes. Khasen is secretly addicted to a rare hallucinogen, a mandrake root named the **Crimson Grace.**

Crimson Grace. The crimson-colored juicy inside of the peeled, thick brownish root is a powerful and highly addictive hallucinogen that disables motor functions. When eaten, the creature becomes poisoned. While poisoned this way, the creature is under the effects of a *hypnotic pattern* spell for one hour as if it had failed its saving throw against the spell. One day after the effects of the Crimson Grace end, the creature must make a **DC 22 Wisdom** saving throw. On a failed save, the creature gains the poisoned condition for one week and starts craving Crimson Grace. Taking Crimson Grace ends the poisoned condition gained this way.



KHASEN

45. SPELLBOUND

A wide selection of magic items is available in this heavily decorated store for those who have gem pouches deep enough to afford them. The owner of the shop, a middle-aged elf **mage** named Merak Kedrethramal is a cautious person. He always carries a unique whistle that calls the Fangs of Order who arrive at the shop in 2 (1d4) rounds if alerted. He also has an owl familiar who keeps an eye on the corners of the store Merak cannot see. Merak is a highly intelligent but pompous person, sure of himself, and a bit secretive. Before settling on the Isles, he traveled the known continent and his visit to the Isles has turned into a long-term residence. He would be willing to escape and break his Binding Agreement to Clan Rylandyth on a whim if presented with better opportunities.



MERAK KEDRETHRAMAL

46. TOOTH AND NAIL

The Tooth and Nail is a sprawling single-story tavern with a huge central bar and numerous cozy side rooms. The walls are bare and covered in graffiti. The air is filled with pipe smoke, giving the place a dingy and dangerous atmosphere. Drinks are cheap and watered down, brewed in the back-rooms. The tiefling **mage** proprietor, Chort, maintains order with a

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CHORT

polite but no-nonsense attitude and a squad of **thugs**. **Imps** in the form of invisible spiders serve as security guards, keeping an eye out on cheaters and listening in on the conversations of the people not in the owner's favor. People who cross Chort or the regulars of the tavern are taken care of by the devils. Crimes that occur here are not reported to or pursued by the authorities, and often only found out about when the bodies of the victims wash up on the city's shores. The Tooth and Nail is a popular gambling spot where even some interplanar travelers love to make deals. Each year during the Death of Wind and Rain celebrations, the tavern hosts a grand Spell Wars tournament.

47. SUNKEN TREASURES

This large pawn shop buys all manner of goods for a few gems, then sells them for profit. The shop's owner is Maarin (use the **deep-sea elf** monster entry), a deep-sea elven merchant who has the reputation of a serious businessman, having built an immense collection of items by seemingly exploiting the impoverished residents of the Seat of Scales. Some items are also enchanted and sold from a special collection in back-room deals. On one of the shelves lies a well-worn copy of a Common-Deep-sea Elvish dictionary. Its pages, dog-eared and yellowed with age, hold within them a trove of linguistic treasures. The last page of the book has a hand-written note inscribed in Deep-sea Elvish that is actually a transcription of the Hymn of the Guardian Sphere (handout #5).

In fact, Maarin maintains the shop as a front and is, in fact, secretly funded by Lord Slyssandor Yestryll. The ample storage space at the back of the shop is connected to freshly excavated and well-hidden chambers with many secret exits and tunnels leading outside the city's walls. These chambers serve as a hiding place for members of the Children of the Coffle and runaway slaves who wish to escape the city.



MAARIN

48. WEEPING BAZAAR

Large podiums stand in a semicircle for everyone to easily examine the slaves displayed by the duergar of Clan Doomwing. The apathetic slaves stare over the crowd as the half-dragon gray dwarf slavers announce their skills and prices to the nobles for bidding. The auctions can get intense and heated when several clans engage in bidding wars for better-skilled slaves, but the strict rules of the Doomwings ensure a clear-cut deal every time. On these occasions, the crowd might get rowdy,

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sometimes even engaging in scuffles that result in long-time grudges between clans. The attraction draws the attention of almost everyone nearby.

49. SHACK OF THE DRUNKEN SAGE

Aster is a morose and usually indifferent venerable man who lives alone in a dirty shack by the wall. Lots of folks in South Edge know him as a reliable source of information on historic events and arcane knowledge. No one knows where the shabby beggar acquired his vast knowledge. In truth, Aster is Asteryllivrax in humanoid form, an **ancient silver dragon**, who fought in the War of the Descendants against the half-dragons led by Xemmol'Rhax. Over the centuries, his sorrow over his defeat, failures to change the status quo, overthrow the half-dragon nobles, and liberate the slaves has turned him apathetic and despondent. He has given up all hope and lost his enthusiasm for his cause. He is drunk most of the time, lives day by day, only willing to answer questions requiring interpretations worthy of his expert knowledge. To rekindle Asteryllivrax's fervor in the fight against the half-dragon nobles, a character who knows of his background and true identity, must succeed on a **DC 22 Charisma (Persuasion)** skill check.



ASTER

If the character shares the story of Yshara's return and the *orbs of the Wondermaker,* they gain advantage on the skill check. On a failed skill check, the inebriated dragon erupts and starts shouting with the characters, dismissively sending them away, and subsequently avoids any further contact. On a successful skill check, Asteryllivrax ponders on the possibility for a minute before sobering up and offering his aid.

50. NEST OF THE TRUE

Soaring dragons are a constant sight above the island, escorting ships into the bay of the Seat of Scales, or flying between the city and the cliffside caves that serve as their lairs. The tall cliffs on all sides of the island hide dark caves where over a dozen **young dragons** that make up the Fangs of Order nest. Metallic dragons congregate on the island's northern side, while chromatic dragons inhabit the southern side. Many of the caves are abandoned, filled only with stripped bones, having been occupied for a time before their inhabitants swarmed off to other realms. The dragons sleep in the caves but seldom store their hoards in them, lest their caves be looted while they are absent. Instead, they usually hide their treasures deep in the jungle or at the bottom of the sea, where they can be sure of their safety. The high plateau on top of the island holds an amphitheater where dragons can congregate to listen to clan nobles who address them en masse.

51. STONEDRAKE BARTIZANS

The rotatable stone heads of gargantuan dragons sit on top of massive 150-foot high towers, staring into the distance with menacing expressions. Each of these rotating platforms hides a gigantic trebuchet capable of hurling stones large enough for a giant to throw. Small groups of soldiers guard these lookout towers and war machines at all times, protecting the Seat of Scales from seaborne invaders. See Chapter 4 for a detailed map and game statistics of a Stonedrake Bartizan.

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LOCATIONS BY TYPE

Clan Residences

Clan Astrillax Residence (24.)
Clan Aztrov Residence (26.)
Clan Doomwing Residence (23.)
Clan Fralkyn Residence (25.)
Clan Grilox Residence (32.)
Clan Sharaxas Residence (33.)
Clan Shatterwind Residence (34.)
Clan Wyltress Residence (27.)
Clan Yestryll Residence (35.)
Clan Zlatozar Residence (31.)

Crafters and Services

Arms of Steel Mercenary Company (38.)
Shack of the Drunken Sage (49.)

Historical Locations

Statue of Xemmol'Rhax the Dracohydra (19.)
The Primal Egg (9.)
Wielder of Flame and Steel (1.)

Hospitality

Everyone's Darling (3.)
Garden of Hope and Liberty (18.)
Gryff's Nest (5.)
Sweet Home (4.)
The Dire Barnacle (12.)
The Elemental Bond (28.)
The Long Bench (7.)
The Melodic Roar (30.)
The Wave Master (42.)
Tooth and Nail (46.)
Xantharosian Pride (37.)

Markets

Weeping Bazaar (48.)

Parks and Plazas

The Gardens of Solitude (36.)

Places of Authority

Clan Warehouses (17.)
Dry Docks (15.)
Everflowing Basin (8.)
Nest of the True (50.)
Open Harbor (2.)
Stonedrake Bartizans (51.)
The Maw (16.)
The Rack (6.)
Throne of Xantharos (29.)

Places of Worship

Cloister of the Whip (10.)
House of the Efficient Master (39.)
Seventy-two-fold Spires (14.)

Shops

Biljin's Fantastic Beasts and Other Pets (11.)
Dragon Wagon (22.)
Elemental Steel (21.)
Heat (20.)
Long Shot (13.)
No Second Chance (40.)
Parlour of Brilliance (43.)
Shrine of Talent (41.)
Spellbound (45.)
Sunken Treasures (47.)
Tongue Teaser (44.)

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ABOARD THE SATED CONTESSA

The characters receive an unprecedented invitation letter from a Xantharosian half-dragon lord to rally the Scaled Council against a sahuagin threat. Captain Gixx Shortpebble welcomes his passengers aboard his merchant vessel, the Sated Contessa, and holds a dinner to honor his guests, who introduce themselves and join a game of boasts.

DEATH OF A MERCHANT

Sorlian Finanza is murdered, his prized relic stolen, and the players have but one hour to investigate. They can save the prime suspect from being marooned on Kirakku Island and track down the murderer and the missing relic.

MORGAWR RISES

The murderer, Lord Priitus Nerkra, calls out to his master, the kraken arch-necromancer Morgawr, who arrives to vent its fury. Morgawr sinks the Sated Contessa and the characters can attempt to defeat the kraken.

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Chapter 1



Murder on the Sated Contessa

Characters should be level 16 when they start Chapter 1 of Torrents of the Spellhoarder.

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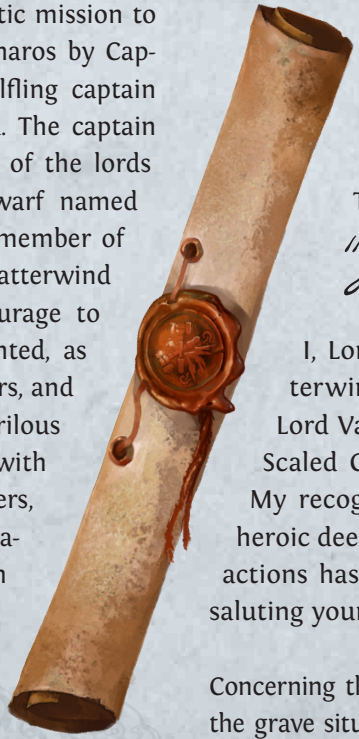
ABOARD THE SATED CONTESSA

A CURIOUS INVITATION

Background

The characters are invited on a diplomatic mission to the legendary and remote Isles of Xantharos by Captain Gixx Shortpebble, the ex-pirate halfling captain of a merchant ship, the Sated Contessa. The captain delivers a letter of invitation from one of the lords of Xantharos, a half-bronze dragon dwarf named Lord Rinavaram Shatterwind, who is a member of the Scaled Council. Lord Rinavaram Shatterwind chartered the ship to deliver an entourage to Xantharos. The invitation is unprecedented, as the Isles are effectively closed to outsiders, and few brave the six- to eight-week-long, perilous journey over the Calhay Sea, fraught with dangerous storms, gigantic sea monsters, and deadly reefs. The letter describes a sahuagin threat to the Isles, which has been ignored by the divided Scaled Council, despite the warnings of Clan Shatterwind. This bellicose clan has been calling for a united front against the sea devils. However, the characters' fame in uniting the Kingdom of Aglarion has reached even the remote Isles, and Lord Rinavaram Shatterwind believes their presence can persuade the Scaled Council to act. The lord also offers each character a reward of gemstones worth 10,000 gold pieces if they travel to the Seat of Scales, the capital of Xantharos, and successfully persuade the Scaled Council to prepare against the sahuagin threat. The letter is handout #1.



The letter reads:

"Highly Esteemed Hero!

I, Lord Rinavaram of the ancient Clan Shatterwind, ruler of Clan Shatterwind, son of Lord Valsorlax Shatterwind, One seated on the Scaled Council, am raising My quill to express My recognition and respect with regard to the heroic deeds that You have achieved. News of Your actions has reached My noble self and I'm hereby saluting your success and honoring Your great skills.

Concerning the above, I'm writing to inform You about the grave situation unfolding in My homeland, the Isles of Xantharos, and My noble estate. Foul discord has befallen the highly esteemed Scaled Council, the sovereign

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authority of Our noble domain. Our council of ancient Lords is unable to achieve unity on the question of a sahuagin invasion that is, in My noble opinion, threatening Our land and Our society as a whole. Their sheer number, their overflowing force swarming from the sea under the night skies, and the fact that they invade from several locations are more than alarming and should require serious consideration and a firm response. According to Our laws and traditions, the Scaled Council consigns the duty of territorial defenses to the noble Clan closest to the threat's source, including Mine and a few others. While My noble Clan stands ready to commit to a collective war against the hordes of sea devils, other Clans are unconcerned with the looming invasion or restrained in their response to protect the Isles, besides their immediate personal interests.

I hereby declare You as My allies and cordially invite You to My residence at the Seat of Scales, where We shall confabulate and You shall decide if You were willing to advocate My demands at the Scaled Council. I shall return from My research at the western shores of the Gullet for the annual Chase of Dragons and We shall break bread over exchanges of wisdom. You will have the opportunity to lend Your experience and share Your revelations about waging such a war. Your presence might convince the neutral elements of the Scaled Council about the necessity of action, and hopefully, it will also raise the attention of all opposing Clans.

I also hereby offer each of You 10,000 gold pieces worth of precious gemstones from the vaults of Clan Shatterwind, in the case You would be able to facilitate consent within the Scaled Council on thwarting or crushing the sahuagin invasion in unity, as our laws rightfully demand in such a situation. May the Gift of Xantharos elevate Us, and grant Us wisdom and strength to defend our rightful lands! I wish you a pleasant journey over the Calhay Sea.

With high prospects and regards,

Lord Rinasaram Shatterwind"

Other notable passengers have jumped on the occasion and have sought passage on the ship:

Kaduin Gwilas is a delegate representing the crown of Aglarion. He is a veteran diplomat with an affiliation to the Uncanny Vagabonds, one of the major crime syndicates of the kingdom. His task is to establish diplomatic relations between the kingdom and the Scaled Council. He is entrusted into the character's care and sponsored by the Kingdom of Aglarion and King Gren Azennar, who is paying for his journey.

Father Wolnyrr the Gentle is a cleric of the Redeemer, the god of Life, and a handsome womanizer. He has also been delegated to the character's care by the heads of the churches in Onadbyr and tasked to research the mystical Gift of Xantharos.

Sorlian Finanza is a wealthy antique merchant from the Isles of Xantharos, carrying the *Shell Relic of A'rvanshy* to his shop in the Seat of Scales and a half-dragon buyer named Lord Atryn Carneelis. He has traveled on the Sated Contessa before and has booked passage with Captain Gixx Shortpebble long in advance.

Lord Priitus Nerkra claims to be an adventurous explorer who has always wanted to visit the legendary Isles of Xantharos. He is secretly one of the most efficient cult agents of Morgawr on the mainland, a wealthy minor noble recently tasked by the kraken to track down elvish relics. Morgawr alerted him about the arrival of the *Shell Relic of A'rvanshy* to the mainland. The trail led Priitus to a treasure hunter named Miro Sandukar, who brought the relic to Aglarion a few months ago. However, the cult agent soon learned that the thief had already sold the item to Sorlian Finanza. When Priitus found out that the merchant had booked passage on the Sated Contessa, he used his noble connections to book passage on the ship at the last minute, paying 2,000 gold pieces to Captain Gixx Shortpebble. He plans to confirm the relic's authenticity and notify Morgawr.

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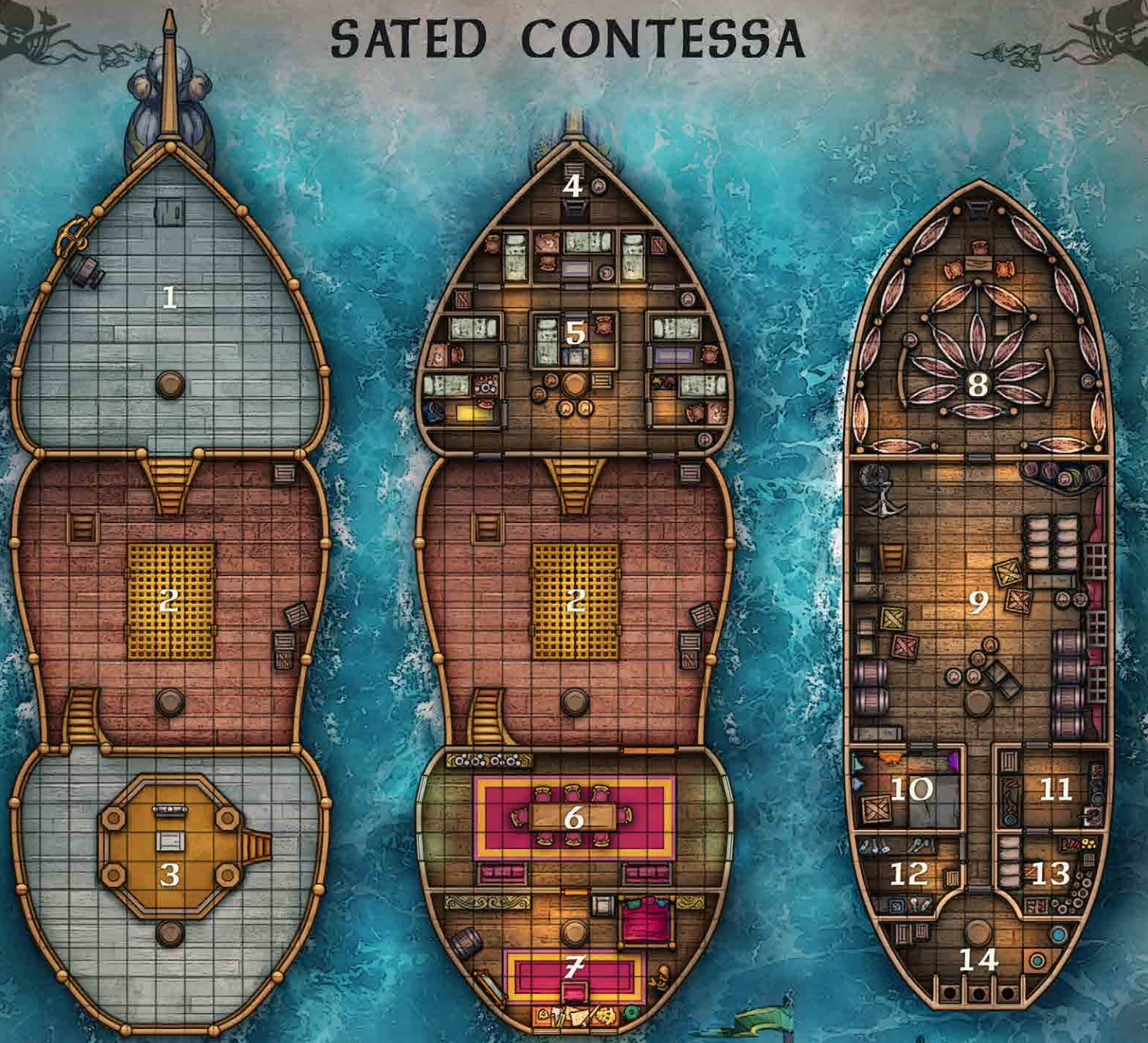
SATED CONTESSA



1 tile = 5 feet

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THE SATED CONTESSA

Background

The Sated Contessa is a medium-sized merchant ship that has seen a lot of waves before being captured by the pirate crew of the notorious halfling ex-pirate Gixx Shortpebble, a flamboyant master buccaneer, and his half-giant first mate, Jade Storm, a monk of a druidic order devoted to storms, mountains, and destruction. After a tragic encounter with the Pirate Emperor of the Crimson Sails that cost the life of their entire crew, the two pirates gave up their life of plundering and settled with the less dangerous profession of smuggling and commerce. Being excellent navigators and skilled combatants, they brave the most treacherous seas and trade solely in exotic and rare products. The two have taken the Sated Contessa on multiple trips to Xantharos and know most islands, sea lanes, and challenges of the Calhay Sea fairly well. Captain Gixx Shortpebble and Jade Storm have been planning a grand adventure to the unknown east beyond Xantharos but have yet to pile up enough resources to make such a long and perilous trip.

Environment

The **Sated Contessa** is a modified sailing ship that has seen her fair share of storms and naval battles. An experienced crew services her at the order of Captain Gixx Shortpebble and the stern guidance of first mate Jade Storm, whose voice booms over the strongest winds and keeps the crew in line. The Sated Contessa is a merchant vessel, wider than a standard sailing ship, so that she can hold more cargo. Her reduced speed is compensated by the experience and skill of its captain and crew. The decorations of the ship evidence the flamboyance of Captain Gixx Shortpebble. Her hull is painted royal purple, and her rails gold. Her sails are crimson and white. She now sails under the colors of Aglarion, flying the kingdom's flag on each of its three masts.

Sated Contessa. Use the **sailing ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Secret compartment
- Extra cargo capacity

Doors. Doors open inwards and are made of sturdy wood fitted with iron hinges and handles. The passenger quarters (area 5), captain's cabin (area 7), and first mate's cabin (area 10) feature standard locks, which can be picked with thieves' tools on a successful **DC 15 Dexterity** ability check, or can be forced open with a successful **DC 15 Strength (Athletics)** skill check.

Windows. All windows open outwards and have a wooden frame and a single layer of thick glass. The wings are held together by iron latches, which can be picked with thieves' tools on a successful **DC 15 Dexterity** ability check, or can be forced open with a successful **DC 15 Strength (Athletics)** skill check.

Lighting. Most rooms and areas have hooded lanterns suspended from the ship's walls. These are only lit at night and only when the areas are in use.

Scene

Captain Gixx Shortpebble welcomes the characters aboard and has **Jade Storm** direct everyone to their cabins. The giantkin distributes private cabin keys to



CAPTAIN GIXX SHORTPEBBLE

"Yarr, me mateys! Don't be confused! I may be small, but I've got the 'eart of a giant an' the courage of a dragon!"

Captain Gixx Shortpebble shaking the hands of his passengers with a flourish.

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all notable passengers. Jade Storm is not the most conversational person, but if the characters speak with Captain Gixx Shortpebble, he can describe his mission to transport the characters and their delegation. He can also elaborate how the other passengers, Sorlian Finanza and Lord Priitus Nerkra, came to be on board.



JADE STORM

"This way. Behave."

Jade Storm's welcoming words as the passengers board.

1. FOREDECK

Environment

The ship's foredeck is an elevated platform 10 feet above the main deck. It holds the ship's anchor, which can be lowered or raised using a winch attached to a drum that holds a 200-foot chain. Dropping the anchor involves simply flipping a safety lever as a bonus action. A single person can raise it 20 feet as an action, while two people can double this speed.

The figurehead mounted on the ship's bow is a plump noble lady in a fine gown and a bouffant wig, with arms on her wide hips and a conceited expression. It is cleaned once every week and repainted every time the ship sets into port.

A trapdoor at the front on the foredeck connects to the crew quarters belowdecks through a closed cabin for easy access. It is watertight but never locked.

The foremast is 50 feet tall and holds two sails.

Scene

Two **sailors** are always stationed on the foredeck, either keeping a lookout, mopping the deck, or handling the halyards.

2. MAIN DECK

Background

The ship's main deck usually bustles with activity as sailors adjust the rigging, coil ropes, and manage the ship's day-to-day operations. Jade Storm relays the captain's orders to the crew, bellowing threatening and terse commands.

Environment

The center of the deck features a huge cargo hatch, 10-foot stairs to the fore- and aft decks, and narrow stairs down to the cargo hold.

The ship's main mast is 70 feet tall and holds three sails.

Cargo Hatch. The double-paneled hatch is made of sturdy wood, held in place by iron hinges, and is usually covered by a tarp to prevent water from seeping into the cargo hold. It takes four people to open it. As an action, a single person can try to open one of the sides with a successful **DC 18 Strength (Athletics)** skill check.

Scene

Six **sailors** are always stationed on the main deck, handling ropes and operating the ship, mopping the deck, or making repairs.

3. AFT DECK

Background

Captain Gixx Shortpebble is usually found at the helm, guiding the ship from the elevated pavilion on the aft deck.

Environment

The aft deck is an elevated platform 10 feet above the main deck. There is also a 10-foot tall pavilion made of wood on a 5-foot platform, protecting the captain's chair and wheel of the ship from the elements.

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The ship's mizzenmast is 50 feet tall and holds two sails and a spanker at the stern.

Scene

Four sailors are always stationed on the aft deck, ready to relay the orders of **Captain Gixx Shortpebble** and **Jade Storm.**

4. CREW PASSAGEWAY

Environment

A small passageway with a ladder allows crew members to quickly reach the ship's deck from the quarters below. The passageway connects the crew quarters (area 8) to the foredeck (area 1).

5. PASSENGER QUARTERS

Background

Keys are handed to the respective passenger, while Captain Gixx Shortpebble and Jade Storm carry master keys.

Environment

There are eight passenger cabins on the Sated Contessa. Each features a single bed and a stool, while some have a writing desk as well. The cabin doors can be locked.

6. CAPTAIN'S DINING ROOM

Background

The two officers of the ship and notable passengers can enjoy dinners in this lavish dining room. The captain's dinner is held at sunset before the night shift begins.

Environment

The center of the room is occupied by a finely carved massive wooden table and eight velvet-covered chairs sitting on an antique rug of the finest quality. Two smaller sofas line the walls on one side, and a cabinet holding silver dishes and utensils on the other. In the back of the room, behind the captain's seat, the wall is covered by a large painting of Captain Gixx Shortpebble in an immaculate blue admiral's formal uniform with golden strings and a red sash.

Treasure

The dishes and silverware are of exceptional quality. The full set is worth 800 gold pieces. The painting of the captain is worth 75 gold pieces if sold to the right buyer.

7. CAPTAIN'S CABIN

Background

When not at the helm, Captain Gixx Shortpebble spends his time in this lavish cabin, plotting his course and planning his next cargo haul or smuggling operation.

Environment

This massive cabin is spacious and luxurious, fit for the discerning tastes of the captain of the Sated Contessa. The captain's large canopy bed is ornately carved, fitted with a mosquito net, and made with silk sheets and pillows. Next to it is a nightstand and a small gilded chest of excellent craftsmanship. A huge wardrobe stands by the other wall, stuffed haphazardly with fine garments and accessories. A large table spreads in front of the bow windows, laden with all manner of nautical maps and navigator's tools, including a spyglass, sextant, astrolabe, magnifying glass, and compass. In front of it is an elevated cushioned chair. Other valuables are spread throughout the room, secured onto wooden pedestals, including a broad jade vase, a statue of a mermaid, and an ornate standing mirror.

Captain's Chest. This ornate chest is affixed to the floor and features a masterfully crafted padlock. Captain Gixx Shortpebble has the only key to the chest, which he keeps on a chain around his neck at all times. Without the key, the lock can be picked with thieves' tools on a successful **DC 20 Dexterity** ability check, or can be forced open with a successful **DC 17 Strength (Athletics)** skill check. The lock

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is also trapped, covered with **pufferfish poison**. Anyone examining the lock can attempt a **DC 20 Wisdom (Perception)** skill check to notice the coating on the padlock. Anyone touching the lock is subjected to the poison. Captain Gixx Shortpebble always wears gloves when opening the chest. Characters who notice the poison can make a successful **DC 16 Intelligence (Nature)** skill check to recognize the poison as that of a pufferfish.

Pufferfish Poison (Contact). A creature whose skin is subjected to this poison must succeed on a **DC 20 Constitution** saving throw or take 28 (8d6) poison damage and be poisoned for 1 hour. While poisoned in this way, the creature suffers horrible stomach cramps and starts to vomit, becoming stunned. On the second round, the creature becomes paralyzed. On the third round, the creature becomes unconscious. The creature must repeat the saving throw at the start of each of its turns. On a failed saving throw on the third round, the creature drops to 0 hit points and starts dying at the end of its round.

Treasure

The navigator's tools are of fine quality and worth 2,000 gold pieces as a set. The maps are of the Calhay Sea and the coastline of Aglarion, displaying commonly known locations on both. The frame of the standing mirror is made of bronze and has a filigree of reeds and water lilies, worth 200 gold pieces. The jade vase is a magnificent work of art with carvings of a ship riding a tidal wave, worth 1,250 gold pieces. Finally, the solid gold mermaid statue is extremely lifelike, worth 2,330 gold pieces.

Captain Gixx Shortpebble's chest holds his private belongings, including a ledger of all goods sold throughout his illustrious operation, both legal and illicit. It also contains various gemstones worth 3,450 gold pieces and coins from foreign lands, including Aglarion and the coastal Drayl City States, totaling 2,143 gold pieces. The chest also contains some vials in a rack - three *potions of superior healing*, two *potions of water breathing*, and a vial with three doses of pufferfish poison. Finally, the chest also contains a *rope of entanglement*.

8. CREW QUARTERS

Background

When not on duty, the crew members of the Sated Contessa sleep and spend their downtime in this large chamber.

Environment

The crew quarters is a large chamber that can accommodate 20 sailors in hammocks suspended from wooden poles. The musty-smelling room also has a small table where sailors can play cards. The ladder at the stern section of the ship leads to area 4 through an open hatch at its top.

Scene

At any given time, 20 **sailors** can be found in the room, sleeping, relaxing, chatting, or playing cards.

9. MAIN HOLD

Background

Captain Gixx Shortpebble made sure to stock up on items before the voyage, which are stored in the ship's cargo hold. While nowhere near maximum capacity, the selected trade goods should fetch high prices in the bazaar of the Seat of Scales.

Jade Storm uses this room to practice his martial arts, primarily using the shaft of the mainmast as a punching pad.

Environment

The cargo hold is accessible from the main decks via a narrow staircase. The large space stores all materials needed for ship repairs, including coils of rope, silk for sails, wooden planks, nails, and a spare anchor. The trade goods prepared for sale are barrels of the finest Aglaronian wine from the Hill's Nectar Winery, sacks of continental grains, and crates of pelts from the forests of Aglarion. In addition, the ship carries four barrels of oil for its lanterns. It also holds all basic necessities like fresh water, dried meat, smoked fish, and hardtack.

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Treasure

The two 250-gallon Aglaronian wine casks are worth 1,650 gold pieces, while the rest of the shipment stored at the cargo is worth 4,462 gold pieces and weighs over 1,500 pounds.

10. FIRST MATE'S CABIN

Background

Jade Storm is rarely in his cabin, only using it for sleep and meditation.

Environment

The musky-smelling cabin is extremely austere and seems to lack all personal belongings. A 3-foot high, huge stone slab occupies a corner of the room. It serves as Jade Storm's bed, meditation platform, and altar. Tattered ship flags of various colors and markings, trophies from the pirating days of the lumbering half-giant, cover the walls. There are small holes drilled into the hull of the ship, so the wind can enter the cabin and ruffle the flags on the walls.

Treasure

The druid-monk first mate hides his belongings within the stone slab using the *meld into stone* spell. His hidden treasure includes 1,405 gold pieces, 4 rubies each worth 500 gold pieces, a single uncut diamond worth 1,400 gold pieces, a *potion of flying*, a *scroll of greater restoration*, a *scroll of reincarnate*, a *scroll of control weather*, and a +2 *shortsword*.

11. GALLEY

Environment

Delicious smells waft from the small kitchen of the ship, which is kept tidy by the ship's cook. It features a long cutting board where sausages and a leg of lamb are being prepared, along with ingredients for a vegetable stew in a large pot. Many knives and cooking utensils hang on pegs above the table. A small stove sits by the opposite wall, where a pot of soup is bubbling away, and sausages are being grilled.

Scene

Salarra, the ship's cook, is usually found in the galley, preparing the meager fare of the sailors and the fine meals for the captain's dinner.

12. LARDER

Background

The ship's larder is filled with foodstuff for the entire 2-month journey to the Seat of Scales.

Environment

This storage space is stacked with all manner of foods and ingredients, including sacks of oatmeal and potatoes, boxes of goat jerky, smoked fish, and hardtack, as well as crates of root vegetables and citrus fruits. A long table holds many jars of preserved ingredients and condiments like pickles, fish, jams, and oils.

13. WORKSHOP

Environment

The ship's workshop is a relatively large room where long tables line the walls. The tables hold many types of woodworking equipment. A large box holds nails and smaller metal parts.

Scene

Jirold, the ship's engineer, and Bubbaro the boatswain, are usually found in the workshop, repairing broken rigging parts and other equipment.

14. LATRINES

Environment

The stern section of the lower decks contains the ship's latrines - a wooden board with three holes separated by wooden partitions on their sides. Pulling a lever attached to the latrines empties their containers and contents into the sea. In addition, an elevated wash basin contains freshwater ladled from a large barrel of water next to it.

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DINNER OF ASTOUNDING FEATS

Background

Captain Gixx Shortpebble always finds a way to entertain himself and his traveling companions, especially if they are such a highly esteemed group of individuals as the characters and his other guests. After a few days of travel that provides the halfling and the half-giant with an excellent opportunity to learn more about his passengers, the captain invites the characters and the most prominent guests of his ship to a lavish dinner.

Environment

Captain Gixx Shortpebble entertains his dinner guests in his dining room (area 6). The long dining table is set with silverware, silver dishes, fine glasses, and soft linen. Several bottles of Aglaronian Sweet White sit on the table.

Scene

Captain Gixx Shortpebble welcomes the illustrious group of passengers, shakes their hands, hugs them, and pats them on their backs as he offers them seats at the table. **Jade Storm** stands in one of the corners, hands folded behind his back, nodding in silence if anyone greets him. Three **sailors**, a thuggish human and a half-elf, Jantos and Hlarozo, and the beautiful young human cook of the ship, Salarra, act as servers and help the dinner attendees.

Once everyone is seated, the captain introduces himself and Jade Storm in elaborate detail, detailing their adventures on the seas. He goes into an animated description of Morgawr, the necromantic prowess of the kraken, its wrathful temper, and its ability to sink ships with its spells and mighty tentacles. He emphasizes the grave threat the kraken arch-necromancer poses to the ship lanes ahead. He boasts that he has discerned the kraken's ways by carefully studying all ships sunk by the beast—that Morgawr usually slumbers during the months of high heat and is never seen on the Calhay Sea during this short, two-month window. A character who succeeds on a **DC 21 Wisdom (Insight)** skill check can deduce from the captain's deportment that he is trying to diminish the significance of their former pirate background. Next, he asks his guests to join the introductions and briefly tell something about themselves.



"Rest assured, Morgawr slumbers durin' the high heat o' summer an' our way should be clearrr. I, Captain Gixx Shortpebble, savvy its ways an' 'ave learned o' its movements. If 'owever, the beast should rise from the depths, ye best make like a fish. No amount o' hazard pay be worth facin' the master o' these seas."

Captain Gixx Shortpebble warning the characters of Morgawr's might and boasting that he has recognized its patterns of attack.

Kaduin Gwilas (use the **spy** monster entry with the ability to cast *minor illusion* once per day and an alignment of *lawful neutral*) seems to enjoy the social event and proudly introduces himself as a distinguished representative of the Kingdom of Aglarion on an important mission to establish relations between the half-dragons of Xantharos and his new ruler.

KADUIN GWILAS



"Here's to a future filled with opportunities that make a difference."

Kaduin Gwilas raising a glass as he introduces himself.

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Sorlian Finanza (use the **noble** monster entry with 22 hit points, Deception +7, Insight +6, and Persuasion +7 and an alignment of *lawful neutral*) wears a gold signet ring and is already a bit tipsy. He eagerly cheerfully introduces himself as the most prominent antique merchant from the Isles of Xantharos, delivering priceless antiquities to his shop in the Seat of Scales, the Shrine of Talent.

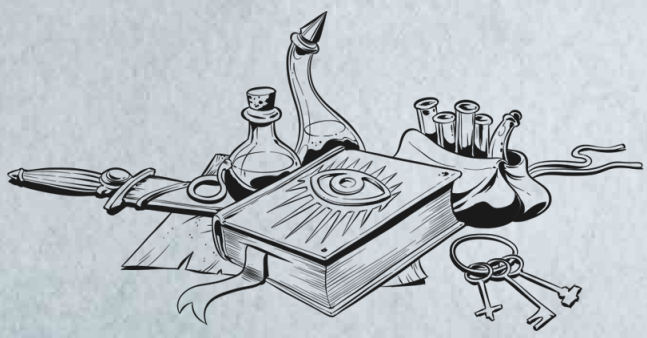
SORLIAN FINANZA



"Greetings, friends! I'm a man of commerce with a thirst for adventure, a good deal, and well-aged wine."

Sorlian Finanza before starting to glorify himself.

Lord Priitus Nerkra is freshly shaved, smells slightly of sweet lavender cologne, and stays reserved during introductions. Then, with a diplomatic smile, he tells of his noble Aglaronian heritage, his excitement over the voyage, and the long-awaited chance to explore new lands.



LORD PRIITUS NERKRA



"I'm happy to be in the presence of such an illustrious company. May the Eternal Mother bless us all with a safe voyage."

Lord Priitus Nerkra rising to introduce himself.

Father Wolnyrr (use the **priest** monster entry with an alignment of *neutral good*) politely introduces himself, briefly describes the holy significance of his journey, and details the research he is about to conduct on the mystical Gift of Xantharos.

FATHER WOLNYRR



"The wonders of Life surround us, and we are but mere observers trying to understand it as we are redeemed."

Father Wolnyrr in a humble tone.

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While the introductions are made, the enthusiastic captain interrupts his guests by announcing the dishes served by his sweating sailors wearing white satin gloves, which conflicts with their mundane clothing. Before giving the word back to the speaker whom he interrupted, Captain Gixx Shortpebble proudly notes that the dishes were all prepared by Salarra and Jade Storm. He briefly tells how he met his first mate in the kitchen of the Black Barracuda, a notorious pirate ship, after being gang-pressed to serve there.

BOASTS AND DISHES

Scene

The first course is a fragrant fish and crab soup, announced as the "Boiling Waves of the Calhay Sea." The second dish is a wild goose with a creamy mushroom sauce and spicy rice balls, which the captain calls the "Treasures of the Ulden Plains." The dessert is tapioca pudding in coconut cream with a sticky strawberry and honey sauce, named the "Kiss of the Lusty Lover."

Shortly after introductions are made, when guests are eating, the captain stands on his chair and asks each guest to tell an entertaining story about their deeds. He starts before anyone else can get a word in, passionately telling a story while waving his magical rapier. He recounts how he survived the raid of a group of pirates by hiding the secret compartment of their ship with Jade Storm while the pirates overtook their ship. They eventually emerged from hiding and recaptured it by inciting a mutiny.

Kaduin Gwilas continues with his tale, clapping loudly and voicing his admiration for the captain's story. The diplomat boasts of tricking one of the Draylish Heirs, Lady Zoqul Drayl, the Holy Hand of the Redeemer, Ruler of Ysmarys, through religious confirmations into letting him marry one of her many daughters. Once he finishes his story by hitting the table with his hands and laughing hysterically, Father Wolnyrr voices his disapproval. He makes slight remarks on the mistake made by the High Lady, one of his acquaintances.

Sorlian Finanza stands clumsily, raising an empty glass of wine, which he immediately refills. The inebriated merchant brags about being hired at his shop in the Seat of Scales, the Shrine of Talent, by a half-dragon deep-sea elven noble named Lord Atryn Carneelis to secure and deliver half of an ancient treasure called the *Shell Relic of A'rvanshy*. He says that the relic and a few other items were brought to the Kingdom of Aglarion over half a year ago from Xantharos by a tomb robber fleeing the wrath of an unknown half-dragon noble. Sorlian Finanza says that the masked thief, whose name he doesn't know, personally sold him the relic before leaving Aglarion and told him how he took it from an ancient deep-sea elven tomb. The merchant finishes by adding that he will earn a small fortune by selling the relic, as he unwraps it from a velvet cloth and shows it to the guests. The shell is the top shell of a giant oyster. The giant pearls of the relic sparkle in the candlelight as it is revealed. The shell bears half a rune and a script on its surface is in Deep-sea Elvish. A character who succeeds on a **DC 13 Intelligence** ability check can determine the value of the item as 7,500 gold pieces. A character who succeeds on a **DC 20 Intelligence (History)** check can recognize the rune as half of the sigil of A'rvanshy, the leader of the deep-sea elves in ancient times. Any character who understands both Elvish and Aquan can read the script as: "The orb of my ascension is under." When the treasure is revealed, characters can attempt a **DC 32 Wisdom (Insight)** skill check to notice that Lord Priitus Nerkra is overly keen in observing the relic.

A *legend lore* spell cast on the shell reveals the following information: that the shell was crafted and engraved by the leader of the deep-sea elves in ancient times, the lich hierophant A'rvanshy; that it was laid among treasures at the foot of A'rvanshy's final tomb; that it is half of two shells that reveal the location of the *orb of Necromancy*; that it was stolen from the tomb by Miro Sandukar, who also took A'rvanshy's skull; and how the thief sold the relic to Sorlian Finanza. Further divinations about the powers, locations, or uses of the *orb of Necromancy* reveal no information.

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SHELL RELIC OF A'RVANSHY

Lord Priitus Nerkra tells a curious tale, a fabrication, about his voyage to the land of the Vordan tribes before the Midnight Curse, where he met with none other than King Ralukkar Doomhammer the VI. He describes in great detail how he bested the king in a debate over the origins of the Mountainfalls and how he was rewarded with a fully barded and armed war goat as a sign of the king's admiration and friendship. A character who thinks about confirming the story can attempt both a **DC 32 Wisdom (Insight)** and a **DC 15 Intelligence (History)** skill check. If both skill checks are successful, the character notices slight inaccuracies and contradictions in the nobles' story. If confronted, he corrects his mistakes and blames it on all the drinks he has had over dinner.

Father Wolnyrr is a humble person who feels hesitant to tell tales of grandeur about himself. To Captain Gixx Shortpebble's loud disappointment, the priest kindly refuses to take part and sits back to eat. A character who explicitly states that they keep an eye on the priest can attempt a **DC 11 Wisdom (Insight)** skill check to notice that the priest often makes eye contact with Salarra during the dinner and sometimes blushes.

Captain Gixx Shortpebble also asks the characters to tell one of their tales of heroics. A character who succeeds on a **DC 20 Charisma (Performance)** skill check gains the trust of the cheerfully applauding captain, who begins to consider them a friend, granting them the **Captain's Favor**.

Captain's Favor. Captain Gixx Shortpebble is fond of you or sees great potential in cooperating with you. You can use one of the following benefits once:

- The captain will take the Help action if you request.
- The captain grants a small favor, like lending up to 500 gold pieces, defending you in a fight that the captain considers safe, or speaking on your behalf in a moderately serious situation.
- The captain will happily converse with you in private and reveal basic information about all publicly known locations on the Calhay Sea map (see Calhay Sea Gazetteer).

Captain Gixx Shortpebble can relay further publicly known information about the history, regions, customs, and laws of the Isles of Xantharos. The captain also knows about the city of A'rvanshy, the location of the Abysmal Rift, and the fact that it is an undead-infested region ruled over by a vile kraken with magical powers named Morgawr.

Experience

Award the party 1,100 experience points if one of the characters could gain Captain Gixx Shortpebble's favor.

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DEATH OF A MERCHANT

Background

Lord Priitus Nerkra already had plans in place to confirm the genuinity of the relic brought aboard by Sorlian Finanza, but he did not expect his task to be so easy. As soon as the merchant publicly displays the *Shell Relic of A'rvanshy*, the kraken's agent started scheming how to steal the item when the ship was closer to his master's territory. After a few weeks of travel and several dangerous situations on the open sea, he deemed that the time was right. He whispered into *Maarsha's ear* to report his success and the information written on the relic to Maarsha the Bilespitter, the sea hag mummy death priestess of Morgawr. The reply was that Morgawr would be coming personally. Lord Priitus Nerkra then set his plan in action by creating false clues to win some time and cast suspicion on Kaduin Gwilas until Morgawr arrived. He "accidentally" bumped into Kaduin Gwilas to unnoticeably steal his dagger, then took the diplomat's form before knocking on Sorlian Finanza's cabin door.

The tipsy Sorlian Finanza was surprised by Kaduin Gwilas' late-night visit but invited him in. Lord Priitus Nerkra swiftly took the merchant's life with a clean stab to the heart using Kaduin Gwilas' dagger. The kraken's agent then ransacked the cabin in search of the relic. He eventually found it in a well-hidden *reliable repository* that badly burnt his right hand as he managed to open it despite its numerous magical protections. Amid curses, he also took the merchant's golden signet ring and purse.

Once the relic was secure in his possession, Lord Priitus Nerkra left the merchant's cabin, still disguised as the diplomat. He then shifted form to that of Salarra, the cook, and visited Father Wolnyrr to seek healing. He easily sold a story about an accident in the ship's kitchen to the meek priest and hastily left before the cleric wanted to deepen their acquaintance. After the unplanned detour, Lord Priitus Nerkra broke into Kaduin Gwilas' cabin and hid the bloody dagger in the room along with the merchant's golden signet ring.

His deed done, Lord Priitus Nerkra returned to his cabin and awaits Morgawr's arrival. He is unaware that the *Shell Relic of A'rvanshy* was enchanted with an *instant summons* spell. He also missed the sapphire used as the spell's component.

Meanwhile, all through the night, Kaduin Gwilas was introduced to Spell Wars, a Xantharosian card game,

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in the crew quarters (area 8) by four sailors named Bylek, Giavos, Damrin, and Jantos. The sailors invited the diplomat after the captain's dinner in hopes of emptying his purse, but they miscalculated. Kaduin Gwilas quickly mastered the game and raised the bets until he won a huge hand with a *minor illusion* spell and a few card tricks he learned as an Uncanny Vagabond. The five played until dawn when the diplomat returned to his cabin.

A WEAK ALIBI

Scene

One after the other, each character wakes at dawn to a loud knock on their door. Captain Gixx Shortpebble, Jade Storm, and a group of four sailors stand at their cabin door with suspicious and angry looks. If characters don't open the door in three rounds, the captain uses his master key to open the door. If they still cannot enter for some reason, Jade Storm will break down the door with his fists. Once the captain can converse with each character, he explains that Sorlian Finanza was murdered during the night. The half-giant first mate starts searching their rooms without asking for approval.



"I could say I'm sorry to intrude so bluntly but I kinda hate wakin' to 'ave one o' me passengers murdered. It's bad luck an' it's bad fer business, ya know. Please, step aside while we conduct a search o' yer cabin fer clues."

Captain Gixx Shortpebble briefly explaining their intrusion.

The captain explains that Sorlian Finanza's dead body was found when a sailor brought breakfast to the merchant's cabin and no one opened the door. Once Jade Storm finishes his thorough but aggressively executed search, the two move to the next cabin. The sailors, and if needed, the captain himself, tries to order everyone back to their rooms if they see anyone peeking out of their cabins.

Soon, Captain Gixx Shortpebble and his search party reach Kaduin Gwilas' cabin. The diplomat went to bed just an hour ago and takes a while to open the door. He is shocked at hearing news of the murder and seeing Jade Storm ransacking his cabin but stays calm and cooperative. The half-giant soon finds the bloody dagger, Sorlian Finanza's golden signet ring, and the merchant's purse hidden under the bed. Captain Gixx Shortpebble confiscates the items, along with the *reliable repository*.



"Heyya, I was playing cards with your sailors downstairs! Somebody obviously planted these in my room. Oi, you bison, get your hands off me! My friends, please tell them it could not have been me!"

Kaduin Gwilas trying to get away from Jade Storm's grasp and pleading with the characters for help.

Kaduin Gwilas begs the characters to help him, and once they are present, he tells the captain about his night with the sailors. Captain Gixx Shortpebble summons the sailors in question, who unanimously confirm Kaduin Gwilas' story and tell the captain that the diplomat won several weeks' worth of their wages. One of them also adds, and the others confirm, that they drank a lot of beer and the diplomat, like most of them, went to the latrines on several occasions during the night, meaning that they didn't have eyes on the diplomat at all times.

Another sailor, the boatswain named Bubbaro, tells a more aggravating story. He says that as he was mopping the floor of the guest's quarters at night, he saw Kaduin Gwilas exit Sorlian Finanza's room. He remembers seeing burn marks on the diplomat's hand, but he felt safer not asking any questions at that moment and didn't have a chance to report it to the captain due to all the confusion of the morning.

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BUBBARO



"I swear on me life and that of the good captain Gixx Shortpebble, I was planning to report what I saw, believe me I was! But I wasn't sure I saw burns on the diplomat's hand and I didn't want to interrupt Jade Storm in his training. But thinking back, it was definitely scortched flesh on the curl's hand and he had an evil air about him as well!"

Bubbaro explaining his reluctance to report what he saw.

The halfling and the half-giant are unconvinced by either story. The captain voices his doubts, while the first mate states that he suspects foul magic and maybe even shape-changing is involved. They both become hesitant to draw a conclusion. They withdraw behind some of their men to discuss their next step, and when they emerge, they give Kaduin Gwilas and anyone who wishes to help him one hour to provide solid proof of the diplomat's innocence or to find the murderer. Otherwise, they will drop the diplomat off at the closest island as punishment for the crimes he committed. Until then, the captain decides to put Kaduin Gwilas in manacles and chains him to his bed.



"The minotaurs o' Kirakku Island be intense folk to say the least, but I'll 'ave no other choice but to drop off Gwilas on the island if his innocence isn't proven or the murderer isn't caught within an 'our. I'm the law on the Lady. As I spy it, all evidence speaks against 'im an' he 'as but a fragile alibi. There's no place fer murderin' thieves on me ship."

Captain Gixx Shortpebble straightening his stance and putting on a grave expression.

The captain allows the characters to question the crew and the passengers, and to enter both Kaduin Gwilas' and Sorlian Finanza's rooms to investigate the crime scenes and the corpse, which Father Wolnyrr treated with a *gentle repose* spell. He gives access to the murder weapon and stolen items.

LAVENDER AND SAPPHIRE

Scene

Captain Gixx Shortpebble and Jade Storm are ready to answer any questions related to the investigation, but they can't offer much help in terms of information. The captain allows the characters to examine the murder weapon, as well as Sorlian Finanza's belongings, including the *reliable repository*. If accused or faced with allusions that they could also be suspects, the captain laughs loudly and retreats to his cabin, leaving the characters in the company of his stone-faced first mate.

If questioned, Kaduin Gwilas begs the characters for help, with tears in his eyes. He swears that he had nothing to do with the merchant's death and that someone had set him up. He keeps to his story and repeats that he only went to the latrine to relieve himself and that he wasn't gone for more than a few minutes from the card game.

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RELIABLE REPOSITORY



Lord Priitus Nerkra fakes compassion, offers his help in any way he can, and tells the characters that he went to bed early after the captain's dinner. A character who explicitly notes suspicions about the noble can attempt a **DC 32 Wisdom (Insight)** skill check. On a successful check, the character notices a slight flash of anger and annoyance crossing Lord Priitus Nerkra's face as he responds to their questions.

The ship's crew can't provide the characters with more information than what they have already told their captain. They seem helpful and will respond to and assist the characters in any way they can throughout their investigation. The only exception is Salarra, who giggles if questioned. If pressed and a character succeeds on a **DC 10 Charisma (Deception, Intimidation, or Persuasion)** skill check, she eventually reveals that she has always been attracted to priests and that she had a fling with Father Wolnyrr on the first night of his stay on the ship. She will also admit that she had another affair with Kaduin Gwilas, which she mentioned to Father Wolnyrr a few days ago when the priest wanted to rekindle his love.

Father Wolnyrr seems deeply saddened by the life that was taken. He speaks about destiny and fate, but cannot add anything of value. A character talking to the priest can attempt a **DC 11 Wisdom (Insight)** skill check. On a successful check, the character notices that Father Wolnyrr tries to avoid questions and topics concerning the ship's crew. If pressed about the matter or confronted with his strange behavior, the priest dismisses the question and smiles uncomfortably. A character who succeeds on a **DC 13 Charisma (Deception, Intimidation, or Persuasion)** skill check can make the priest divulge his secret. Father Wolnyrr confesses that despite his vow of celibacy, he cannot resist the lure of women and that he had spent an evening with Salarra, the ship's cook. He says the lewd girl approached him and admits it was sinful behavior for which he must atone. He hastily adds that it only happened once and the affair ended when he was dumped for Kaduin Gwilas a few days



SALARRA

ago. The last time he saw her was last night when Salarra had a kitchen accident, and he healed her hand. The priest adds in a regretful tone that he could not resist Salarra's charms and misinterpreted the lavender perfume she wore as a sign of seduction, but the girl once again rejected his advances. This clue should point a character who remembers Lord Priitus Nerkra's perfume from the captain's dinner to the noble's direction.

A character investigating Sorlian Finanza's cabin can attempt a **DC 12 Intelligence (Investigation)** skill check to determine that the cabin's lock was not tampered with and shows no sign of forced entry. A character who examines the merchant's body can attempt a **DC 15 Intelligence (Investigation)** skill check, or a **Wisdom (Medicine)** skill check to discover that the merchant was killed about six hours ago with a knife stab to the

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heart from behind. If a character or Father Wolnyrr casts *speak with dead* on Sorlian Finanza's corpse, they can confirm that he was killed by Kaduin Gwilas six hours ago after he let the diplomat into his cabin to discuss business opportunities in Xantharos, that the diplomat smelled of lavenders, and that he was stabbed in the back.

Any character who searches Sorlian Finanza's corpse can attempt a **DC 20 Wisdom (Perception)** skill check. On a successful check, the character finds a small, flat, finely cut sapphire worth 1,000 gold pieces woven into the stuffed collar of his garment. A character who can see invisible objects sees that the gem has an intricate rune magically inscribed upon its surface. A character with proficiency in the Intelligence (Arcana) skill who sees the sapphire and knows its value can attempt a **DC 21 Intelligence (Arcana)** skill check, or a **DC 16 Intelligence (Arcana)** skill check if they see the rune, to recognize it as the component of the *instant summons* spell. A character who crushes the gem immediately learns that Lord Priitus Nerkra possesses the *Shell Relic of A'rvanshy* and knows the Lord's current location, his cabin.

Treasure

The sapphire found on Sorlian Finanza's body is worth 1,000 gold pieces. The rest of the merchant's personal belongings, including his golden signet ring worth 400 gold pieces and his purse containing a mix of small precious gemstones, gold pieces, and a few platinum bars worth 1,473 gold pieces in total, and the *reliable repository* are "sequestrated" by Captain Gixx Shortpebble and Jade Storm for "safekeeping."

Experience

Award the party 1,100 experience points if they discover either of the clues that point to Lord Priitus Nerkra.

TENTACLES OF THE MASTER

Background

Lord Priitus Nerkra carries the *Shell Relic of A'rvanshy* in his bag of holding, which he has hidden in his secret belt compartment. The noble awaits the arrival of his master with great anticipation, walking up and down in his cabin, sweating in agitation, and whirling his dagger between his fingers.

Environment

Lord Priitus Nerkra locks his cabin door and pushes the bed in front of it to block the entrance and gain as much time as possible before Morgawr arrives.

Scene

The kraken's agent ignores anyone in front of his cabin's door until his door is cracked open. Breaking down the cabin door requires a successful **DC 20 Strength (Athletics)** skill check.

When confronted, **Lord Priitus Nerkra** laughs maniacally and raises his arms, offering to be searched.



"You great fishermen caught me good! I did it. I killed the poor bastard and took the relic. But who is going to net you? You are not even aware of already being caught in the Master's net . . . and the Master is coming to inspect its catch!"
Lord Priitus Nerkra dropping his friendly pretense.

Finding the *bag of holding* tucked into the noble's secret belt compartment requires a **DC 20 Wisdom (Perception)** skill check. While the characters search Lord Priitus Nerkra, a series of powerful, deafening blasts shake the Sated Contessa, shattering windows and cracking the ship's frame as Morgawr targets it with its *meteor swarm* spell. Any creature inside the ship when Morgawr casts its *meteor swarm* spell gains advantage on the saving throw against the spell. The oil barrels in the main hold (area 9) explode with a deafening blast, and crushing water erupts into the area.

The Sated Contessa moans and crackles as it tilts and starts to sink. All areas on the Sated Contessa count as difficult terrain. Additionally, each non-flying creature on the ship must succeed on a **DC 10 Dexterity (Acrobatics)** skill check every turn to keep their balance.

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On a failed check, the creature is rendered prone. The ship sinks in 10 rounds, and all areas and creatures become completely immersed in water at the beginning of the 11th round.



"Hahahahaaa! The Master is here! You are trapped like rats on the open sea! Come Master, I am here!"

Lord Priitus Nerkra laughing hysterically, spreading his arms, his figure covered in dust from the explosions above.

If the characters fail to find the *bag of holding*, Lord Priitus Nerkra pulls it out and releases the vampire within. When the bag is turned inside out, the *Shell Relic of A'rvanshy* drops to the floor from the magical container, followed by a curious-looking cloud of mist. The cloud of mist is a shapechanged deep-sea elven **vampire** who returns to its normal form and attacks the characters and anyone with them. The vampire will try to protect Lord Priitus Nerkra from harm in any way it can. Lord Priitus Nerkra joins the vampire in the fight against the characters, repeatedly calling out to his master.

On the third round of the combat, three **merrow wights** enter the cabin from the hallway and attack the characters.

Merrow Wight (CR 3, 700 XP). Use the **merrow** monster entry with the following modifications:

- The merrow wight's creature type is undead.
- It has damage immunity to poison and condition immunities to exhaustion and being poisoned.
- ***Sunlight Sensitivity.*** While in sunlight, the merrow wight has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.
- ***Multiattack.*** The merrow wight makes two attacks: one with its bite and one with its claws or harpoon. It can use its Life Drain in place of one claw or harpoon attack.
- ***Life Drain.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the merrow wight's control, unless the humanoid is restored to life or its body is destroyed. The merrow wight can have no more than twelve zombies under its control at one time.

Treasure

The *Shell Relic of A'rvanshy* is worth 7,500 gold pieces, but Lord Atryn Carneelis would pay 15,000 gold pieces for its delivery.



MERROW WIGHT

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MORGAWR RISES

Background

Morgawr teleports close to the location, swims behind a wave of merrow wights, and arrives during the confrontation with Lord Priitus Nerkra. Morgawr's goal is to sink the ship and display its might. It leaves the cleanup of survivors to its merrow minions and the open sea. The arch-necromancer kraken should present an insurmountable adversary to the characters, and it should be pointed out that the odds are overwhelming. Try to guide the party to help them escape using stealth, teleportation magic, diversions, or similar means. Once the ship has sunk, Morgawr retreats to the depths and makes its way to the Abysmal Rift and A'rvanshy.

Environment

The rain of meteorites and the explosion of the oil reserves pierces the morning air, mixed with the shrieks of the dying. The Sated Contessa is sinking. The skies unnaturally darken, lightning flashes, and high waves crash against the hull of the Sated Contessa. Characters on the deck can see the distant outline of Kirakku Island on the horizon, about a mile from the ship.

Scene

The alarm is raised by the lookouts on the main deck, as three **merrow wights** climb onto the ship with their harpoons and start slaying the sailors. Another two **merrow wights** stay in the water around the ship, using their harpoons to hook victims and pull them into the water or catch those jumping to escape the sinking vessel.

The colossal body of **Morgawr** rises 30 feet from the ship and the kraken roars in wrath. Morgawr keeps assaulting various parts of the ship and its defenders with a barrage of deadly area spells, such as *blight*, *circle of death*, *cloudkill*, *cone of cold*, and the use of its *lightning storm* ability. If unchallenged, it focuses on the hull of the ship. It targets its spells on anyone who dares to attack it, or grabs, bites, and swallows them if engaged in melee.



"Abandon ship! Save yer lives me mateys!"

Captain Gixx Shortpebble shouting his orders before drinking a potion of swimming and jumping into the water.

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"All that is in my sea is mine to possess—your ship and your life force! Keep the wretched elf's shell, I have already learned its secret."

Morgawr's guttural roars piercing the storm as it claims its right to the seas.



MORGAWR

Captain Gixx Shortpebble and Jade Storm immediately abandon the ship and start swimming for their lives. If Lord Priitus Nerkra still possesses the relic and is free to act, he runs to the opening in his cabin and theatrically throws it to Morgawr. If the characters found the relic and Lord Priitus Nerkra is present, he points out the possessor of the item with evil glee. Morgawr only wishes to sink the ship, vent its wrath, and claim its dominance over the Calhay Sea.

Even if the characters put up a fight or manage to slay the kraken, the Sated Contessa is beyond repair. In this case, Morgawr rises in a new body in A'rvanshy, thanks to its *clone* spell. Nonetheless, the passengers and crew are dead, unless the characters make specific mention of saving someone. The ship sinks to the bottom of the Calhay Sea, and the characters find themselves in open waters amid the floating rubble and corpses.

Experience

Award the party 5,000 experience points if they survive the encounter with Morgawr.

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DRIFTING WITH DEBRIS

Following their encounter with Morgawr and the tragic sinking of the Sated Contessa, the characters find themselves adrift upon the vast expanse of open waters. Faced with the daunting task of surviving the treacherous sea, their ultimate objective is to reach Kirakku Island—a perilous journey that harbors even greater dangers.

KIRAKKU ISLAND

Upon reaching Kirakku Island, the characters embark on an exploration filled with challenges and the chance to delve into the ancient minotaur ruins. In the village of Rockhorns, the island's native minotaur tribe, they learn about the mysterious disappearance of Chief Astekarr and his elite warriors. They also stumble upon traces of a Xantharosian expedition, adding another intriguing layer to the unfolding mystery.

VALLEY OF THE LOST

The trail will lead them to the mysterious Valley of the Lost, where the characters encounter both parties, who have been enslaved by a magical force. They must overcome the magical domination of the valley to reach the crystal caves within, where the leader of the exhibition, a gnome half-dragon sorcerer with the bloodline of aboleths, is harvesting essence from an orb of immense enchantment powers to fuel his mind-bending magics.

THE FLAMEDRAKE

Discovering the mythical Flamedrake, the enchanted dragon ship of the Xantharosians, the characters are confronted by formidable sea giants who plunder its treasures. Amidst the chaos, they stumble upon a cryptic clue held by a deceased deep-sea elf, a crucial piece of a puzzle. Bravely rescuing the surviving members of the expedition, the characters are now poised to resume their perilous journey toward the Seat of Scales to meet Lord Shatterwind.

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Chapter 2



Valley of the Lost

Characters should be level 16 when they start Chapter 2 of Torrents of the Spellhoarder.

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KIRAKKU ISLAND

Background

The minotaurs of Kirakku Island, the Rockhorns, live rugged and self-sufficient lives. They are fierce warriors and skilled hunter-gatherers, using the resources of the dense jungle and rocky terrain to survive. Their society was centered around their champion, a horned rager named Astekarr, who led the tribe in both times of peace and war. However, the tribe has been thrown into disarray as Astekarr and his best warriors never returned from an expedition to the hills of the east, leaving the tribe weakened against the occasional raids of the awakened giant apes of the Emeraldback Isles. Adding to their troubles, the minotaurs of Kirakku Island suffer the wrath of a gargantuan black half-dragon tyrannosaurus rex, which they call the Fetid Wyrmbeast. The monster strikes their village without warning, leaving destruction and death in its wake. The tribe lives in constant fear of this fearsome predator and must always be prepared for its next attack. Despite their best efforts, the minotaurs have been unable to defeat the creature and live in constant terror. The combination of the missing champion and the threat of the Fetid Wyrmbeast has left the tribe in a precarious position, struggling to survive in a dangerous world.

Lord Beremo Fizzmos, a red half-dragon gnome sorcerer with an ancient aboleth bloodline, had been tasked by the aboleths who warped his body and enslaved him to explore a mysterious node of enchantment on Kirakku Island. The enchanter and his spellslave apprentices journeyed to the island, searching for the phenomenon, which led them to the hidden Valley of the Lost, where they discovered the powerful *orb of Enchantment*, one of the eight *orbs of the Wondermaker*. Lord Beremo Fizzmos resisted the orb's enslaving powers, but his apprentices succumbed to its mind-bending pull. Over time, the isolated Lord Beremo Fizzmos has learned how to harness the orb's energy, extracting its essence and using it to enhance his powers. He became obsessed with the orb, consuming its essence, which made him temporarily powerful with each imbibed dose. Lord Beremo Fizzmos and his apprentices protect the orb at all costs, fiercely guarding it against any who might seek to take its powers from them.

Environment

The Rockhorn Isles is enchanting with bright white beaches, dense jungles, and the remnants of a great minotaur civilization that has since been lost to time. Once a seat of technological advancement and

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grandeur, the islands of the archipelago are still dotted with the remnants of old times. Decrepit towers, ancient machines, and inscrutable artifacts lie scattered across the landscape, waiting to be discovered. The descendants of this civilization now live in tribal conditions, having forgotten the advancements of their ancestors. Kirakku Isle is the largest of the Rockhorn Isles, covered in thick jungle and rocky terrain. It has a unique crescent shape and is known for housing the largest tribe of minotaurs on the Rockhorn Isles. The dense vegetation makes the island difficult to navigate, and the tribe has adapted to the challenges of the harsh environment. Like most jungles of the region, the environment offers a suitable habitat for all manner of reptiles and jungle predators like giant constrictor snakes, saber-toothed tigers, and axe beaks to name a few.

DRIFTING WITH DEBRIS

Background

Morgawr, the kraken arch-necromancer, has annihilated the Sated Contessa. With the crew and all passengers likely dead, the characters are probably the only survivors of the terrible encounter, stranded on open waters near Kirakku Island.

Environment

The weather is clear, and the waters of the Calhay Sea are calm but not welcoming as the sun blazes down mercilessly and the currents are strong in this region. Some of the scattered smaller remains of the large merchant vessel and the bodies of the victims of the kraken float in a mix of salty sea water and blood that will soon attract various forms of sea predators. In the distance, the shores of Kirakku Island are but a slim line on the horizon about a mile away.

Scene

The characters are fully immersed in the Calhay Sea and must make their way to the shores of Kirakku Island. The equipment they carry is on their persons, but all other belongings left in their cabins or aboard the Sated Contessa are lost unless they were not affixed to the ship or would float in water.

Characters with a base speed of 30 feet can swim to shore in one hour. Each character without a swimming speed must make a **DC 10 Strength (Athletics)** skill check after every fifteen minutes of swimming or rowing due to the strong currents. On a failed check, the character gains a level of exhaustion and doesn't progress. Characters in armor that bestow disadvantage on Dexterity (Stealth) skill checks make this skill check with disadvantage. Additionally, for characters wearing medium armor, the DC of the Strength (Athletics) skill check is 15, and for characters wearing heavy armor it is 20. Characters can use the Help action to assist other characters in swimming to shore. The character taking the Help action is considered grappling and moves at half speed. The character helped this way is considered grappled. A character who gains six exhaustion levels doesn't die but instead starts to sink and must hold their breath or suffocate. A character who succeeds on four Strength (Athletics) skill checks reaches the shore.

The debris from the ship and some of the belongings of its passengers drift around the characters. Each character can make a d100 die roll and add the value of their **Wisdom (Perception)** skill check to the roll's result. Consult the table below to see what useful but completely soaked object each character can salvage from the scattered remains of the Sated Contessa. Each character can grab three items below the value of their roll before the items drift away or sink. Items taken by a character become unavailable to other characters. Decide the order of the characters' rolls randomly.

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01–05	A waterskin with a quarter gallon of fresh water.
06–10	A tinderbox.
11–15	An hourglass.
16–20	A bundle of five torches.
21–25	30 feet of hemp rope.
26–30	An empty backpack.
31–35	A bundle of 20 crossbow bolts.
36–40	A small barrel with 1 gallon of fresh water.
41–45	A waterproof scroll case with 10 sheets of paper.
46–50	An empty sack.
51–55	A wooden box containing cartographer's tools.
56–60	A character's item left unattended on the ship. Choose the roll value below this one if no such item was declared.
61–65	A *potion of healing*.
66–70	A wooden spyglass.
71–75	A 10-foot wooden ladder. A character who holds onto the ladder gains advantage on their Strength (Athletics) skill checks to swim.
76–80	A half-empty cask containing 3 gallons of wine bearing the sigil of the Hill's Nectar Winery of Onadbyr. A character trying to hold onto or stay on top of the floating cask must succeed on a **DC 10 Dexterity (Acrobatics)** skill check every minute. A character holding onto or riding the cask gains advantage on their Strength (Athletics) skill checks to paddle. The cask has AC 15 and 15 hit points.
81–85	An empty barrel that can fit a single medium-sized creature. A character trying to climb into the floating barrel must succeed on a **DC 15 Dexterity (Acrobatics)** skill check. On a success, the character gains advantage on their Strength (Athletics) skill checks to paddle. The barrel provides three-quarters cover against attacks made from the water to those inside it. The barrel has AC 15 and 15 hit points.
86–90	A few large planks still attached to each other that can fit a single medium-sized creature. A character on the planks gains advantage on their Strength (Athletics) skill checks to paddle. The planks have AC 15 and 15 hit points.
91–95	A wooden platform that fits two medium-sized creatures. One of the planks bears crude markings made with a dagger that reads the following in Common: "I survived Krasnar." A character on the platform doesn't have to make Strength (Athletics) skill checks to swim. The platform provides half cover against attacks made from the water to those on top of it. The platform has AC 15 and 20 hit points.
96–100+	A large wooden platform that fits four medium-sized creatures. The platform is part of Captain Gixx Shortpebble's room (area 7) and has his chest screwed to its planks. A character on the platform doesn't have to make Strength (Athletics) skill checks to swim. The platform provides half cover against attacks made from the water to those on top of it or full cover if a single creature occupies it. The platform has AC 15 and 25 hit points.

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DANGER ON THE SHORE

Background

A lifeboat mimic drifted and eventually washed ashore in Kirakku, where it sustains itself by preying on the occasional minotaur and other curious creatures drawn to its presence.

Environment

A lifeboat, likely from a larger vessel, has washed up on the sandy beach, with bloodstains marking its presence and a worn great axe partially buried nearby.

Scene

The boat is a **lifeboat mimic** that waits patiently for its prey on the shore. It waits for any character to try to climb it and attacks only if at least one of them adheres to its body.

Lifeboat Mimic (CR 5, 1,800 XP). Use the mimic monster entry with the following modifications:

- The lifeboat mimic is large size, has 105 hit points, and a Strength score of 19.
- It has a +7 modifier on Stealth skill checks.
- It has a +7 modifier on attack rolls and deals 9 (1d10 + 4) piercing damage with its bite and 9 (1d10 + 4) bludgeoning damage with its pseudopod attack.

Experience

Award the party 1,100 experience points if they reach the shores of Kirakku Island.

LIFEBOAT MIMIC



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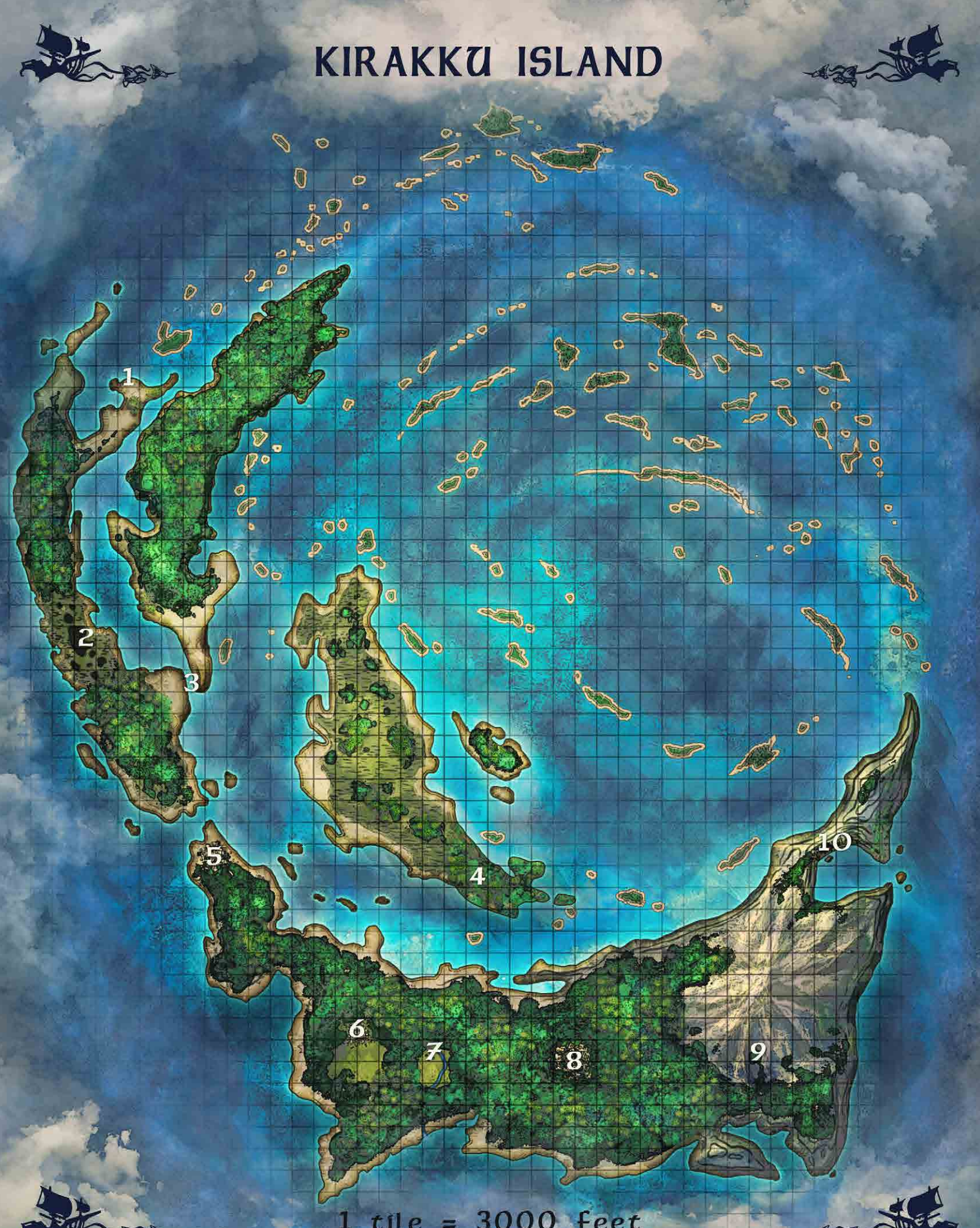
KIRAKKU ISLAND



1 tile = 3000 feet

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Bird's Eye View

Characters flying above the island can notice Rockhorn Village (location 5), the expedition camp (location 7), and the ancient minotaur ruins that hide location 8.

Building a Raft

The characters may attempt to construct a raft or other waterborne vessel, but without access to a proper shipyard and the expertise of a full shipbuilding crew, it is unlikely they will be able to construct a truly seaworthy vessel on their own.

Encountering the Fetid Wyrmbeast

The **Fetid Wyrmbeast** emerges from its lair (location 4) each day to sate its endless hunger. It soars over the island in search of substantial prey, detecting the characters on a roll of 1 to 5 on a 1d20.

1. LANDFALL

Background

Bushes of the rare drake eye berry grow near the island's shores where the characters land. A band of small monkeys was drawn to the location and are experimenting with the dangerous berries of the unique plant.

Environment

The treeline of the jungle close to the shore, where the blue waters lap the clear white sands of the beach. Strange bushes with straight and tall stems grow in this thick undergrowth amongst the palm trees. They bear yellow fruit that resemble eyeballs with black spots in their center. A group of raucous apes plays around it in the bushes, juggling with the strange fruit of the plant.

Scene

The six **apes** are 30 feet away from the characters when they arrive on shore. They pause for a moment to measure them, then run up the trees to a height of 20 feet. They start throwing their newfound weapons at the characters only if they are attacked and retreat to the jungle if they take any casualties. There are four **drake eye berry** bushes on the beach, each bearing nine berries.

Drake Eye Berry. These clusters of cherry-sized berries resemble a yellow eye and grow on a tall spiky bush. A drake eye berry bush usually bears 9 (2d6 + 2) berries. On impact, a drake eye berry explodes in a 5-foot radius and deals 2 (1d4) points of fire damage or half as much on a successful DC 10 Dexterity saving throw. A handful of six or more drake eye berries explode in a 10-foot radius and deal 15 (6d4) points of fire damage or half as much on a successful DC 16 Dexterity saving throw.

2. TAR PIT

Background

Decaying vegetation and other organic matter have seeped upwards through the ground layers, creating a muddy substance that has settled below the water. The minotaur tribes of Kirakku avoid the tar pits and this section of the island out of fear of the "black bile" that swallows all that tread on it.

Environment

A wide strip of ankle-deep shallow water that flows in from the sea covers a large section of this part of the island. Only a few stems and some mangroves with deeper roots protrude from it. The land mass on the other side can be accessed only through the area covered in shallow water or by swimming around it.

Scene

A character can notice and avoid the thick layer of tar 3 inches below the water with a successful DC 18 Wisdom (Survival) skill check. Those who fail enter the area covered by the **tar pit**.

Tar Pit. A creature that enters a tar pit must make a DC 12 Strength saving throw. On a successful check, the creature can pull itself free from the tar pit. On a failed save, the creature sinks deeper into the tar. The save DC increases by 3 points with every failed save.

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A creature that fails its fourth, DC 21 Strength saving throw, becomes fully immersed in the tar pit and must hold its breath or suffocate. A creature can help another creature that has sunk into the tar pit either by giving it an advantage on its Strength saving throw or making a Strength saving throw against the struck creature's current tar pit DC to pull it free. On a failed save, the helping creature is also pulled into the tar pit.

3. EMERALDBACK MARAUDERS

Background

The giant apes of the Emeraldback Isles frequently send raiding parties to the Rockhorn Isles on giant canoes to steal metal weapons and equipment, which they have not figured out how to manufacture themselves. The apes usually raid smaller villages on other islands in their makeshift canoes, but this time, they have arrived in force to pillage the village of the Kirakku minotaurs.

Environment

The apes, totaling nine in number, are propelling three of their crudely constructed giant canoes through the canal between the two smaller islands in the northwestern section of Kirakku. When spotted, they are 320 feet away from the characters.

Scene

There are nine **emeraldback marauders**, three in each giant canoe, screaming, roaring, and pounding their chests as soon as they see the characters. Two apes per canoe start rowing feverishly to reach the other side of the channel, advancing 80 feet per round, the third readies a giant coconut. They reach the shore in four rounds. One emeraldback marauder in each canoe starts throwing giant coconuts (same as their rock action) as soon as they get within long range, which is 100 feet. Each canoe holds six giant coconuts. The emeraldback marauders will follow the characters if they rush into the jungle, chasing them persistently through the thick vegetation.

"We will take your metal and feast on your bodies!"

The emeraldback marauders roaring in Druidic at the characters from a distance.

Emeraldback Marauder (CR 7, 2,900 XP). Use the **giant ape** monster entry with the following modifications:

- The emeraldback marauder has an Intelligence score of 10 and speaks Druidic, and has an alignment of *chaotic neutral*.
- It has a +4 modifier on Survival skill checks.
- ***Natural Explorer.*** The emeraldback marauder's favored terrain is the jungle. When in a jungle, it has a +7 modifier on Perception and Survival skill checks, difficult terrain doesn't slow it down, and it can't become lost except by magical means.

Giant Canoe. The crudely crafted canoes of the giant apes are only suitable for short-distance travel and are not fully seaworthy. They must reach land after 24 miles (1 hex) of travel, otherwise, they sink. If exposed to larger waves or a moderate storm, they will likely capsize. The canoe can carry twelve medium-sized creatures. It has a maximum speed of 40 feet, AC 15, 70 hit points, a damage threshold of 5, immunity to poison and psychic damage.

4. LAIR OF THE FETID WYRMBEAST

Background

The Fetid Wyrmbeast found its new lair in a noxious swamp on a detached island close to the main island. It has been nesting here for months. The beast considers the island its domain and flies or swims out regularly to hunt the region, clashing with the minotaurs of the island more and more frequently.

Environment

This small detached island is 4 miles across and 9 miles long. An unusually sticky residue of fetid mud covers its center. The heated jungle swamp is a putrid and malodorous environment, where the oppressive heat and humidity create a heavy, suffocating atmosphere. The stagnant water is thick with sludge and decaying vegetation, emitting a nauseating stench that permeates the air. Mosquitoes and other insects swarm relentlessly, their incessant buzzing adding

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to the disorienting and unsettling ambiance of the swamp. The Fetid Wyrmbeast makes its lair in a nest made of rotting wood and yellowed bones covered in putrid mud at the center of the swamp.



CLOCKWORK GREATAXE

Scene

The characters can see the **Fetid Wyrmbeast** rise from the swampy island regularly, at least once daily. It hunts for about two hours and usually returns with a larger land or sea creature like a whale, axe beak, dinosaur, and the occasional minotaur.

The swamp-covered island has an extremely nauseating stench. A creature on the island must make a **DC 13 Constitution** saving throw every minute or be poisoned for one hour. While poisoned in this way, the creature feels nausea and can take either an action or a bonus action on its turn, but not both, and can't take reactions.

The Fetid Wyrmbeast attacks any creature that steps onto its island.

Treasure

Within the muddy nest of the Fetid Wyrmbeast, amongst the layer of bones are the rotted remains of Kaerrlek, the younger brother of Astekkar, a former champion of the tribe. The once powerful minotaur barbarian carried a *clockwork greataxe* crafted by the ancient minotaurs of the Rockhorn Empire, which lays covered in mud.



FETID WYRMBEAST

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MINOTAUR VILLAGE



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5. ROCKHORN VILLAGE

Background

The minotaur village of Kirakku Island is a proud community steeped in tradition and ancient customs. Led by the strongest and most formidable of their kin, the village has a long and storied history of resilience and determination. Recently, their champion, Astekarr, and his most powerful warriors disappeared while on a dangerous expedition to the hills of the east in search of Kaerrlek, Astekarr's younger brother. The young hero, second in command in his tribe, was known to be last seen by Koograkk, the tribe's calculating and stoic old shaman of the demon lord Baphomet. Koograkk accompanied the young warrior to inspect a discovery Kaerrlek made in the island's western region. On their way, the two had an unfortunate encounter with the Fetid Wyrmbeast, which took Kaerrlek's dying body to its lair. Koograkk fled back to his village and used the information to get rid of Astekarr.

He told his tribe and its chief that Kaerrlek became delusional about his heroics and changed his mind during their trip. Instead of his original plans, he wanted to explore the Valley of the Lost and made haste to the east. The shaman is held in high regard and well-respected by his tribe, serving as a spiritual guide to his people. Once the fooled chief's fury dispersed, Astekarr took off with his most powerful warriors to the Valley of the Lost, a place of taboo for the tribe. The shaman knew the legendary valley would surely devour Astekarr like it had devoured everyone who dared to enter it. The village was left without its greatest protector and most powerful warriors. Since their absence, Koograkk took over leadership of the village that has faced numerous threats, including the occasional attacks by the Fetid Wyrmbeast. Koograkk has focused his efforts on defeating the half-dragon dinosaur, but the old shaman has not yet succeeded in doing so.

Environment

The tribal village of Kirakku Island is a collection of simple huts and tents constructed from large stones with thatched roofs made from woven palm leaves. The structures are arranged in a maze-like pattern around a central open space. The village is surrounded by dense jungle and is close to a sandy beach. The remnants of an ancient minotaur civilization can be seen as ruins of great monuments and mechanical contraptions that dot the landscape. Some ruins are in a state of decay, while others are still functional. Overall, the village has a rustic, simple appearance, focusing on function over form.

Scene

The village population consists of twenty-three adult male and female **minotaurs** and eleven children. Their leader, **Koograkk**, is a stoic, older but powerful male minotaur who gives a cautious welcome to the characters when they enter his village. The village shaman questions them about their backgrounds and motives, hoping they can help defeat the greatest threat he faces. Koograkk tries to find a way to motivate the characters to seek out and destroy the Fetid Wyrmbeast.

In private, he tells them that the beast snatched Kaerrlek and that they can keep the minotaur's ancient weapon, the mighty Baphomet's Mislayer, a *clockwork greataxe*, if they defeat the monster in its lair. He lies that instead of taking revenge for his brother, Asterakk, the champion of their tribe, left to write his name into history by exploring the Valley of the Lost. Characters who talk with the shaman can make a **DC 14 Wisdom (Insight)** skill check. On a successful check, the character senses a certain overemphasized push towards the Fetid Wyrmbeast when Koograkk states his facts and lessens his involvement in Astekarr's decision. Koograkk allows the characters to stay for a few nights and shares the following information with them:

- The Fetid Wyrmbeast is a gargantuan tyrannosaurus rex with draconic abilities like wings and an acidic breath weapon. It has been terrorizing their village for the past months. It lives on a detached fetid swamp island east of the Rockhorn village.
- Kaerrlek, the younger brother of Astekarr, was slain, and the Fetid Wyrmbeast took his body.

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- Their village and the other villages on the Rockhorn Isles wage a constant war against the tribe of intelligent giant apes of the Emeraldback Isles.
- The old ruins of the once-great Rockhorn Empire hold many dangers and should be left alone and respected.
- The village's champion and leader, the mighty Astekarr, and his warriors never returned from an expedition to the Valley of the Lost.

Koograkk reveals the exact location of the Valley of the Lost only after the characters have defeated the Fetid Wyrmbeast.



KOOGRAKK ROCKHORN

"You shall triumph over the Fetid Wyrmbeast and claim the mighty axe that can manipulate time itself!"
Koograkk speaks slowly and with great empathy

Koograkk (CR 4, 1,100 XP). Use the **minotaur** monster entry with the following modifications:

- Koograkk has 110 hit points and a Charisma score of 15.
- He speaks Common and Abyssal.
- He has a +7 modifier on Medicine, a +6 modifier on Deception, and a +3 modifier on Religion skill checks.
- ***Divine Eminence.*** As a bonus action, Koograkk can expend a spell slot to cause his 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 his turn. If Koograkk expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.
- ***Spellcasting.*** Koograkk is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Koograkk has the following cleric spells prepared:
  - Cantrips (at will): *light, sacred flame, resistance, thaumaturgy*
  - 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
  - 2nd level (3 slots): *blindness/deafness, jungle's whisper, spiritual weapon*
  - 3rd level (3 slots): *dispel magic, protection from energy, spirit guardians*
  - 4th level (1 slot): *guardian of faith*

After a short time spent at the village of the minotaurs, the **Fetid Wyrmbeast,** a gigantic black half-dragon tyrannosaurus rex, arrives flying over the minotaur village. It lets out a deafening roar as it swoops down, releasing a deadly breath of acid. The villagers panic and flee in all directions as the beast lands with a heavy thud. The ground trembles under its weight and the air fills with a gut-wrenching odor as it tears into anything it can reach with its massive jaws. Koograkk supports eight minotaurs with spells from the rear as they face the beast in melee combat. If it can, the Fetid Wyrmbeast tries to snatch a victim and fly away. It attempts to flee to its lair (location 4) if reduced to half its maximum hit points.

6. THE SPELLSLAVE'S DOOM

Background

Lord Beremo Fizzmos and his apprentices found this ancient minotaur ruin a few weeks ago while exploring the jungles of Kirakku. As the half-dragon noble and his apprentices investigated the caved-in chambers, one of the unwary spellslave sorcerers was engulfed and bitten by a highly poisonous swarm of crimson revenant spiders. The noble was angry at his

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loss and abandoned the ruins and his dead spellslave to look elsewhere for the fabled node of enchantment. The spiders deposited their eggs inside the corpse, which have since hatched and developed into a substantial hive.

Environment

The entrance corridor to the ancient minotaur tomb is dark and foreboding, with symbols and glyphs etched into the entrance archway in a strange language. At the corridor's entrance lies the remains of a desiccated human spellcaster whose body is withered and ravaged by innumerable insect bites. The human is dressed in a red robe that bears a sigil embroidered with golden thread around the end of its sleeve.

Scene

The corridor and the entire tomb behind it have collapsed. The symbols on its entrance are in Abyssal, the language spoken by minotaurs. Those who can read and speak Abyssal can decipher the following message: "Beware the wrath of the minotaur lords, who crush their enemies with all their might."

Once a creature comes within 10 feet of the deceased body, the **swarm of crimson revenant spiders** bursts forth to envelop the intruder.

Swarm of Crimson Revenant Spiders (CR 5, 1,800 XP). Use the **swarm of insects** monster entry with the following modifications:

- The swarm of crimson revenant spiders is huge and it has 88 hit points.
- ***Spider Climb.*** The swarm can move up, down, and across vertical surfaces and upside down along ceilings, without needing to make an ability check.
- ***Bite.*** *Melee Weapon Attack*: +5 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 20 (8d4) piercing damage, or 10 (4d4) piercing damage if the swarm has half of its hit points or fewer. A creature damaged by the swarm is subjected to its poison and must make a **DC 18 Constitution** saving throw. On a failed save, the creature is poisoned for 1 minute, falls prone and drops whatever it's holding, writhing in pain while poisoned. While poisoned, the creature's maximum hit points are reduced by 10 (3d6) points at the start of the creature's turn.

A character who makes a successful **DC 13 Wisdom (Medicine)** skill check can diagnose that the human has been dead for a bit over a week. The sigil on the human's robe can be identified with a successful **DC 23 Intelligence (History)** skill check as the symbol of the Xantharosian young noble clan of red half-dragon gnomes of Clan Fizzmos.

7. EXPEDITION BASECAMP

Background

Lord Beremo Fizzmos, the noble red half-dragon gnome, erected a base camp at this location, from where he systematically made forays to various parts of the island until he and his apprentices found what they were seeking. They have not returned to this abandoned camp since then.

Environment

The abandoned jungle camp of the sorcerer's expedition is marked by a large, open clearing next to a stream, with the undergrowth flattened and the ground slightly sunk at its center in a square shape measuring 20 feet on all sides. Four large tents and abandoned supplies that could easily accommodate about six to eight people are scattered on the clearing around the flattened ground. The signs of struggle and destruction are visible on one of the tents, which hangs tattered and burned.

Scene:

The flattened area is where Lord Beremo Fizzmos erected his *instant fortress* for personal use. He takes the wondrous item with him on every expedition, but the rest of the tents still hold the belongings of the spellslave sorcerers that accompanied him.

To locate the freshest tracks and discern the direction taken by the camp's inhabitants, a character must succeed on a **DC 18 Wisdom (Survival)** skill

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check. On a successful skill check, the character can find the trail of about six individuals who left the camp in the direction of location 8.

Four tents are protected by *glyph of warding* spells, cast on the ground inside the tents. The fifth was triggered by an axe beak that barely survived the explosion. The glyphs are nearly invisible and require a successful **DC 14 Intelligence (Investigation)** skill check to be found. The glyphs are triggered when stepped on and are set as spell glyphs with *fireballs* that deal 31 (9d6) points of fire damage.

A character who investigates the tents can make a **DC 16 Wisdom (Survival)** or **Intelligence (Investigation)** skill check to determine that the grass and the ground in the corner of one of the tents is trampled and has seen heavier traffic. This is the spot where the *secret chest* is located (see Treasure). One of the tents holds a journal written in Draconic, placed in a metal box that is locked with a normal lock. The journal is depicted on handout #2.

"Day 1: We left Xantharos today, departing in the morning from the Wyvern's Sweep and the Master's keep. The Flamedrake ship, captained by our noble master, Lord Beremo Fizzmos, and maintained by the unseen crew under his command, sailed gracefully across the waves with the sun shining high in the sky. The excitement and anticipation of the journey ahead were palpable amongst us, and we shared stories of the mysterious node of enchantment magic we were seeking. We were determined to find it, no matter the challenges that lay ahead.

Day 4: We were attacked by werestingray pirates who emerged from below the sea. Master Fizzmos and our collective magical powers were able to defeat them, but not before they inflicted some damage on our ship. We're lucky to be alive.

Day 9: We arrived on the shores of Kirakku Island after a long journey from Xantharos. Master Fizzmos seems eager to find the node of enchantment he's been searching for. The master anchored the Flamedrake in a hidden cove and we are ready to set out. The island is wild and untamed, and I can sense danger lurking in the shadows.

Day 10: Today, we came across a vast ruin that unmistakably bore the hallmarks of Minotaur architecture. Master Fizzmos was particularly intrigued by a peculiar small structure nestled within the labyrinthine remains. However, he wisely deduced it to be a potential trap and cautioned us that our objective must lie elsewhere.

We've set up a campsite in a clearing in the middle of the jungle. Master Fizzmos seems pleased with the location, and we've made it our base of operations.

Day 11: We stumbled upon further ruins of the Minotaur civilization. During our exploration, Laticus, unfortunately encountered a group of red, bloated spiders that swiftly overwhelmed him. Their venom appeared to rapidly dehydrate and wither his body, leaving him beyond our help. The Master ordered us to abandon both Laticus and the site.

Day 12: We were attacked by a black half-dragon tyrannosaurus rex that emitted a stench so foul it made us all gag. I had heard of this creature before and how the Wyrmslayers of Fralkyn defeated it, so I couldn't believe we were standing face-to-face with the beast. Master Fizzmos seemed unfazed, but I could tell he was calculating his next move before he ordered us to retreat. Unfortunately, Shlomar didn't survive the encounter and was snatched by the colossal wyrmbeast.

Day 13: Today, we stumbled upon a minotaur village. Master Fizzmos was not interested in making contact, but I could see the curiosity in his eyes. We've covered a lot of ground in our search for the node, and I can sense a growing tension within our group. The island is starting to take its toll on us.

Day 15: We have been making expeditions to various parts of the island, searching for any sign of the node. The jungle is dense and full of dangers, but I'm starting to get used to it. Master Fizzmos has been pushing us hard, and I can tell he's getting frustrated at the lack of progress. But I have faith that we'll find what we're looking for, and we will all receive the gifts the Master has promised us."

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Treasure

One of the tents hides a small chest enchanted with the *secret chest* spell. The chest is located on the Ethereal Plane but can be spotted with a *see invisibility* or similar spell that allows the caster to look into the Ethereal Plane. It holds the most valuable belongings of the spellslave sorcerers in Lord Beremo Fizzmos' service. The chest contains 1,837 gold pieces worth of various semi-precious and precious gemstones, three *potions of healing*, a *potion of greater healing*, a *potion of resistance (lightning)*, a *scroll of fireball*, a *scroll of invisibility*, a *scroll of secret chest*, a *scroll of scorching ray*, and a *wand of web*.

8. THE LABYRINTHINE VAULT OF KOTH'GOTRAKK

Background

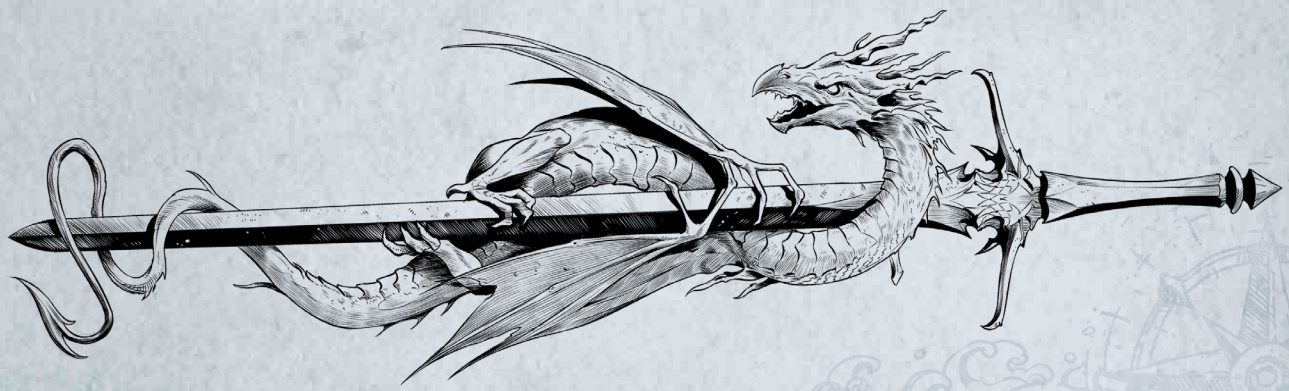
The Labyrinthine Vault of Koth'Gotrakk was built by a revered warrior, diplomat, and scholar, who led his people to great prosperity and power. Koth'Gotrakk was renowned for crafting complex and intricate mechanisms, and he used these skills to build the vault to safeguard his most prized possession. He designed the vault to be virtually impenetrable, and only those who could solve its complex puzzles and defeat its deadly traps would be worthy of claiming the treasure within. The entrance to the vault stands in the middle of the ruins of Koth'Gotrakk's palace.

Environment

The ruins of Koth'Gotrakk's palace stretch out in all directions. It is a vast and desolate wasteland of crumbling stone walls, toppled pillars, and shattered statuary. The once-great palace is now overgrown with vines and tangled undergrowth. Among the ruins, the entrance to the Labyrinthine Vault stands like a lone sentinel, a block of stone measuring 20 feet on all sides. It is intricately carved with figures depicting ancient minotaurs in combat and with sigils of a strange design. Each side has a gear track on all of its edges that look like a series of flat teeth. The stone block has a single 10-foot diameter square entrance on one of its sides. The entrance has a sliding metal door composed of four segments, which have retracted into their stone frames on all corners, lying open.

Stone Block Walls. The walls of the stone block are 6 inches thick, have AC 15, 180 hit points, a damage threshold of 10, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage.

Segmented Metal Door. The segmented metal door has AC 19, 75 hit points, a damage threshold of 10, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage. A character using thieves' tools can



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deactivate the mechanism with a successful **DC 22 Dexterity** ability check. The metal shutters can be forced open with a successful **DC 24 Strength (Athletics)** skill check and held open with the same skill check every round.

Within the hollow inside of the stone block, a thick vertical iron rod fashioned in the shape of a minotaur's arm rises from the floor in the center of the chamber as if it was reaching to be pulled up. The fingers and the hand at the end of the arm are fashioned so that a large creature can easily grasp it.

A character trying to discern where the camp's inhabitants went from this location must succeed on a **DC 18 Wisdom (Survival)** skill check. On a successful skill check, the character discerns that the group of six individuals stopped at the location for a short period and did not enter the stone block but instead, they continued in the direction of location 9.

Scene

The sigils on the stone are writings in Abyssal, repeating the same sentence on all sides of the stone block, reading: "I shall only serve a worthy horned one." A character who examines the gear track can make a **DC 16 Intelligence** ability check. On a successful check, the character can deduce that the stone block is probably part of a larger mechanism that consists of other sliding blocks that can move up, down, right, and left with the use of large cogwheels.

The room is the first in a series of tests created by Koth'Gotrakk. It is called the Test of Strength.

Moving the hand upwards in this or any other similar room closes the door and moves the room within a maze of rooms for three rounds. It moves next to either a trap room or one of the test rooms but always has one other room above it. When a room stops, it opens its door to a seemingly identical new room with an interconnecting segmented metal door and an identical iron minotaur hand planted in the ground in the middle. It is impossible to tell whether it is a trap or a test room. The hand can't be moved again once the room has stopped, and it resets only when the hand in the other room is activated and its doors close.



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Test of Strength. With every inch, pulling the hand upwards requires more strength. A character pulling the hand must succeed on a **DC 24 Strength (Athletics)** skill check. The DM rolls this as a hidden skill check for the characters, hiding the results and only informing them about the events that follow.

- On a successful skill check, the room moves and opens to the room that holds the Test of Endurance.
- On a failed skill check, the room moves and opens to a trap room.

Test of Endurance. Moving the hand upwards is quite easy, but it quickly heats up to an unbearable temperature, making it searingly hot. A character holding the glowing hot hand must succeed on a **DC 23 Constitution** saving throw to hold it for a round. The DM rolls this as a hidden saving throw for the characters, hiding the results and only informing them about the events that follow.

- On a successful saving throw, the character holds the hand long enough to be burned by it, taking 21 (6d6) fire damage. The room moves and opens to the room that holds the Test of Wisdom.
- On a failed saving throw, the room moves and opens to a trap room.

Test of Wisdom. Moving the hand upwards is quite easy, but it repeatedly clicks with the same sound except for a slightly different sound at a certain height. The hand has 100 clicks and the right height must be chosen to reach the vault. A character listening to the clicks must succeed on a **DC 27 Wisdom (Perception)** skill check to stop it at the clicking sound that differs from the others. The DM rolls this as a hidden skill check for the characters, hiding the results and only informing them about the events that follow.

- On a successful skill check, the room moves and opens to the Vault of Koth'Gotrakk.
- On a failed skill check, the room moves and opens to a trap room.

Captain Gixx Shortpebble and **Jade Storm** made landfall before the characters and soon moved inland, where they located the vault. They couldn't resist the lure of treasure and entered. They moved through the vault until entering the Test of Wisdom, where they haven't been able to figure out the correct settings of the trap and are resting for Jade Storm to cast *enhance ability*. The two ex-pirates greet the characters as if nothing has happened and offer to continue their travels together.



"Ah, good to see you again! Unfortunate business with the Contessa but Jade an' I 'ave been through tougher binds than this one. We'll build a ship if we have to. And you will make an adequate crew."

Captain Gixx Shortpebble greeting the characters and musing about his plans to escape the island.



"Silence I can't pray and won't hear the clicks."

Jade Storm's booming voice interrupting the reunion.

Trap Rooms. Moving the hand upwards activates one of the traps from the following list. After the trap is activated, the trap room's door opens to the test room from where the characters entered. A trap affects all creatures within the room. All traps in the trapped rooms are mechanical and can be detected by a successful **DC 20 Wisdom (Perception)** skill check, and can be permanently disabled with a successful **DC 20 Dexterity** ability check using thieves' tools. On a failed attempt, the trap activates.

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Roll a d10 to determine which trap room the characters encounter:

1	**Spring-Loaded Blades.** Each character is targeted by a melee attack with a +8 bonus. Vision is irrelevant to this attack roll. A target that is hit takes 11 (2d10) slashing damage. There's plenty of long-dried blood on the floor and smeared on the walls on the cracks hiding the spring-loaded blades. A character searching for traps in this room gains advantage on their skill check.
2	**Spring-Loaded Spikes.** Each character is targeted by a melee attack with a +8 bonus. Vision is irrelevant to this attack roll. A target that is hit takes 11 (2d10) piercing damage.
3	**Crushing Walls.** Each character must succeed on a **DC 13 Strength** saving throw to resist the walls. The walls deal 16 (3d10) bludgeoning damage on a failed save, or half as much on a successful save. A metal wedge lies on the ground, left behind by someone who tried to survive this trap room. A character who uses the wedge can try to disable the trap in this room without thieves' tools, or gains advantage on the check if they use thieves' tools.
4	**Flamethrower**. Each character must succeed on a **DC 13 Dexterity** saving throw to dodge the flames. The flames deal 14 (4d6) fire damage on a failed save, or half as much on a successful save. A character who fails their saving throw starts to burn and takes 7 (2d6) points of damage at the beginning of their turn for 1 minute or until the flames are extinguished. Extinguishing the flames requires a successful **DC 15 Dexterity** saving throw. The charred remains of a long-dead minotaur lie in one corner of the room. It still grasps an ancient *+1 greataxe* and has a set of rusty thieves' tools attached to its rotting belt.
5	**Cold Generator.** Each character must succeed on a **DC 13 Dexterity** saving throw to dodge the icy blast. The blast deals 14 (4d6) cold damage on a failed save, or half as much on a successful save. A character who fails their saving throw has disadvantage on Dexterity saving throws for 1 hour.
6	**Thundering Blasts.** Each character must succeed on a **DC 13 Constitution** saving throw or take 14 (4d6) thunder damage on a failed save, or half as much on a successful save. A character who fails their saving throw becomes deaf for 1 hour. A scribble on one of the walls in Abyssal, written in blood that has dried long ago, reads: "It is the fifth or the eleventh! I can't hear anymore." A character who understands the writing gains advantage on their Wisdom (Perception) skill check at the Test of Wisdom.
7	**Lightning Generator.** Each character must succeed on a **DC 13 Dexterity** saving throw or take 14 (4d6) lightning damage on a failed save, or half as much on a successful save. A character who fails their saving throw gains one level of exhaustion for 1 hour.
8	**Acid Spray.** Each character must succeed on a **DC 13 Dexterity** saving throw or take 14 (4d6) acid damage on a failed save, or half as much on a successful save. A character who fails their saving throw is burnt by the acid and takes 7 (2d6) points of damage at the beginning of their turns for 1 minute or until the acid is washed away with a gallon of liquid.
9	**Poison Gas.** Each character must succeed on a **DC 13 Constitution** saving throw to resist the poison. The poison deals 13 (3d8) poison damage on a failed save, or half as much on a successful save. A character who fails their saving throw becomes poisoned for 1 hour. The ancient, crumbling skeletal remains of an elven explorer lie in the room, holding a folded dry leather parchment in one hand with notes on it. Handling the leather requires a successful **DC 16 Dexterity (Sleight of Hand)** skill check. On a successful skill check the character can see the elven explorer's notes that read the following in Elvish: "Koth'Gotrakk's treasure vault. Main characteristics of a minotaur: Strength, Endurance, Wisdom." On a failed skill check, the parchment crumbles to dust and is unreadable.
10	This room is the lair of three **guardian nagas** that attack any creature on sight. The dead nagas rejuvenate in 3 (1d6) minutes instead of hours.

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Vault of Koth'Gotrakk. The final room of Koth'Gotrakk's labyrinthine maze has the same iron minotaur hand in the middle with a golden ring on its ring finger. The ring is shaped like the head of a bull that bites down on a sword. A brass relief on the wall is decorated with the image of an ancient minotaur champion and a text in Abyssal that reads: "You have a mountain's resolve, unbending perseverance, and a mind like a maze. I, Koth'Gotrakk, creator of machines, devotee of Baphomet, champion of the Rockhorn minotaurs, will serve you in eternity." Pulling the hand upwards closes the door and returns the room to the surface.

Treasure

The ring is a variant *ring of the ram* that can also summon the **ghost** of Koth'Gotrakk for three rounds under the wearer's control for 3 expended charges.

Experience

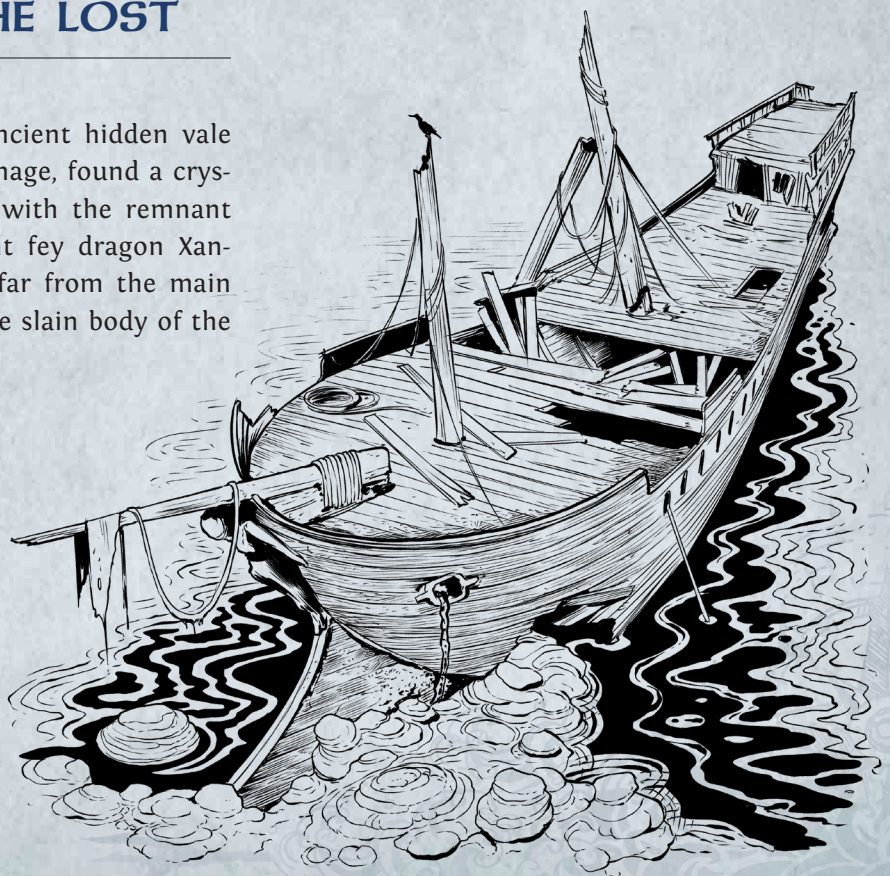
Award the party 2,300 experience points if they retrieve the ring of Koth'Gotrakk.

9. VALLEY OF THE LOST

Background

The Valley of the Lost is an ancient hidden vale where A'rvanshy, the lich archmage, found a crystalline cave that was teeming with the remnant magical energies of the ancient fey dragon Xantharos. It was a remote place far from the main landmass that formed out of the slain body of the gigantic dragon, but it still carried its magical essence. A'rvanshy opened a conduit to the divine realm of the Wondermaker and materialized a fraction of the fey dragon's essence in the form of an *orb of Enchantment*. After placing his timeless warning at the entrance to the cave system, the lich was sure that the artifact would be secure and protect itself from being discovered. The primitive minotaur inhabitants of Kirakku soon learned that the Valley of the Lost is a place to avoid, as those of their tribe who entered the valley were never seen again. It became a place of taboo over the millennia.

Recent visitors to the valley were Astekarr and his warriors, who entered in search of the chief's brother, and even more recently, Lord Beremo Fizzmos and his spellslave sorcerers, who found the valley during their expedition. All succumbed to the mind-bending defenses of the orb, and their only remaining drive was to protect the caves. They are fated to live out their lives under the orb's influence, with their wills shattered and dominated.



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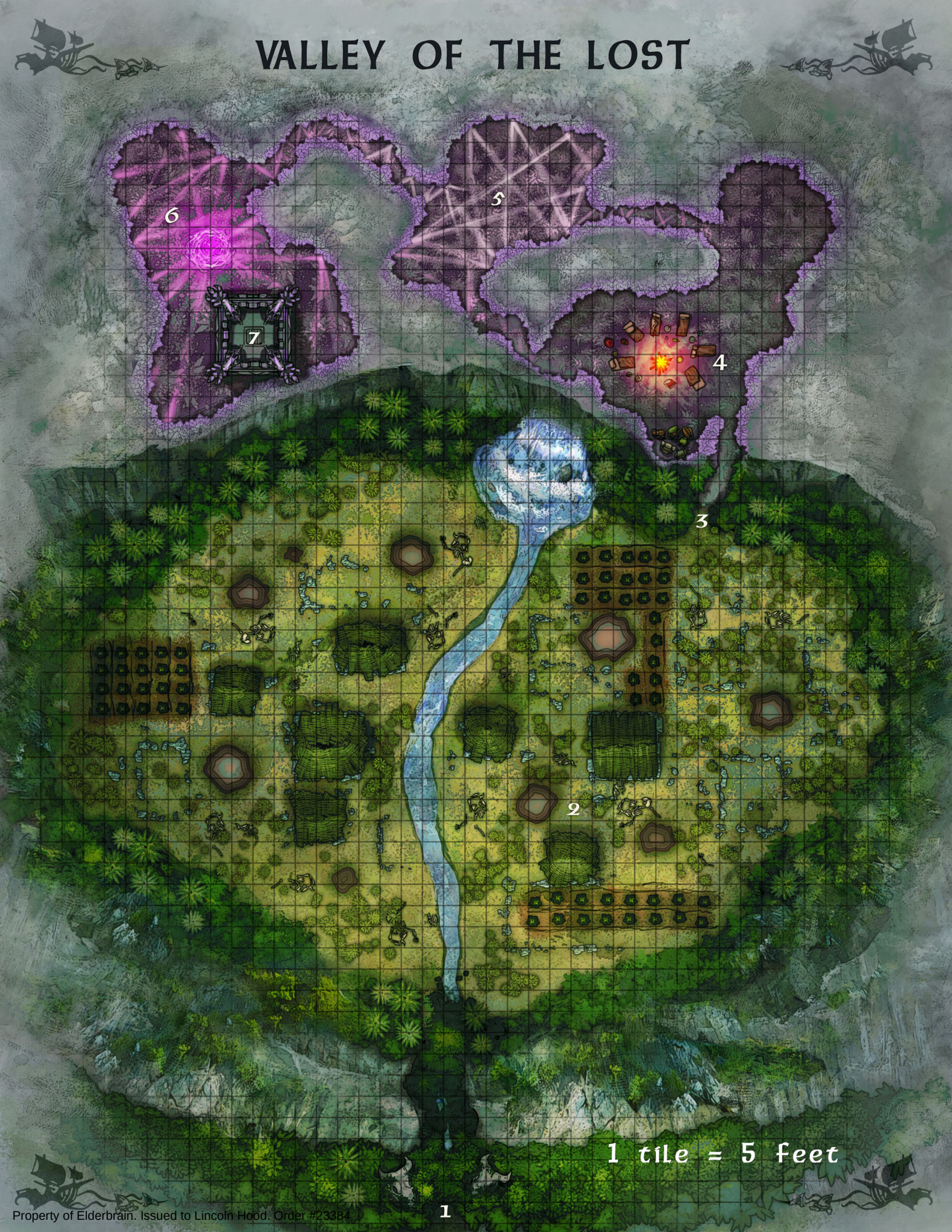
VALLEY OF THE LOST



1 tile = 5 feet

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The Valley of the Lost is a narrow, enclosed space with steep cliffs rising to 90 feet on all sides. It measures around 200 feet across at its widest point and is shrouded in dense jungle foliage, almost completely covering the valley floor. The jungle canopy casts deep shadows across the valley, giving it a gloomy, ominous atmosphere. The only sound that can be heard is the gentle trickle of the stream that flows from the rocks at the southern tip of the valley. The stream winds its way through the dense undergrowth from a waterfall and small lake in the northern part of the valley, crossing the valley before exiting through a narrow ravine. Despite the lush vegetation, there is an eerie stillness and emptiness to the Valley of the Lost. The magical effects of the artifact within its boundaries have kept most animals away, creating a sense of isolation and desolation in this strange and mysterious place.

Scene

Finding the Valley of the Lost is no easy task. When characters are 200 feet from the valley, they experience a repulsion and feel the urge to leave the area. A creature in the range of the effect must make a **DC 21 Wisdom** saving throw or become frightened. The creature remains frightened while in its area of effect. While frightened this way, the creature must use its movement to move away from the area of effect to the nearest safe spot. If the creature moves out of the area of the effect, the creature is no longer frightened, but the creature becomes frightened again if it reenters the area of effect. While frightened this way, the creature gains disadvantage on its saving throws, ability checks, and attack rolls until it is forced to remain in the valley against its will. Characters who succeed on the saving throw may try to help their allies overcome their fear, granting a chance to reroll the saving throw once every 24 hours if they succeed in a **DC 20 Charisma (Persuasion)** skill check. However, even if the second saving throw is successful and the character can progress, the character still has disadvantage on rolls.

If an affected creature ends its turn while farther than 200 feet from the valley, it must make another **DC 21 Wisdom** saving throw. On a successful save, the creature is no longer affected and recognizes the feeling of repugnance as magical. In addition, a creature affected by the spell is allowed another **DC 21 Wisdom** saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 hour, after which time it can be affected again.

1. VALLEY ENTRANCE

Background

The *orb of Enchantment* manifests a luring and calming enchantment at the valley entrance, attempting to draw in and trap all creatures who have discovered its valley.

Environment

A narrow, 5-foot wide, and 40-foot long ravine leads into the Valley of the Lost. It is almost entirely overgrown by thick vines and is considered difficult terrain. The dense foliage and thick layers of mud cover two monumental, ancient stone statues of horned bull heads, with only the tips of their horns protruding as if guarding the cleft on both sides. Steep cliffs rise towards the jungle canopy 90 feet above and are completely covered by lush foliage. A slow trickle of water pierces the silence, seeping from the ravine beneath the undergrowth.

Scene

The passageway into the valley is hidden by thick vegetation, and the jungle swallows the tracks of the few who traverse the path. Finding the statues requires a **DC 20 Wisdom (Perception)** skill check, even if characters know the exact location of the valley entrance. Characters can discern the lack of animals and the strange, unnatural silence that haunts the area with a successful **DC 12 Wisdom (Nature)** skill check.

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Creatures who enter the valley feel a strange force urging them to enter the cave system ahead. A creature affected this way must make a **DC 21 Wisdom** saving throw to resist the effect or use its movement on each of its turns to approach and enter area 4. When the creature has done so, it can't willingly move away from the area. If the creature is damaged or otherwise harmed, it can make another Wisdom saving throw to end the effect. If an affected creature ends its turn outside the valley, the creature can make another **DC 21 Wisdom** saving throw. On a successful save, the creature is no longer affected and recognizes the feeling of attraction as magical. In addition, an affected creature is allowed another **DC 21 Wisdom** saving throw every 24 hours. A creature that successfully saves against this effect is immune to it for 1 hour, after which time it can be affected again.

In addition to the luring enchantment, creatures who enter the valley floor also have a sense of calm that settles on their beings. Each creature entering the valley must also make a **DC 21 Charisma** saving throw or become indifferent about creatures it would otherwise be hostile toward. This indifference ends if the character is attacked or harmed by a spell or if it witnesses any of its friends being harmed. An affected creature is allowed another **DC 21 Charisma** saving throw every 24 hours. A creature that successfully saves against this effect is immune to it for 1 hour, after which time it can be affected again.

2. VILLAGE OF THE LOST

Background

The strange, obviously out-of-place community of Astekarr and his warriors live in the Valley of the Lost. They survive by growing yams and fruit and live in thatched huts constructed over the ruins of ancient minotaur dwellings. The *orb of Enchantment* keeps the minotaurs bound to prevent them from revealing its location and uses them as protectors if needed.

Environment

Eight thatched huts dot the valley floor, built on the stone bases of ancient minotaur dwellings. Merely the bottom layer of walls remains on the rest of the ruins that crisscross the valley floor. A few small plots of land are cultivated with yams and mangos. The rest of the valley floor is overgrown and mostly untended. Many ancient, blackened bones and skulls of minotaurs and other creatures protrude from the undergrowth throughout the field. A group of minotaurs toils diligently in the fields with their greataxes on their backs, tending to the crops or simply lounging and enjoying the serenity in front of their homes.

Scene

The creatures currently in the valley are six of **Astekarr's warriors** and **Astekarr**. All are enslaved by the power of the *orb of Enchantment* and under the influence of its calming effect. They are engaged in tending the gardens or sitting aimlessly outside or inside their dwellings.

Astekarr's Warrior (CR 4, 1,100 XP): Use the **minotaur** monster entry with the following modifications:

- Astekarr's warrior has 122 hit points.
- ***Raging Fortitude (1/day).*** Astekarr's Warrior has resistance to bludgeoning, piercing, and slashing damage for up to 1 minute.

When they notice the characters, the minotaurs congregate and approach them with their weapons lowered. They call to the characters in Abyssal in a strangely kind but still boorish way and gently urge them to enter the crystal caves. Characters who succeed on a **DC 12 Wisdom (Insight)** skill check can notice that the minotaurs are all under the effects of mental domination.

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The members of the group won't attack the characters unless any one of them is attacked first. When one member is attacked, the rest will also attack the characters. When a minotaur takes damage, it can repeat its saving throw against the domination effect of the *orb of Enchantment* **(DC 21 Wisdom)**. A minotaur freed from the artifact's domination effect attacks the characters, venting its frustration. If exposed to ranged attacks from unreachable sources, the minotaurs retreat to the crystal caves (area 4).



ASTEKARR

If the characters converse with Astekarr or the other minotaurs, the minotaurs relate that they have found their home in the valley and that they don't want to venture further into the caves. They reveal that a small red half-dragon delved further into the cave and must be dispatched if he would ever exit. Even his companions wait for his return, ready to slay him.

If the characters are all charmed for a day, the minotaurs share their tools and resources with them and allow them to stay in their huts. The *orb of Enchantment* allows all charmed creatures to stay in the valley and live as long as they can support themselves with food.

If the characters return from the caves without being charmed by or bonding with the *orb of Enchantment*, the minotaurs wait for them in a battle formation and charge to attack.

"You go in the cave . . . This new home for you, with us."

Astekarr urging the characters to enter the caves and to join their community.

3. A'RVANSHY'S WARNING

Background

A'rvanshy left his magical warning to his people about the *orb of Enchantment* and how to resist its effects using a *magic mouth* spell.

Environment

A 10-foot circular cave entrance leads into the cave system, whose walls are completely covered by translucent crystal formations with a white tint. A slight purplish glow reflects from the crystals, but its source or origin cannot be determined.

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Scene

The *magic mouth* spell activates when anyone passes the middle of the passage. A raspy voice that draws out its syllables speaks a sentence in Deep-sea Elvish that a character who understands both Aquan and Elvish can comprehend.

"Fortify your intellect against the mind-altering magics of the Orb!"

The voice of A'rvanshy speaking its warning.

4. CAVERN OF DOMINATION

Background

The Cavern of Domination is where the domination power of the *orb of Enchantment* manifests. The artifact aims to gain control over any creature that discovers its location and keep them bound to prevent them from divulging its secret.

Environment

The cavern's roof rises to 10 feet, and the same crystal structures cover the wall surfaces as in area 3. Several bedrolls are spread on the hard crystalline floor, with six backpacks collected against the wall. Simple mess kits are spread around the bedrolls holding the remains of mangos and yam stew. A group of four—two humans, an elf, and a halfling—kneel in the middle of the cave facing the tunnels beyond. They wear red robes with heavy embroidery of golden thread on their sleeves, depicting the symbol of Clan Fizzmos.

Scene

As the characters enter the cavern, they feel an overwhelming power exerting absolute control over their minds, forcing them to obey. All creatures in the cave must succeed on a **DC 21 Wisdom** saving throw or become charmed by the *orb of Enchantment*. A charmed creature is under the total and precise control of the artifact and can only take actions that the *orb of Enchantment* chooses and cannot do anything that the orb doesn't allow them to do.

A charmed creature is not allowed to remove the charm effect, venture deeper into the cave system, or leave the valley's confines, but otherwise, they can tend to themselves freely. An affected creature is allowed another **DC 21 Wisdom** saving throw every 24 hours. A creature that successfully saves against this effect and is located in the valley is immune to it for 1 hour, after which time it can be affected again. Each time the target takes damage, it makes a new **DC 21 Wisdom** saving throw against the spell. If the saving throw succeeds, the effect ends.

The group of five **spellslave sorcerers** within the room take notice of any intruders, but they are otherwise indifferent to them. They avoid any conversation and reply only briefly. The orb has commanded them to wait for Lord Beremo Fizzmos and kill him on sight. They jump to attack anyone trying to venture into any of the two tunnels ahead. Characters who succeed on a **DC 12 Wisdom (Insight)** skill check can notice that the spellslave sorcerers are all under the effects of mental domination. When a spellslave sorcerer takes damage, it can repeat its saving throw against the domination effect of the *orb of Enchantment*. On a successful saving throw, the spellslave sorcerer attempts to flee the caves and escape the valley.

"We have been tasked to kill the master if he returns."

The spellslave sorcerers respond in unison and avoid answering further questions.

Treasure

The backpacks contain the tools for exploration carried by the spellslave sorcerers. They each contain a shovel, 30 feet of rope, a water flask, a box of flint and steel, a fishing kit, a machete, and a half-empty tub of insect repellent.

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5. CAVERN OF CONFUSION

Background

This cavern serves as a final layer of protection for the *orb of Enchantment*. It causes any creature that enters it to suffer from a special form of mind-wrenching confusion and severe delusions.

Environment

This cavern's 20-foot-high, domed ceiling creates a sense of infinite space in this crystalline enclosure. The walls of the passage to the northwest sparkle with purplish, pulsating light.

Scene

When the characters step into the cavern, their minds are warped and jumbled as a telepathic force confuses them, provoking uncontrolled actions. All creatures in the cave must succeed on a DC 21 Wisdom saving throw. On a failed save, an affected target can't take reactions and must roll a 1d6 at the start of each of its turns to determine its behavior for that turn from the following list:

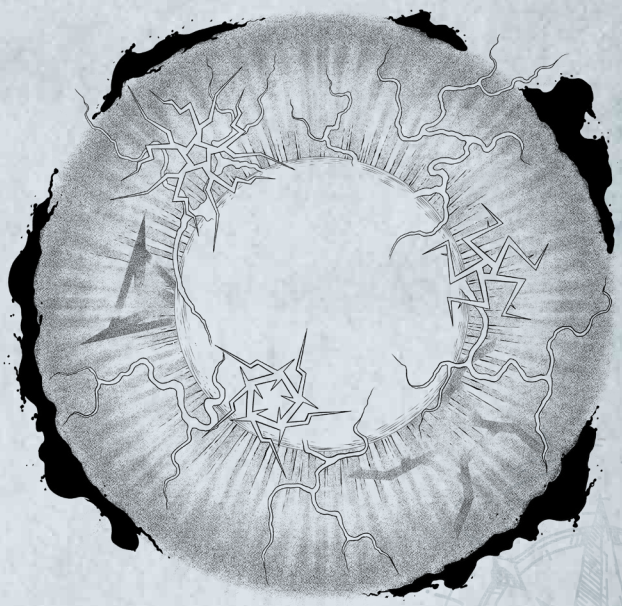
1	The creature flees for 2d4 rounds and exits the cavern to area 4.
2	The creature doesn't move or take actions this turn. Instead, it collapses, sobbing and pleading for help.
3	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
4	The creature tries to hide from an unseen enemy but stays in the cavern.
5	The creature uses a magic item or spell to protect itself, or takes the dodge action if it doesn't have any magic items or spells available.
6	The creature attacks itself, taking an amount of damage equal to its melee weapon damage as many times as it can attack on its turn, or it casts the highest level damaging spell it can cast against itself.

At the end of each of its turns, an affected creature can make a DC 21 Wisdom saving throw. If it succeeds, this effect ends for that target. A creature that successfully saves against this effect is immune to it for 1 hour, after which time it can be affected again.

6. ORB OF ENCHANTMENT

Background

Lord Beremo Fizzmos is ecstatic to have uncovered the secrets of the *orb of Enchantment* and regularly casts powerful enchantment magic on it to collect its essence in small vials. The Xantharosian half-dragon uses the last cavern as his dwelling, refusing to leave the presence of the *orb of Enchantment* and the opportunity to harness it. The artifact kept assaulting the mind of the aboleth bloodline sorcerer until he attuned to it, at which point it lent its boon upon him.



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Environment

The deepest cavern of the cave system is 40 feet tall. In its center is a pulsating 10-foot diameter sphere of pure magical energy that rotates suspended in the air and glows with a bright purple light. The energy sphere slowly drips a luminous purple liquid, which is being collected in a vial by a short red half-dragon gnome in robes with folded wings. The cavern's surfaces refract the purple light into infinite rays, forming a dazzling dance.

Scene

When the characters enter the cavern, they find an exhausted **Lord Beremo Fizzmos** casting a *hold monster* spell on the orb and holding a vial under the artifact with a shaky hand, collecting the orb's slowly dripping liquid essence. He already has two levels of exhaustion (his speed is halved and he has disadvantage on ability checks) from consuming several doses of the *essence Enchantment*. He faces the characters, takes to the air, and drinks the vial of the *essence of Enchantment* he holds before engaging the characters with his spells. Lord Beremo Fizzmos uses his *mucous cloud sprayer* as a last resort after casting his most powerful spells.



LORD BEREMO FIZZMOS

"Succumb to my will, and then you can explain yourselves! I will grant you peace of mind and promise to be a forgiving master."

Lord Beremo Fizzmos threatens the characters as he starts casting his spells.

Experience

Award the party 5,000 experience points if they find the *orb of Enchantment*.

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7. BEREMO'S FORTRESS

Background

Lord Beremo Fizzmos has successfully resisted the mind-warping powers of the *orb of Enchantment* and summoned an *instant fortress* in the cave where the artifact hovers. He uses the tower as a base to study the artifact and be close to its magical energies.

Environment

The adamantine tower rises from the cave's floor, its single door closed to the outside. Inside, the tower is bare and shows signs of limited inhabitation. However, there are some personal belongings and writing materials on a stone slab that Lord Beremo Fizzmos uses as a table.

Treasure

Lord Beremo Fizzmos's *instant fortress* can be dismissed with the right command word, which is "zanxlarthar", the Draconic word for "domination". The slab contains a few burned-out candle stubs, five sheets of paper with scribbles about the expedition, an inkwell, and a pen. It also holds a tiny wooden replica of a chest that looks exactly like the chest at the expedition's basecamp (area 7 of Kirakku Island). A character who succeeds on a **DC 19 Intelligence (Arcana)** skill check realizes that it is the replica used for a *secret chest* spell.

Lord Beremo Fizzmos converted the tower's second floor into a sleeping area where the sorcerer's belongings are strewn about. A vial rack holds four vials with a thick purple fluid that glows with a purple light - four doses of the *essence of Enchantment*. Next to the bedroll is Lord Beremo Fizzmos' map of Kirakku Island with locations 4, 5, 6, 9, and 10 marked and labeled, and his notes (handout #3) on the *orb of Enchantment*:

"I am pleased to declare that I have accomplished my mission to uncover the powerful magical node of enchantment, as tasked by my aboleth masters. I have reported my findings to them via our telepathic bond, and they were pleased, promising further augmentations of my physical form and mental superiority. The journey was fraught with peril, but I am proud to state that I emerged victorious.

The orb was safeguarded by mind-affecting powers that aimed to deter me from accessing it. However, I was able to overcome these enchantments and eventually gained entry to the orb. The cost was steep, as the orb attempted to drive me to madness before I could attune to its magic. I am disappointed by the failure of my spellslaves against these enchantments, and I will need to seek out more capable candidates to replace them.

Once the bond was forged, I discovered that the orb was invulnerable to harm, impervious to divination spells, and could not be moved from its location, even by the most potent magic. Furthermore, upon my attunement, the orb bestowed limitless access to the heroism spell, a great boon I relish. I wonder how this magical manifestation came into being. Judging by its form of undiluted enchantment magic, I conjecture that it is some sort of conduit from the divine realm of the Wondermaker. It is almost certainly connected to the caster of the magic mouth spell at the entrance to the cave system.

Most significantly, I unearthed the method to extract the orb's essence—raw magical enchantment power. I could harvest this energy by casting a fifth-level enchantment spell upon the orb. I have stored doses of the essence in small vials and found that ingesting it liberates me in molding and manipulating enchantment spells beyond my already potent abilities. The essence even enables me to weave enchantment spells unavailable to me through my bloodline powers. Nevertheless, I must exercise restraint, for the essence is debilitating, and its exhausting side effects could easily drain my vitality to the point of death.

I am elated at the prospect that my aboleth masters will reward me with more blood transfusions, enhancing my transformation into something more akin to them—a true master of enslavement."

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THE FLAMEDRAKE



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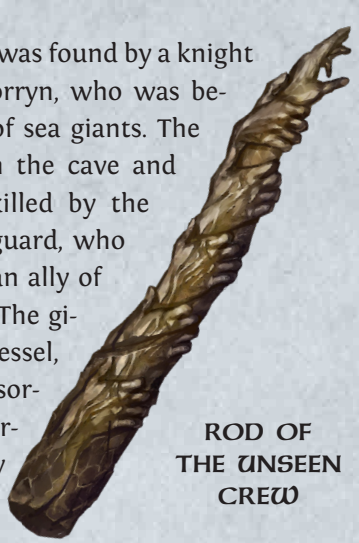
10. THE FLAMEDRAKE

Background

Lord Beremo Fizzmos landed on the northeastern tip of Kirakku and secured his magical dragon ship, the Flamedrake, in a hidden sea cave. Lord Beremo Fizzmos took his *rod of the unseen crew*, so the ship is essentially unable to sail without a crew. He also left a few of his spellslave sorcerers to guard the vessel.

A few days ago, the cove was found by a knight of A'rvanshy named Silorryn, who was being chased by a family of sea giants. The knight sought refuge in the cave and on the ship but was killed by the spellslave sorcerers on guard, who mistook the knight for an ally of the approaching giants. The giants easily overran the vessel, and only two spellslave sorcerers are alive and barricaded into the armory (area 12).



ROD OF THE UNSEEN CREW

Environment:

The shores of Kirakku are steep rocky cliffs on the southeastern part of the island. The cliff face features a large, 80-foot-tall cave opening, completely covered by overhanging vines that almost touch the water level. The sea cave behind the wall of vines is a vast chamber that reaches hundreds of feet into the rock. The water is 30 feet deep here, able to accommodate the massive size of the Flamedrake, which is anchored at the center of the cave, 50 feet from the cave opening. Only dim light seeps into the cave from the outside, even if the vines covering the cave opening are removed.

Flamedrake. Use the **dragon ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Elemental Warding (Fire)
- *Grappling Claws*
- *Dragon Figurehead (Fire)*
- *Freezer Compartment*

Scene

Finding the ship is an easy task if the characters find the map of Kirakku Island in Lord Beremo Fizzmos's backpack. Otherwise, the large cave opening in the overgrown cliffs can only be discerned on a successful **DC 21 Wisdom (Perception)** skill check.

Three **sea giants** have camped in the water under the ship around its anchor, while their three companions are trying to get at the barricaded spellslave sorcerers in the ship's hold. They will attack and call their allies on the ship if they see anyone approach. If half the giants are slain, the rest of the group will flee the cave and retreat to the depths of the sea.

If Captain Gixx Shortpebble and Jade Storm are present when the characters find the Flamedrake, the two will try to convince the characters that they are the best choice for captain and first mate. Lacking a crew, Captain Gixx Shortpebble knows that he has no position to commandeer the ship. Soon, the ex-pirate starts to consider himself and his half-giant partner as the co-owners of the ship with the characters and will go into heated debates over the subject.

1. CONTROL DECK

Background

Lord Beremo Fizzmos commanded the Flamedrake from the elevated aft deck of the ship, using the control panel to steer the ship.

Environment

The elevated bow section of the ship holds the control panel of the Flamedrake. The controls are embedded behind the magical dragon figurehead and offer a clear line of sight above the dragon's head. A trapdoor lies open on the deck, with a ladder leading to the captain's cabin below the bow deck (area 4). Steep stairs lead to the ship's main deck, 15 feet below. The panel has various buttons, levers, and gauges, all labeled in Draconic.

Scene

Using the panel, anyone can steer the vessel. In addition, the panel has a mechanism for extending

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and retracting its underwater claw and a button to launch the breath weapon of the figurehead.

2. MAIN DECK

Background

The main deck is used mainly for loading and unloading cargo.

Environment

The center of the main deck features a metal grate and forklift. However, the grate is ripped out from its hinges. The mortally wounded bodies of several individuals lie on the deck—two Xantharosian spellslave sorcerers and a deep-sea elf clad in green armor made out of shells and bones. Small stairs descend to the mess hall (area 6).

Scene

If the characters make any noise on the ship's deck, the three sea giants from the mess hall (area 6) climb out of the hold and attack.

If a character investigates the deep-sea elf's corpse, they can find a shell with an engraved script in Deep-sea Elvish. A character who understands both Aquan and Elvish can translate the message, which reads: "The Silent Pearls will offer perfect refuge for Starhaven. Morgawr will never find us there. Meet us at the northern tip of the Upper Necklace when you have located the fragment of A'rvanshy's sigil."

Treasure

The knight's half plate armor is made out of underwater alloys that have been treated to reduce their weight to half as much as a standard suit. The knight's trident is a *+1 riding trident*. A piece of a flat black crystal is hidden under the knight's armor, which seems to be a fragment of a larger piece. It has an engraving on it written in Deep-sea Elvish that reads: "The Gullet" and it is worth 1,200 gold pieces (see handout #4 - puzzle piece A).

Riding Trident. This trident is longer than its shorter counterpart and perfectly balanced for mounted combat.

Type	Damage	Weight	Properties
Martial Melee Weapon	1d12 piercing	6 lb.	Reach, Special, Versatile (2d6)

Special: You have disadvantage when you use a riding trident to attack a target within 5 feet of you. A riding trident requires two hands to wield when you aren't mounted.

3. STERN DECK

Background

The stern deck holds the artillery battery of the ship.

Environment

Steep stairs lead to the stern deck, 15 feet above the main deck. Three loaded ballistae are mounted on a semicircular line of rails at the vessel's stern. A large chest affixed to the deck contains 18 ballista bolts.

Scene

As an action, a creature can remove the clamps that affix a ballista to move it along the rails and fix it in a new position, as long as another ballista is not blocking the rail. The central ballista can move 10 feet in either direction, while the two peripheral ballistae can move 20 feet. They can be rotated 45 degrees in either direction.



HANDOUT #4 - PUZZLE PIECE A

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4. CAPTAIN'S QUARTERS

Background

Lord Beremo Fizzmos left the security of his private cabin to his flying wands. The giants bashed the cabin's door but were repelled by the wands. They have chosen to ignore the cabin and avoid danger by not entering the room.

Environment

Behind the shattered door, the furniture in the cabin is simple but masterfully crafted from iron with dragon head motifs and ornate patterns. The pieces are a large bed with crimson silk bedding, a cabinet with clothes for a small creature, a velvet throne, a small table set with a simple jug of berrywater, two cups made from ivory, and a nightstand with another ivory cup. The two rugs in the room are of exquisite quality—a large circular one with a red dragon design and a smaller one with patterns of flames. Two circular windows, the eyes of the Flamedrake, allow light into the room. A 15-foot ladder leads to a trapdoor at its top.

Scene

Lord Beremo Fizzmos has left six **flying wands** (three *of lightning bolts* and three *of paralysis*) to guard his cabin. The flying wands attack anyone who enters the room or attacks them but will not pursue creatures outside of the cabin. The wands have regained their charges since the encounter with the giants.

Treasure

There are no personal items in the cabin, but a few pieces are valuable. The larger rug is worth 800 gold pieces, while the smaller one is worth 200 gold pieces. The jug and three cups are scrimshaw and are worth 40 gold pieces for the jug and 5 gold pieces for the cups.

5. CAPTAIN'S STUDY

Background

Lord Beremo Fizzmos used the study to plan the expedition with his spellslave sorcerers and teach them the powers of his aboleth masters. The study also functioned as a sitting room and a library, where the apprentices kept logs of their progress and notes on various subjects. The cabin's outer wall is shattered, and the giants have ransacked the room.

Environment

This spacious cabin was a comfortable sitting room before the giants ransacked it. The central wall from the main deck has been broken down, and the room has been torn apart. Folders, sheets of paper, and books cover the floor. The furniture of the room—a table, eight chairs, two sofas, and four bookshelves—has been scattered and is mostly broken. The large rug is sodden and covered by giant footprints.

Scene

If characters spend at least 1 minute looking through the scattered books, folders, and notes, and if they succeed on a **DC 15 Intelligence (Arcana)** skill check, they can learn that the writings are devoted to studying various aspects of sorcery, specifically telepathy and psychic energies. Folders are marked by the name of the spellslave apprentice and contain their notes on the subject, with Lord Beremo Fizzmo's corrections in the margins.

Treasure

Two items have been missed by the pillaging giants. One is a golden pointer in the shape of an arrow worth 150 gold pieces. The other is a paperweight in the shape of a goldfish made from a vibrant red coral worth 500 gold pieces. In a small drawer of the shattered bookshelves lies a black wooden box inlaid with golden sigils that holds a Spell Wars card deck made of dragon ivory with a slim bejeweled golden case worth 260 gold pieces.



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6. MESS HALL

Background

The hold was used as a mess hall for the spellslave sorcerers. Two spellslave sorcerers have been trapped in the ship's secure armory for days while the sea giants outside have been trying to bash down or force open the door. So far, without success. The giants are angry and frustrated as a result.

Environment

Two long tables and twenty chairs are scattered in the hall, along with dishes and tableware, all strewn about. The large wooden trapdoor at the center of the room is shattered. However, the hinges that once held the trapdoor are still intact. The aperture and a small staircase on the starboard side both lead to the main hold (area 14).

Scene

Three **sea giants** are crammed into the mess hall, discussing the next attempt to get at the two puny humans locked in the armory. When alerted by noise from above or their companions under the ship, the giants grab their greatspears and rush to engage any threat. If half their numbers are slain, the remaining giants will flee the cave and retreat to the depths of the sea.

SEA GIANT



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7. GALLEY

Background

The small kitchen area of the ship was used to prepare meals by the spellslave sorcerers.

Environment

The alcove holds a large metal oven. Pots and pans lie scattered on the floor, along with the remains of ingredients that were being prepared when the giants attacked.

8. LARDER

Background

The larder cabin of the ship held some nonperishable foodstuff used by the kitchen, as well as the coals for the oven.

Environment

The room's door has been smashed by the giants, and the ingredients inside have been ransacked. The giants have consumed a large rack of seaweed. However, they did not disturb the two barrels in the room, which are full of olive oil and rice wine vinegar. A large rack holds coals for cooking.

9. STORAGE

Background

The general kitchen storage cabin held dry ingredients for cooking. The giants also bashed the door and ripped apart the sacks and boxes, looking for edible goods.

Environment

The door to the storage cabin hangs open on a single hinge. Sacks that used to contain flour and rice are torn apart, their contents spilled and ruined. The splintered remains of water barrels cover the floor. The hungry giants gobbled all the dried fish and meat stored here a few days ago.

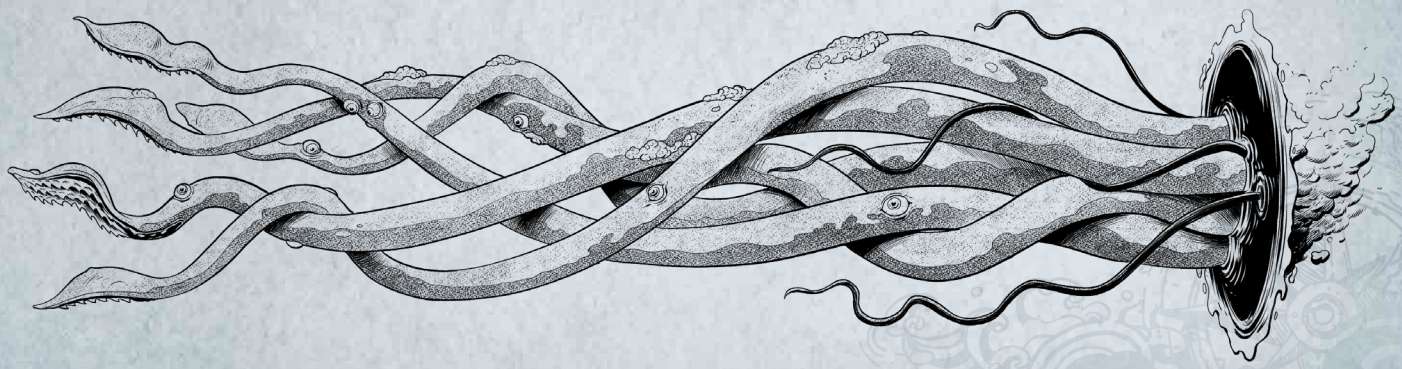
10. COLD ROOM

Background

The magical cold room of the ship was used to store all perishable goods, like milk, fresh meat, fish, fruits, and vegetables. The room was enchanted to keep the cabin's temperature at 14 degrees Fahrenheit. The giants peeked inside but did not enter the cold room, fearing the strange cold inside.

Environment

The cabin's surfaces are covered with frost. Within, the cold room contains perishable foodstuff like chunks of meat, whole fish, various root vegetables, and tropical fruits.



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11. GUEST CABIN

Background

The guest cabin is seldom used, only when a prominent Lord or notable passenger travels on the Flamedrake. The giants also ransacked the cabin.

Environment

The door and aft wall section of the cabin is broken down. Within, all the furniture is in disarray. The remains of a simple but comfortable bed, a wooden travel chest, a commode, and a writing table lie trashed on the cabin floor.

12. ARMORY

Background

The armory was used for storing extra ballista bolts, as well as simple weapons when the ship was used by military forces. When the giants attacked three days ago, two spellslave sorcerers fled into the armory. They bolted the door to the chamber, and the giants have been unable to get at them, though not without trying to pry the door open and bash down the walls. The two sorcerers are dehydrated and starving, with little time left to live.

Environment

The ship's armory is a small chamber with a steel wall and a watertight security door. Inside, a large metal case holds 18 extra ballista bolts. There is a standing rack to hold weapons, but it is currently empty.

Armory Walls and Door. The walls and door of the armory are made of solid steel that is 6 inches thick. It requires a successful **DC 22 Dexterity** ability check with thieves' tools to open the lock on the door. The wall sections and door have AC 19, 100 hit points, a damage threshold of 10, and immunity to poison, psychic, piercing, and slashing damage. The door can be forced open with a successful **DC 25 Strength (Athletics)** skill check.

Secret Compartment. The room also has a secret compartment with a small button to open it at ground level that can be located with a successful **DC 25 Wisdom (Perception)** skill check if a character is searching for it.

Scene

Once the characters defeat the sea giants outside, silence envelops the mess hall. The armory is essentially soundproof, so the only way the characters can learn of the two **spellslave sorcerers** (with four levels of exhaustion) inside, is to open the door or signal to them with a knock. If the knock is subtle and does not resemble a giant's pounding, the spellslave sorcerers, Yaimo and Toriphnius, will cautiously open the door and exit the chamber. They are close to dying from dehydration and starvation. With fatigued voices, they will beg for their lives, water, and food. If rescued, they can relate what they know of the Flamedrake and Lord Beremo Fizzmos. They will stay with the characters until they reach the Isles of Xantharos where they will try to get back to their clan. If interrogated, they tell about Lord Beremo's mission and their aboleth masters, the Syndicate of the Mindmasters, who reside in their lair (Calhay Sea location 33) within the Silent Pearls.

Treasure

The secret compartment contains a steel box and a quilt on top of it. The steel box has multiple potion racks inside, holding eight *potions of climbing*, ten *potions of healing*, two *potions of swimming*, four *potions of resistance (fire)*, and four *potions of water breathing*. The quilt is a *quilt of useful items* (as a *robe of useful items*, but you don't need to wear it).

13. CREW QUARTERS

Background

The large stern sections of the ship belowdecks are the two sleeping areas for Lord Beremo Fizzmo's spellslave sorcerer apprentices.

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Environment

The doors to both cabins are ajar. Other than the hammocks suspended from large beams, a few barrels containing fresh water, and large crates with dirty laundry, the rooms are empty.

14. HOLD

Background

The main hold of the ship is used to store ship supplies and repair the wooden and metal parts of the ship. It also stores a diving bell and the cables needed to operate it.

Environment

The hold of the Flamedrake stores the mundane supplies of the ship, including barrels of fresh water and spare parts for ship repairs like chain links, nails, and armor plates. Two workstations line the walls, one for woodwork and one for smithing. The tools for these stations are scattered about but can be assembled to form complete sets of carpenter's and smith's tools. There is a 10-foot tall diving bell in the middle of the hold, with a long steel tube attached to its top on one end and coiled around a cylindrical drum with a pump on the other.

Diving Bell. The diving bell is made of wood that has been covered by gray resin to make it water-resistant. It is 10 feet tall, has a diameter of 15 feet, and weighs 1,300 pounds. It has AC 15, 75 hit points, a damage threshold of 5, and damage immunity to poison, psychic, and damage resistance to piercing and slashing damage. Four medium creatures can fit inside the bell with enough space to stand. A wooden bench runs around the inside of the bell where creatures can sit, and four triple-lined glass windows allow a view from the inside to all sides of the bell. Creatures can enter and exit the bell from its bottom, which is not covered. The steel tube on the top of the bell is its suspension device and also allows the drum operator to pump oxygen into the bell. The tube is 900 feet long, which is also the maximum diving range of the bell. Sacks can be attached to the bottom rim of the bell for descent and can be discarded to rise, both at a rate of 30 feet per round. As a full-round action, a creature must constantly pump air into the bell from the surface using the hand-operated pump on the steel drum that holds the bell's tube. If fresh air is not supplied to the bell, creatures inside start to suffocate within 10 rounds.



THE FLAMEDRAKE

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THE SAHUAGIN WAR

The characters' diplomatic mission reaches an impasse when they discover that their host, Lord Rinavaram Shatterwind, is nowhere to be found in the city. As they delve into the circumstances surrounding the lord's demise, a gripping tale unfolds, revealing the sinister presence of lycanthrope pirates and unveiling the hidden locations of several *orbs of the Wondermaker*.

THE CHILDREN OF THE COFFLE

The Seat of Scales' harbormaster intricately involves the characters in the schemes of the enigmatic Children of the Coffle. Through a harrowing ordeal and a narrow escape, the characters find themselves in a perilous predicament. However, this dangerous situation also brings them closer to understanding the inner workings of the organization and establishes a connection with one of Xantharos' esteemed nobles.

A'RVANSHY'S LEGACY

The trail of the *Shell Relic of A'rvanshy* leads the characters to the valiant Knights of A'rvanshy, who plead with them to liberate the city from the tyranny imposed upon the oppressed deep-sea elves by Morgawr. Embarking on a treacherous mission to A'rvanshy's tomb, the characters can learn about the lich's legacy and the secrets of the *orbs of the Wondermaker*.

THE ORBS OF THE WONDERMAKER

The quest for the *orbs of the Wondermaker* sets the characters on a captivating voyage across the vast expanse of the Calhay Sea, spanning a diverse array of islands, long-forgotten ruins, and even the mysterious depths beneath the waves. Within each of the orb's locations, the characters encounter formidable challenges and perils that must be conquered to acquire the potent magic held within these mystical spheres.

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Chapter 3



On The Calhay Sea

Characters should be level 17 when
they start Chapter 3 of Torrents of the Spellhoarder.

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ORBS OF THE WONDERMAKER

FINDING THE ORBS

The characters have already encountered one of the magical artifacts, the *orb of Enchantment,* in Chapter 2 of the adventure. Throughout the adventure, as the characters discover more of the Calhay Sea and the Isles of Xantharos, they will find additional clues hinting at the existence and the locations of the other seven *orbs of the Wondermaker*. The characters might seek out these magical artifacts for various reasons, both personal and social, but finding them will require perceptiveness, endurance, and skill.

The following clues can lead the characters to each *orb of the Wondermaker:*

- **Abjuration:** The characters can hear or read an ancient deep sea-elven song, The Hymn of the Guardian Sphere (handout #5), at several locations, namely the Garden of Hope and Liberty (Seat of Scales location 18), the Sunken Treasures (Seat of Scales location 47), Starhaven (Calhay Sea location 31), the Fathomless Reaver (Calhay Sea location 28), or the Floating Sanctuary (Calhay Sea location 42). The song refers to the location of the *orb of Abjuration*. Once the characters understand the Deep-sea Elvish song, they can make a **DC 20 Intelligence (Nature)** skill check to determine some of the most significant locations where an abundance of coral grows in the Calhay Sea. With a successful **DC 20 Intelligence (History)** skill check, a character can locate the region where the ancient dark elf ruins are likely to be (Island of the Green God and Rajmahor's Verdict). A character with a successful **DC 17 Intelligence (Nature)** skill check knows that the moon's light does not penetrate the depth of the sea, but there's an animal called the moonlight fish that sheds light during its mating season. A character with a successful **DC 19 Intelligence (Nature)** skill check knows that the moonlight fish mate on extensive coral reefs, which are positioned on the western side of larger land formations. The intersection of these regions and information points the characters to location 40 on the Calhay Sea map.

- **Conjuration:** The characters should find the *orb of Conjuration* as the last one. It is located

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under Fort Zlatozar (Calhay Sea location 16), and its existence and location should be revealed only when the event named "Divine Intervention" is triggered by the DM in Chapter 4.

- **Divination:** To find the *orb of Divination*, the characters must seek out and meet the green dragon oracle, Ossiazzxontyr (Calhay Sea location 25). The green dragon's glowing eyes should serve as a hint that it is using the essence of an orb on a daily basis. Another obvious clue is revealed when the characters hire the dragon to divine something of significance. In such a case, Ossiazzxontyr will openly consume the yellow *essence of Divination* and become an aspect of the Wondermaker in front of the characters' eyes.

- **Enchantment:** The characters should have already found the *orb of Enchantment* on Kirakku Island in the Valley of the Lost (Calhay Sea location 25).

- **Evocation:** While searching for Lord Rinavaram Shatterwind, the characters find mystic inscriptions behind a waterfall at the Falls of the Deep-Sea Elves (Calhay Sea location 3). If they can redirect the flow of the waterfall and piece together the puzzle, the jigsaw mural speaks about the *orb of Evocation* and its location at Cyclone Peak region of the Calhay Sea at location 36.

- **Illusion:** A segmented art object that also serves as a multi-piece puzzle—the Puzzle of the Cliffs (handout #4)—shows the location of the *orb of Illusion*. By piecing the puzzle together and placing it on the Calhay Sea map, the characters can use it to locate the orb at Calhay Sea location 18. They can find the three pieces on the Flamedrake (Kirakku Island location 10, Calhay Sea location 25), in Thanstyndurlyath's Lair (Calhay Sea location 43), and at the Fangs of Xantharos (Calhay Sea location 8).

- **Necromancy:** The clue to the location of the *orb of Necromancy* is hidden in the Tomb of A'rvanshy (Calhay Sea location 32). In Chapter 1, the characters learn the first part of the information from half of the S*hell Relic of A'rvanshy*. The Knights of A'rvanshy can provide the characters with the location of the Tomb of A'rvanshy, where the second part of the Shell Relic awaits them. When the two pieces are combined, they reveal the exact coordinates of the orb at location 41 of the Calhay Sea map.

- **Transmutation:** *Neb*, the magical parrot leader of the Dread Stingers, has found and been harvesting the essence of the *orb of Transmutation* without fully understanding the nature of what it is dealing with. *Neb* has been selling the essence of the orb to various Xantharosian spellcasters, but it is not willing to reveal the source. The characters can follow the clues left by Lord Shatterwind at the Falls of the Deep-sea Elves (Calhay Sea location 3) to the Dread Stingers' dead drop location (Calhay Sea location 5) and then the magical parrot to location 11 on the Calhay Sea map.

UNDERWATER ENVIRONMENTS

Rules for underwater movement and visibility are detailed on page 116 of the Dungeon Master's Guide, while rules for underwater combat are covered on page 198 of the Player's Handbook.



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CALHAY SEA

Habitat of the Slumbering Bronze
35

Heart of the Slumbering Volcano
36

CYCLONE PEAK

Syndicate of the Mindmasters
33

THE SILENT PEARLS

Reefside
34

Starhaven
31

Court of Count Baphaeaaz
37

Tomb of Kwanshy
32

Lair of the Azurite Dragongod
38

THE ABYSMAL RIFT

City of Kwanshy
30

Caves of Unavoidable Fate
29

The Fathomless Reaper
28

EMERALDBACK ISLES

Emeraldback Tribe
26

Seaward Straight

The Gnawed Bone
39

Vault of the Guardian Sphere
40

ISLAND OF THE GREEN GOD

Pleasure Tower of Synthyl Ven'draath
41

RAJMAHOR'S VERDICT

Floating Sanctuary
42

Thanstyndarlyath's Lair
43

The Dark Maiden
27

Valley of the Lost
25

ROCKHORN ISLES

Breath of the Ancient

StarFire
9

The Searing Scourge
10

The Rusty Nail
6

Dead Drop
5

Monument of the Fiend Slayer
23

Clan Astrillax Estate
21

WINGSHIELD ISLANDS

Shark Rider Spawning Ground
22

The Black Cloak
24

Clan Cannelis Estate
20

Clan Wyltress Estate
19

DRAGON'S CROWN REACH

Fangs of Xanthaaros
8

Slaves for Blood
7

Skull of Cthogga
11

Dreamer's Gulf

Raiders in the Dark
4

THE GULLET

Clan Yestryll Estate
12

Falls of the Deep-Sea Elves
3

Tribe of the Enchained
13

IXXTAR WILDS

Clan Shatterwind Estate
2

Jade Bay

Seat of Scales
1

Clan Fralkyn Estate
14

WYRMHEART VOLCANO

Venomous Spawning Ground
15

Clan Zlatozar Estate
16

THE WYVERN SWEEP

The Umbral Beacon
17

Sea of Dawn

Cliffs of Insubstantial Terror
18

Balmy Sea

MILES 5 15 25
10 20

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1. SEAT OF SCALES

Environment

As the monsoon season draws to a close, the citizens of the Seat of Scales prepare for the Death of Wind and Rain, a week-long celebration that fills the city with excitement and joy. The harbor in the Landing is bustling with activity as ships arrive, laden with exotic goods from all regions of the isles, while vendors set up stalls in the Wide Bazaar to sell their wares. In the Favored's Vale, where many of the city's affluent residents reside, colorful banners and lanterns decorate the streets, and the sound of music and laughter spills out from the numerous mansions and villas.

Meanwhile, in South Edge, a district known for its rowdy reputation, the festivities take on a wilder atmosphere, with street performers, acrobats, jugglers, and fire-eaters entertaining the boisterous crowds.

Finally, in the Wyrmrise, where the city's noble families live, the festivities are characterized by grandiose displays of wealth and indulgence, with the half-dragon nobles and their entourage of slaves enjoying lavish feasts and festivities.

Throughout the city, the aroma of exotic spices and cooking meats fills the air, with feasts taking place in every clan colony. Families gather to celebrate the end of the monsoon season, exchanging gifts and stories while children run around and play in the streets. Even slaves are granted a reprieve from their toils for the week, with many joining the celebrations and savoring their brief interlude of freedom.

As the shattered moon rises, the city comes alive with light and sound every night. Lanterns and fireworks fill the sky, and the Stonedrake Bartizans, the harbor's chain of defenses, are lit up with colorful displays. The sounds of music and revelry echo through the city streets under the watchful eyes of the stern dragons of the Fangs of Order.

Scene

Soon after the characters arrive in the city, they are drawn into the following events.

THE HARBORMASTER'S ULTIMATUM

Background

Geryn Sorpin, the long-serving human harbormaster of the Maw, has been a trusted servant of the Scaled Council and the noble clans for decades. He was granted his freedom decades ago but continues serving the nobles. Harbormaster Geryn Sorpin possesses exceptional shipbuilding, maintenance, and repair skills and has an extensive knowledge of the sea and its unpredictable nature. Despite all his experience, he carries out his tasks with great humility and shows respect toward the half-dragon nobles whose ships his crew handles with care in both the wet and dry docks. However, he has a weakness for alcohol and frequents Everyone's Darling (Seat of Scales location 3) every evening after his shift.

Little do the half-dragon nobles know that Geryn Sorpin despises the state of Xantharosian society and the institution of slavery in particular. The harbormaster, himself an emancipated slave who was granted freedom by Lord Slyssandor Yestryll decades ago, has dedicated his life to the ideals of Yshara the Soft-spoken and the Children of the Coffle. Along with his former master and the two oni sisters, Liberty and Hope, Geryn works tirelessly to save and support as many slaves as possible. They hide runaway slaves on Lord Yestryll's estate, and occasionally, they arrange for larger groups of slaves to be taken off the isles to start new lives on the western continent. These escaped slaves are each given a small pouch of gold, and they are aided by each other's help.

When the characters arrive, there is an issue of overcrowding in the hidden chambers under the Garden of Hope and Liberty due to the influx of slaves rescued from Clan Astrillax. The need for a new smuggling operation of liberated slaves is becoming increasingly urgent.

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Environment

The Maw is the busy inner harbor reserved for the ships of the noble clans. Large dragon ships are docking or being taken to the dry docks every hour for repairs. The area teems with skilled port operatives and loaders who work between the warehouses, service stations, and the colorful and intimidating dragon ships. The noise of the workers, creaking ships, large chains, flapping wing-shaped sails, and the sea all contribute to the distinctive atmosphere of this city district. Some of the Fangs of Order rest on the side of the docks and top of the warehouses, overseeing the bustling port with watchful eyes.

Scene

As the characters approach the city from the sea, they can make a **DC 13 Intelligence (Investigation)** skill check to notice that the dragon ships pass the outer docks reserved for foreign ships and converge in the inner bay. When the characters prepare to dock the Flamedrake at the Maw, the busy inner harbor reserved for the noble clans, they are greeted by Harbormaster Geryn Sorpin (use the **spy** monster entry with an alignment *of neutral good*), accompanied by six of his crew members (use the **sailor** monster entry) heading toward the dock of their choice. He requests a private meeting with the characters on the Flamedrake before they disembark. A character who makes a successful **DC 10 Wisdom (Insight)** skill check notices brief looks of confusion on the faces of the harbormaster's crew members as they hear their superior's unusual request.

Harbormaster Geryn Sorpin introduces himself to the characters and inquires about the purpose of their visit but then quickly changes subject and notes that the Flamedrake is a well-known ship in the city and is owned by Clan Fizzmos. He takes out a dragon-shaped whistle in one hand, a Whistle of the Fangs that calls the Fangs of Order if blown, and adds that the ship's arrival without its usual crew would likely interest the red half-dragon gnome clan and the Fangs of Order. He warns the characters that they would probably be questioned about the fate of the noble sorcerer and his slaves, and how they came to possess Clan Fizzmos' magical dragon ship. He adds that the usual sentence for killing a noble of the Isles is execution. Geryn Sorpin says that he will alert the Fangs of Order, or his crew will do the same if he doesn't return to them. He then explicitly suggests that a bribe is due to avoid any trouble. However, the harbormaster has a more complex request than just gold.



HARBORMASTER GERYN SORPIN

"I hope you understand the severity of your situation, which is getting more dangerous with every minute you spend in these docks."

Harbormaster Geryn Sorpin setting the scene to present his agenda.

Once the characters understand their situation and the harbormaster's intentions, Geryn Sorpin proposes a deal. The harbormaster offers a magic item he owns that could conceal their ship from recognition. However, in return, he asks the characters to deliver a group of slaves to a location he has not yet revealed.



"I don't want your gems or other valuables. All I want is for you to oversee a consignment of delicate cargo for me. A group of slaves who need to reach their destination."

Geryn Sorpin elaborating on his plan.

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If the characters ask the harbormaster about the slaves, he will respond in one of two ways, depending on their attitude. If the characters are friendly, he tells them that the slaves have escaped or were smuggled from the grasp of their half-dragon masters and are seeking refuge on the estate of Clan Yestryll (Calhay Sea location 12). However, if the characters have been hostile toward the harbormaster, he lies, claiming that the slaves are part of a shipment he failed to deliver earlier and that he doesn't want to lose more money. A character who suspects that the harbormaster is hiding something can make a **DC 15 Wisdom (Insight)** skill check to confirm that he speaks falsehoods. Characters can attempt to press the harbormaster for more information by succeeding on a **DC 15 Charisma (Persuasion or Intimidation)** skill check. On a successful check, he relates the information detailed in the Underground Liberation section below. If the characters refuse, Harbormaster Geryn Sorpin expresses his disappointment, blows his Whistle of the Fangs, and returns to his men, leaving the characters to deal with the consequences (see Alerting the Authorities section in the Isles of Xantharos and the Calhay Sea section).

If the characters accept the mission, Harbormaster Geryn Sorpin nods in approval and directs them to navigate the ship to one of the dry docks. They are granted access, and the ship is lifted to shore at an inner service bay. Behind closed doors, the harbormaster's men start to apply a multi-piece *cloaking implement* (see Appendix B: Naval Combat) on the ship's hull. Applying the device takes ten days before the slaves can be brought to the ship from the Garden of Hope and Liberty across the street (see the Underground Liberation section below).

If the characters rescued the two **spellslave sorcerers,** Yaimo and Toriphnius, on the Flamedrake, and allowed them to depart, then those sorcerers will make their way to alert Clan Fizzmos. Characters can succeed on a **DC 16 Wisdom (Insight)** skill check to notice that the two sorcerers are suspiciously whispering to each other as if planning something. If confronted, they fight to escape into the city. However, even if the sorcerers are not present on board the ship when the characters set sail for the Seat of Scales, the associates and acquaintances of Clan Fizzmos will soon become aware of the ship's presence if the characters refuse the harbormaster's request. Word of the Flamedrake being sailed by unfamiliar and foreign individuals will reach Clan Fizzmos within four days, and a delegation from the clan will arrive in another four days.

The clan will alert the Fangs of Order, who appear at the ship as a group of six **young dragons**. They arrive at the ship to apprehend the characters and try to take them to the Rack for questioning. If the characters attempt to resist or pick a fight with the dragons, a second group of six **young dragons** arrives within 3 (1d4 + 1) minutes to reinforce the first group. If the characters are successfully taken to the Rack, they are held until a judge is appointed to the case. Lord Kyronz Bartifazz, a green half-dragon minor noble, will arrive in a day to be the judge during the trial, which may last several days before a verdict is reached.

Treasure

If the characters agree to the harbormaster's mission and the upgrades are done, the characters can add the *cloaking implement* to the Flamedrake's list of upgrades (see Appendix B: Naval Combat).

THE MISSING NOBLE

Background

Lord Rinavaram Shatterwind, the half-bronze dragon dwarven warmage, had extensive battle experience and understood the seriousness of the sahuagin's threat. He discovered their innate ability to create and manipulate darkness, allowing them to invade his lands and other parts of the Isles of Xantharos. Despite his efforts to persuade his fellow kin in the Scaled Council to unite against the invading armies, they refused. Clan Astrillax, the other clan whose territories were invaded by the sahuagin, believed they could manage the threat locally, while the other ancient clans remained mostly unaffected. As per the laws of Xantharos,

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each clan is responsible for handling its local issues until the Scaled Council declares it a common cause.

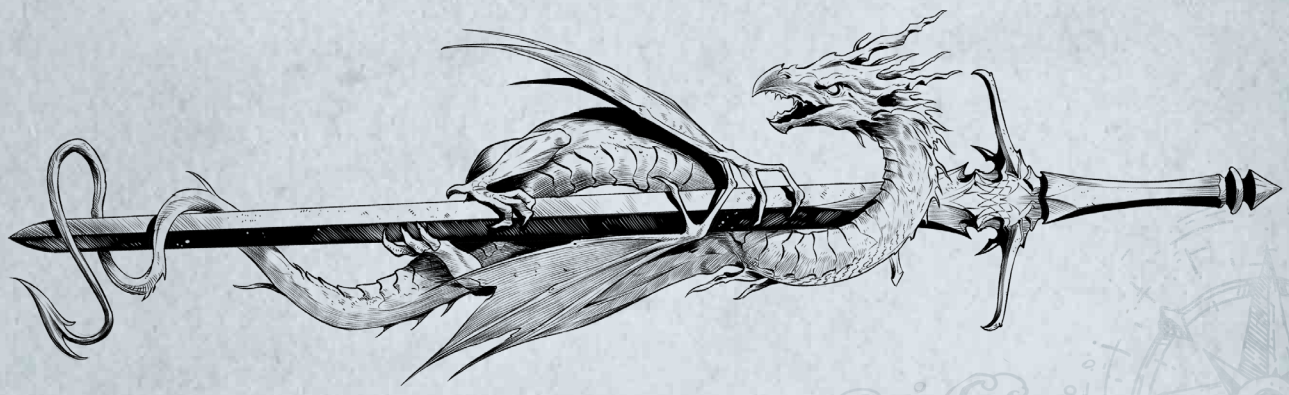
Besides the threat of the sahuagin invasion, Lord Rinavaram Shatterwind also found himself facing a personal challenge. He was introduced to the magical *essence of the Wondermaker* (see Appendix A: Orbs of the Wondermaker) by the pirate lord Zavasha Indrioza, the leader of the Dread Stingers. The serum had a powerful impact on his spellcasting abilities, leaving him wanting more. Lord Shatterwind embarked on a quest to find the source of the essence, and after months of research, he discovered a clue that led him to a strange monument of the deep-sea elves at a waterfall (Calhay Sea location 3).

While binging on the addictive *essence of the Wondermaker*, Lord Rinavaram Shatterwind wrote a letter to the famous heroes of the West, asking for their aid in convincing the Scaled Council to band together and combat the sahuagin on all fronts at once. As he waited for their arrival, he delved deeper into his investigation, spiraling into a state of desperation and paranoia that ultimately consumed his sanity and led to his death.

Scene

Investigations in the Seat of Scales about Lord Rinavaram Shatterwind lead to his residence. After presenting the invitation letter from the lord, the characters are allowed into Wyrmrise by the two Fangs of Order, one green and one silver, that currently guard the gate. The dragons follow their movements from the air as they enter and move through Wyrmrise. The guards at the gates of Clan Shatterwind alert their young master, Lord Rinavaram Shatterwind's only son, **Lord Droonart Shatterwind**, who grants them an audience at his court.

Lord Droonart Shatterwind is in a sorry state, badly wounded, and visibly intoxicated. His right leg is bound and held fixed in a straight position. Despite his condition, the stout half-bronze quickly focuses when questioned about his father's whereabouts. Unfortunately, he has no clue why his father is late or where he might be. Lord Droonart Shatterwind expected his punctual father to arrive two days ago and is concerned that something is amiss. He confides that his father has been acting strangely, becoming increasingly obsessed with something only an arcanist could fully comprehend.



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Lord Droonart Shatterwind (CR 4, 1,100 XP). Use the **veteran** monster entry with the following modifications:

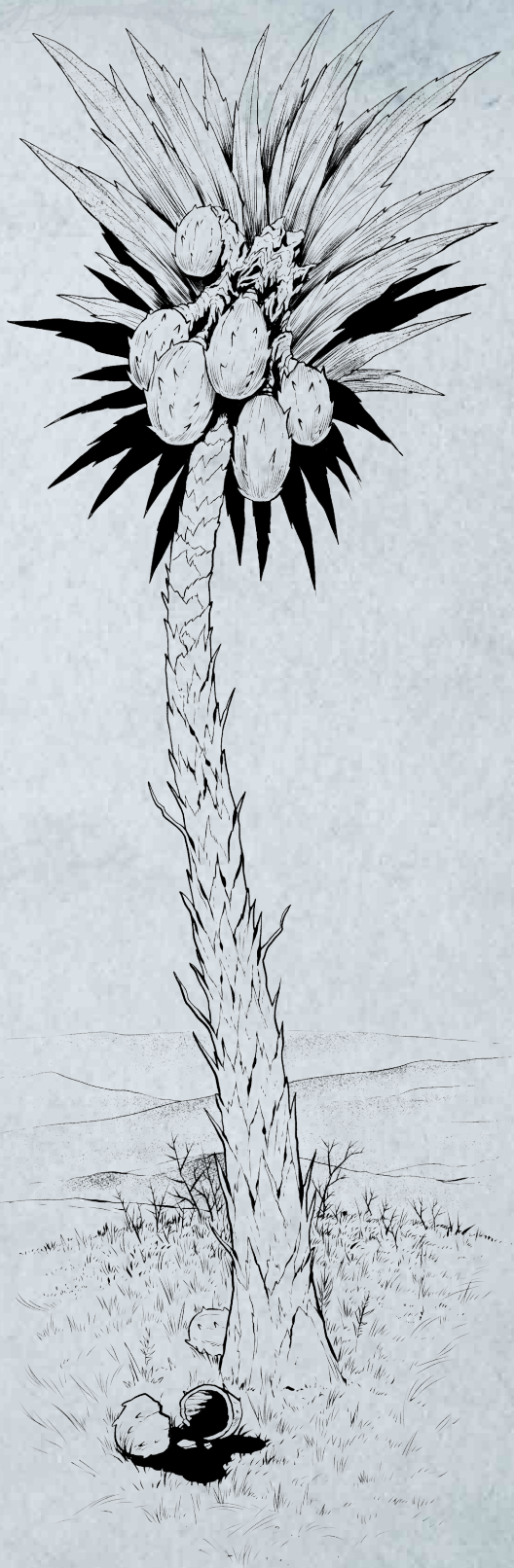
- Lord Droonart Shatterwind is *lawful neutral*.
- He has a speed of 25 ft. and a flying speed of 60 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He has advantage on saving throws against poison and being charmed, and magic can't put him to sleep.
- He is immune to lightning damage and has resistance against poison damage.
- He speaks Common, Draconic, and Dwarven.
- ***Breath Weapon (Recharge 5–6).*** He can exhale lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.



LORD DROONART SHATTERWIND

"I couldn't find a better-suited company to dispatch than yourselves. Be the heroes you are, look into this matter and find out why my father is late. He used to beat me with the scabbard of this sword when I was late for breakfast. This isn't like him at all."

Lord Droonart Shatterwind reminiscing about his childhood while emptying a glass of fine wine.



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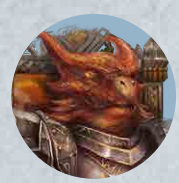
If the characters reveal their knowledge of Lord Rinavaram Shatterwind's research and his last known whereabouts at the western shores of the Gullet, based on his invitation letter (see handout #1), Lord Droonart Shatterwind pleads with them to investigate his father's disappearance. He offers them a generous reward of 4,000 gold pieces' worth of precious gemstones if they can locate and bring him back to the Seat of Scales. As he is done speaking, the dwarven half-dragon takes a swig of hard liquor from an expensive crystal pitcher, clearly using alcohol to cope with his feelings. He turns to withdraw to his chambers but pauses and turns back once more to address the characters.

The young lord expresses his disappointment in his inability to participate in this year's Chase of Dragons due to his condition. He asks if the characters have any experience riding chariots. He explains that he had planned to compete in the upcoming race himself, but he broke his leg and is now unable to attend due to the lack of a *regenerate* spell that would be needed to heal him. He voices his desire for his clan not to miss the race, and he is keen to find someone to win it for them. In his inebriated state, he even offers the characters his prized magical chariot, the *thunderbolt charger*, for use in the race, and a promise to transfer ownership to the rider should they emerge victorious.



"You! You . . . You! I know you can do it! I will grant you ownership of the Thunderbolt Charger if you win this race for my Clan."

Lord Droonart Shatterwind firing himself up about his idea.

THUNDERBOLT CHARGER



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CHASE OF DRAGONS

Background

The Chase of Dragons is a thrilling event that takes place during the Death of Wind and Rain festival. It features the most skilled chariot riders, the chosen champions of the six ancient noble clans. It is a short yet intense contest that sometimes even results in injuries. The ancient clans each present a rider and a suitable racing chariot to compete for glory and the grand prize, usually a valuable magic item. The race is carefully organized and overseen by the Scaled Council, which enforces strict rules to prevent any form of cheating, whether it be mundane or magical.

Environment

Wavecrusher Boulevard is closed off and transformed into the race track for the Chase of Dragons. Banners line the sides of the road bearing the silhouette of dragon chariots. The race follows a circuit around the Maw on the shores of the Jade Bay, starting at the Seventy-two-fold Spires (Seat of Scales location 14) and ending at the Tongue Teaser (Seat of Scales location 44). Spectators gather on both sides of the road to witness the race while half-dragon nobles watch from elevated podiums, balconies, or even the walls of the Wyrmrise.

The characters can spot Lord Droonart Shatterwind on one of the balconies. He is accompanied by other half-dragons and a group of slaves serving drinks.

The Race

Scene

To participate in the Chase of Dragons, the charioteers must complete a course of 1,800 feet, which winds around the Maw. The race track is divided into six sections, with a unique challenge every 300 feet. The race is conducted in consecutive rounds, similar to a combat event. Characters roll initiative at the beginning of each round. Each nonplayer charioteer acts at a fixed initiative. Mounts use all of their actions for movement.

Rules. All chariots must stay under a height of 20 feet throughout the race, risking elimination if the chariot flies higher. The riders are allowed to use their own skills, spells, equipment, magic items, and the unique abilities of their chariots. However, outside interference is prohibited and punished by elimination. Charioteers can only attack each other's chariots. If a charioteer targets another charioteer or beast with an attack, spell, or special ability, the charioteer gets eliminated from the race. The first chariot to cross the finish line wins the race and receives the prize.

Drive Check. As a bonus action, each charioteer can make a Drive Check check at the beginning of their turn to make a maneuver. A Drive Check is a **Dexterity** ability check plus the charioteer's proficiency bonus if the charioteer is proficient with land vehicles such as a carriage, cart, or chariot. If the charioteer fails their

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Drive Check, they can take no maneuver that round but still move normally. A Drive Check that fails by ten or more is considered a critical fail. On a critical fail, the chariot tumbles, turns over, and its speed becomes 0, dealing 1d6 bludgeoning damage to the chariot and the charioteer for every 10 feet of its current speed. It takes one round to return a chariot to the race after it has toppled. A rider must succeed on a **DC 12 Constitution** saving throw each round to maintain a spell while riding a chariot.

Chariots. Each chariot is constructed of a combination of light alloys and wood. It requires the use of one hand to drive the chariot. Chariots have a speed of 50 feet, AC 17, 60 hit points, damage threshold of 5, and immunity to poison and psychic damage. A charioteer has disadvantage on their Drive Checks if their chariot has less than half its hit points. When a chariot is targeted by a spell of effect that requires a Dexterity saving throw, it uses the charioteer's Dexterity saving throw modifier for the roll.

Maneuvers. A charioteer participating in the race can take one of the following maneuvers by succeeding on a Drive Check at the start of their turn before movement distances are calculated:

- **Accelerate.** The charioteer must make a **DC 12 Drive Check**. On a successful check, the chariot moves an additional 20 feet until the start of the charioteer's next turn. If the roll succeeds by 10 or more, the chariot moves an additional 40 feet until the start of the charioteer's next turn.

- **Evasive Maneuver.** The charioteer makes a **DC 12 Drive Check**. On a successful check, attack rolls made against the charioteer's chariot have disadvantage and the charioteer has advantage on Dexterity saving throws until the start of the charioteer's next turn. If the roll succeeds by 10 or more, the charioteer can negate one attack against its chariot that would otherwise hit it in that turn.

- **Hinder Opponent.** The charioteer must choose a target chariot within 5 feet and make a **Drive Check** contested by the target's **Drive Check**. On a successful check, the target chariot's speed is reduced by 20 feet until the start of the charioteer's next turn. If the roll succeeds by 10 or more, the target chariot's speed is reduced by 40 feet until the start of the charioteer's next turn. On a failed check, the speed of the charioteer's chariot is reduced by 20 feet until the start of the charioteer's next turn.

- **Ride-By Attack.** The charioteer chooses a target within its reach or their beast's reach and makes a **DC 14 Drive Check**. On a successful check, the beast can make one melee attack against the target, or the charioteer can take their attack action against the target with a one-handed melee weapon. If the check succeeds by 10 or more, the attacker gains advantage on the attack roll. On a failed check, the speed of the charioteer's chariot is reduced by 20 feet until the start of the charioteer's next turn.

- **Violent Ram**. The charioteer must choose a target chariot within 5 feet and make a **DC 16 Drive Check**. On a successful check, the charioteer of the target chariot must succeed on a **DC 16 Drive Check** or it is rammed and the targeted charioteer is penalized as if it critically failed a Drive Check. On a failed check, the speed of the charioteer's chariot is reduced by 40 feet until the start of the charioteer's next turn.

Contestants. Each ancient clan enters a dragon chariot to the Chase of Dragons with a different rider and beast. The non-player contestants move 100 feet (twice the speed of their chariots) each turn and take the Accelerate maneuver each turn unless they can reach an opponent's chariot, in which case they perform their indicated maneuvers if applicable.



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Clan	Contestant	Initiative	Drive	Beast	Maneuver
Zlatozar	Father Harseen of the Wondermaker (**priest**)*	15 (advantage: *enhance ability*)	+2 (advantage: *enhance ability*)	**Pegasus**	Evasive Maneuver
Astrillax	Kaaiw (**monk of the Ebon Serpent**)	13	+6	Two **monks of the Ebon Serpent**	Violent Ram
Fralkyn	Lahrezzos, the Wyrmslayer (**gladiator**)	12	+5	**Triceratops**	Ride-By Attack
Wyltres	Jarneen, the Blooded (**scout**)	12	+4	Green half-dragon wyvern	Hinder Opponent
Yestryll	Karyxarnus (**young silver dragon**)	10	+4	Karyxarnus himself	Ride-by-Attack

*The priest must succeed on a DC 12 Concentration check at the start of each of his rounds to maintain his *enhance ability* spell. The priest makes his Constitution saving throws with a +1 modifier.

If you want to involve more players or their characters in the race, some noble clans may allow characters to ride for them if they can be convinced or if circumstances dictate a replacement. Alternatively, you can allow them to take control of one of the contestants from the table above.

Race Track Obstacles. The Chase of Dragons starts mid-day under a blazing sun. The contestants are lined up at the start with the obstacles in view ahead of them up to the wall of smoke 900 feet ahead. A cordoned-off corridor runs through the side of the road, keeping the cheering and excited crowd out of the way. Drive Checks made to pass obstacles don't require the use of actions unless noted otherwise.

- **Narrow Passage (300 ft.).** The road ahead is blocked on both sides by 20-foot tall wooden statues of sitting dragons, leaving only a 10-foot wide narrow passage between them. All charioteers must succeed on a **DC 8 Drive Check** to pass through the narrow gap. On a failed check, the charioteer's chariot tumbles, and the charioteer is penalized as if it critically failed a Drive Check.

- **Hanging Potions (600 ft.).** Ropes are stretched above the road at the height of 10 feet, with six small bottles dangling from them a few feet apart. A charioteer who passes under a bottle can make a **DC 12 Dexterity** ability check as an action to grab one of the bottles and drink it. The bottle contains a magic potion that grants the effects of the *guidance* spell for 1 minute.

- **Fire and Smoke (900 ft.).** Thick smoke fills the road ahead, covering a 60-foot-long section of the race course and seeping into the nearby alleys, making it a heavily obscured area. Within the smoke, the road is covered with small piles of gravel. Tall walls of flames rage along the sides of the road as they eat through piles of moist wood under them. When a charioteer enters the smoke-covered area, they must make a **DC 14 Drive Check**. On a successful check, the charioteer passes through the area without being hindered. On a failed check, the speed of the charioteer's chariot is reduced by 20 feet until the start of the charioteer's next turn. If the roll fails by 5 or more, the charioteer's chariot also passes into the *wall of fire* on the side

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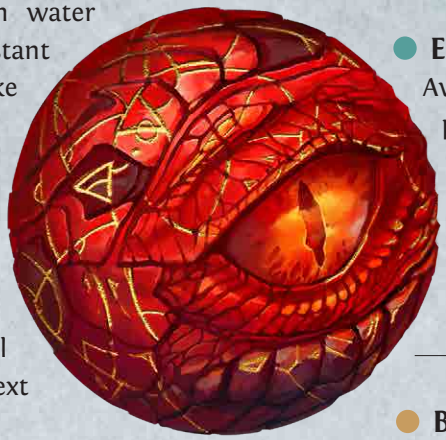
of the road that deals 36 (8d8) fire damage to the beast, the chariot, and the charioteer alike.

- **Water Trench (1,200 ft.).** A 1-foot deep and 3-foot wide ditch filled with water runs across the road. A contestant passing this obstacle must make a **DC 16 Drive Check**. On a successful check, the charioteer's chariot passes through the ditch without being hindered. On a failed check, the speed of the charioteer's chariot is reduced by 20 feet until the start of the charioteer's next turn.



EYE OF IZROFRAXILLAHR

- **Home Stretch (1,500 ft.).** The corridors of the race track have been removed from the sides of the road at the race's final stretch. Several overenthusiastic, daring, or simply reckless fans have entered the road, partially blocking it. When a charioteer enters this section of the race track, they must make a **DC 18 Drive Check** or **DC 18 Charisma (Intimidation)** skill check. On a successful check, the charioteer's chariot passes through the crowd, evading the fans in the middle of the road. On a failed check, the charioteer must make another **DC 13 Drive Check**. On a successful check, the speed of the charioteer's chariot is reduced by 20 feet until the start of the charioteer's next turn. On a failed check, the charioteer's chariot tumbles, and the charioteer is penalized as if it critically failed a Drive Check.

Winning. The first chariot to cross the finish line, a thin golden cord stretched across the road, is greeted by a large crowd of raucous fans. The winning charioteer is escorted to the top of the walls of Wyrmrise for the whole city to see and is awarded the grand prize by a representative of the Scaled Council.

Treasure

The winner of the Chase of Dragons is awarded the *eye of Izrofraxillahr*. Lord Shatterwind also awards the party the *Thunderbolt Charger* if they won the race.

Experience

Award the party 1,800 experience points if they win the Chase of Dragons.

SPELL WARS TOURNAMENT

Background

During the week of the Death of Wind and Rain celebrations, the Seat of Scales sees a significant surge in the number of outsiders and delegations from Xantharosian noble clans. This time of year also draws in Spell Wars card game enthusiasts for an intense tournament held at the Tooth and Nail, a popular location within the Seat of Scales (location 46). The tournament is known to attract high-stakes betting and many spectators.

Environment

The cozy rooms of the tavern are filled with thick smoke, the smell of alcohol, and the chatter of people, including some esteemed half-dragon nobles. They all gather for an exhilarating night of games. Three skilled bards take turns playing various instruments, seamlessly switching between them, much to the delight of the lively audience. As the music reaches a crescendo, players take their seats at small tables and even smaller chairs in the spacious main room of the establishment.

Scene

Spell Wars is a fast-paced card game popular throughout the Isles of Xantharos that requires both strategy and luck and is usually played for money. The game is played by two players who draw cards representing the eight schools of magic that they must use to battle their opponents.

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CHASE OF DRAGONS RACE TRACK



1 tile = 20 feet

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Rules. To enter the tournament, each participant must provide 20 gold pieces worth of gemstones as an entry fee. The tournament begins promptly at sunset and ends in three hours. This entry fee goes into a pot, which becomes the prize for the ultimate victor. Before the start of the tournament, a warning is issued that anyone caught cheating will face a one-week sentence in the Rack.

To participate in the tournament, each character must make an **Intelligence** ability check contested against their opponent in every game. Throughout the tournament, players can participate in three games per hour before the final match, as long as their gem pouches allow. On a successful check, the winner wins the bet amount for the game. On a failed check, the contestant loses their bet amount. The bets required to enter each game are raised every hour. Contestants are free to withdraw from the tournament at any time.

Winning. To win the tournament, a player has to win at least six out of the nine matches in the elimination phase and then win the final match. This lucky individual takes home the grand prize of 860 gold pieces' worth of gemstones in addition to anything they have won at the tables.

Some participants will try to cheat by manipulating the deck's shuffle, dealing from the bottom of the deck, peeping at cards, or secretly marking cards. A character or other player who tries to cheat must make a **Dexterity (Sleight of Hand)** skill check matched against the Passive perception of the other player. On a successful skill check, the character or player can add 2d4 to the result of their Intelligence ability check for the given game. On a failed skill check, the opponent and some spectators also notice the cheating, and four **thugs** escort the swindler outside, calling for a Fang of Order. A **young blue dragon** with a scarred maw arrives in 3 (1d4 + 1) minutes and attempts to lift the cheater off the ground to take them to the Rack. If they resist, additional young dragons arrive in 3 (1d4 + 1) minutes. Four **imps** patrol the Tooth and Nail in the form of invisible spiders, so Dexterity (Sleight of Hand) checks of 11 and below automatically fail and are reported by the imps.



Opponents. The Spell Wars tournament attracts players of different skill levels who are paired up randomly. As time progresses, an increasing number of less experienced players choose to withdraw from the tournament to conserve their precious gemstones.

Roll a 1d10 each time a character starts a new game (three per hour) to see whom they are paired with.

First hour (10 gp bets). 1–4: Skillful, 5–7: Expert, 8–9: Professional, 10: Zhu.
Second hour (50 gp bets). 1–2: Skillful, 3–6: Expert, 7–9: Professional, 10: Zhu.
Third hour (100 gp bets). 1: Skillful, 2–5: Expert, 6–9: Professional, 10: Zhu.
Final Round: (200 gp bet): Zhu, if he hasn't faced a character previously, or a professional.

Most players are in high spirits, perhaps even slightly intoxicated, as they take their seats after being matched up. They exchange pleasantries, with some players more reserved than others, while a few chatter away incessantly. None of the participants attempt to cheat, with the exception of a player known as Zhu (use the **warlock** monster entry). This particular kobold warlock rogue serves a mighty marid and is a devoted Spell Wars enthusiast. Rather than relying on his card skills, Zhu resorts to cheating at every opportunity. If caught, he laughs maniacally and turns into a splash of water (an ability similar to the *gaseous form spell)* and tries to escape by seeping into narrow cracks between the floorboards.

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Use the following statistics of each type of player paired against the characters:

Skillful Players. Int +1, passive Perception 12.
Expert Players. Int +2, passive Perception 14.
Professional Players. Int +4, passive Perception 15.
Zhu. Int +2, passive Perception 15, Sleight of Hand +11.



ZHU

Experience

Award the party 1,800 experience points if they win the Spell Wars tournament.

UNDERGROUND LIBERATION

The Courier

Scene

After his crew finishes working on the ship, the harbormaster directs the characters to the enclosed repair dock. There, Geryn Sorpin introduces the characters to **Enris Relian**, a cheerful tiefling whom the harbormaster regards as his most trusted associate. Enris will escort the slaves through a secret tunnel from the Garden of Hope and Liberty, across the street, and into the dry dock where they can board the Flamedrake at dawn the following morning. The harbormaster assures the characters that Enris is more than capable of navigating their vessel to Clan Yestryll's estate, which is roughly a week's travel away. During the introduction, Enris remains silent, displaying confidence with a subtle grin while the harbormaster praises his naval skills and magical abilities, particularly in manipulating storms. He mentions that the refugees will carry enough food for ten days.

Geryn Sorpin leads the characters to a crate by the walls of the landing and unlocks it, revealing a dark, 5-foot wide vertical shaft that leads to a tunnel 10 feet below. A rope ladder allows access to the 10-foot-wide and -high horizontal tunnel, supported by sturdy wooden beams. The harbormaster promises to keep the dry dock closed until late in the morning, ensuring that the slaves board the Flamedrake unnoticed. When the ship is ready, his crew will carefully lower it into the water for departure. Geryn Sorpin instructs the characters to wait for Enris to show up with the slaves at the break of dawn. Enris then departs through the tunnel, and harbormaster Sorpin closes the trapdoor in the crate. He then wishes the characters good luck before leaving.



ENRIS RELIAN

"Be at the ready and may the dawn winds lift our ship to safety!"
Enris Relian saying goodbye to the characters.



"I hope the souls of those who seek freedom will be on your conscience, as we leave them in your care. Gods' speed and safe journey to you all!"
Harbormaster Geryn Sorpin leaving the characters with a somber farewell.

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Enris Relian (CR 5, 1,800 XP). Use the **spellslave sorcerer** monster entry with the following modifications:

- Enris Relian is *chaotic good.*
- He has a +3 modifier on Survival and a +4 modifier on Nature skill checks.
- He has darkvision 60 ft.
- He has resistance to fire, lightning, and thunder damage.
- He speaks Aquan instead of Deep Speech.
- He lacks the Psychic Energy and Probing Telepathy features.
- He can cast the *gust of wind* spell once per day without expending a spell slot or material components.
- Enris Relian knows the following sorcerer spells instead of the spellslave sorcerer's spells:
  - Cantrips (at will): *fire bolt, mending, message shocking grasp, true strike*
  - 1st level (4 slots): *disguise self, fog cloud, thunderwave*
  - 2nd level (3 slots): *invisibility*, web*
  - 3rd level (3 slots): *lightning bolt, water breathing*
  - 4th level (1 slot): *ice storm*

*Enris Relian casts this spell on himself before combat.



MASTER OF THE EBON SERPENT

Screams from the Tunnel

Environment

In the inner dry docks, the Flamedrake is suspended and propped up by thick ropes and mooring wedges above a huge empty hold.

Scene

As the first rays of sunlight pierce through the darkness of the dock hangar, the characters are startled by the sound of terrified screams echoing from just beneath the secret tunnel entrance. Soon, scared children dressed in tattered clothes emerge from the crate that serves as the exit of their escape route. Closely behind them, twelve adult slaves (use the **commoner** monster entry) flee for their lives. They all wear the branded half-manacle of Clan Astrillax. As soon as they emerge, they rush to the ship and hide in fear as if being pursued.

"Please save us from these killers! Enris is trying to hold them off, but they outnumber him."

The terrified slaves begging the characters to protect them.

The air is pierced by the sounds of crackling energy and fighting coming from the tunnel. Suddenly, Enris lets out a death cry before a terrifying silence settles on the scene. A moment later, six **monks of the Ebon Serpent** jump out of the shaft, followed by the three sons of Lady Sentrix "the Coil" Astrillax – Lords Culfix, Morgix, and Brolix Astrillax. The three black half-dragon halfling **masters of the Ebon Serpent** and their six disciples cast a volley of *ray of enfeeblement* spells at anyone who tries to protect the slaves before engaging them in hand-to-hand combat. They attempt to grapple their enemies before unleashing their stunning strikes and other special attacks.

"Outsiders, we hold the fate of these slaves in our hands. They are ours! Do not intervene, lest we swiftly bring about your inevitable demise."

Lord Culfix Astrillax threatening the characters to give up the slaves.

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After the battle, the rescued slaves recount how the monks had secretly followed them from the Garden of Hope and Liberty. They describe how Enris Relian bought them enough time to escape by sacrificing himself, getting killed by the Astrillax slavers. The slaves beg the characters to take them to Clan Yestryll's estate (Calhay Sea location 12) at the Gullet, where they are promised safety and protection. However, they fear retaliation from the Fangs of Order and Lady Sentrix "the Coil" Astrillax, as they have recognized her three black half-dragon halfling sons among the attackers.

"Oh-oh, you're in really big trouble now! The Coil is gonna be super-duper mad! You better do what Hope and Liberty did to walk through the city, turn us into mist one by one and hide us in the middle of . . . erm, I don't know . . . maybe a big fluffy cloud or something?"
A young slave girl warning the characters.

An hour later, Geryn Sorpin's crew arrives to lower the ship back into the waters of the Maw, unaware of the earlier events. If they notice any signs of a struggle or the bodies of the dead nobles, the harbormaster instructs them to remain silent and allow the ship to depart before reporting the incident to the Fangs of Order. With or without the characters' help, the harbormaster tries to clean up as much as possible and intends to keep his crew's mouths shut about the case. Lady Sentrix "the Coil" Astrillax is incensed by the death of her three sons and launches an investigation into their murders. The old warlock of the Ebon Serpent turns to her patron for aid, and it's up to the characters to decide how they hide their trails.

The Garden of Hope and Liberty

Scene

If the characters decide to visit the tea house, they will find it closed. Inside, the two **oni** sisters hide invisibly in a walled-off room that can only be accessed through a tiny hole. Faced with the threat of the Ebon Serpent monks, the onis used *gaseous form* to slip into the hidden room. Upon hearing that allies have arrived in the form of the characters, they shout from behind the wall, letting the characters know that they can't exit the room on their own, as they can only cast the spell once a day. Having decided not to interfere with the force of monks, the two sisters are afraid and a bit angry. They shout and curse like children, and Hope becomes quite descriptive about how she would punish "those scaly-winged monkeys." Unless the characters get them out, they emerge from behind the wall only the next day. They decide to close the tea house for a while and lay low, leaving the city for a few weeks to explore the jungles. Before leaving, they hang a whimsically decorated sign on the front door that reads: "Closed for Renovations. (That's to make it better, you sillies!)"

The Coil's Justice

Scene

Three days after the murder of her sons, **Lady Sentrix "the Coil" Astrillax** sees visions of the death of her sons and arrives at the Seat of Scales on three fully-crewed **dragon ships**, accompanied by a group of twelve **monks of the Ebon Serpent.** The master warlock of the Ebon Serpent knows that her sons came to the Seat of Scales on a hunt for their escaped slaves and has seen the docks in her visions but not who murdered them. She disembarks her ship and makes haste to visit the harbormaster of the Maw. Harbormaster Geryn Sorpin welcomes her, grovels, and pretends to assist her in her investigation, feigning grief over the loss of her noble sons. Lady Astrillax conducts a thorough search of the area for clues or evidence that could lead her to the culprits. She discovers the hidden entrance to the shaft through the fake crate and uses spells to enter the Garden of Hope and Liberty (Seat of Scales location 18) through the underground tunnel. Her efforts to find evidence of the escaped slaves fail to yield any results.

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The sisters did an excellent job hiding every trace of the escape and their hidden room. Frustrated, Lady Astrillax leaves a message of her visit by destroying Liberty's collection of assorted herbs and breathing acid over the furniture and the rare plants in the inner garden.

However, the "the Coil's" true talent lies in her magical abilities. She retreats to her local residence in the Wyrmrise and uses spells like *commune, contact other plane,* and *divination* to identify and locate the characters. With relentless determination, the cunning matron of House Astrillax spares no effort in her pursuit of vengeance, intending to collect enough evidence to use her *dream* and *scrying* spells to effectively target the characters.

When Lady Sentrix discovers that the characters are responsible for her sons' deaths, she brands them as enemies of Clan Astrillax and seeks personal vengeance. Lacking compelling evidence to present to the authorities, Lady Sentrix "the Coil" Astrillax takes matters into her own hands and unleashes her wrath on the characters. Once she meets the characters, she uses her *dream* spell, targeting them randomly until she can fight them in person. In the meantime, she mobilizes her fleet of three fully-crewed dragon ships, along with the twelve monks of the Ebon Serpent, to track them down on land or at sea. Personally leading her forces, Lady Sentrix "the Coil" Astrillax is determined to destroy the characters. She plans to use her ships to surround the Flamedrake (or any ship on which they travel) and destroy it using ranged spell attacks and ballistae, then pick off any survivors who jump overboard.

Clan Astrillax Dragon Ship. Use the **dragon ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Armored hull
- Extra cargo capacity
- Improved maneuverability
- Naval ram

If the characters succeed in eliminating Lady Sentrix "the Coil" Astrillax, it will lead to the complete downfall of Clan Astrillax. With no clan leader to advocate for their house within the Scaled Council and lacking oversight over their assets and servants, the clan's existence would end. In a matter of days, clan Grilox a former ally of the Astrillaxes, would seize the opportunity to take control of Astrillax's lands and resources. Clan Grilox consists of half-brass humans who oversee illicit activities in the Seat of Scales. It takes them several months of strategic planning and maneuvers, but they eventually achieve their objective, elevating themselves to the status of ancient houses. They seize the Astrillax residence at the Seat of Scales and secure a coveted seat in the Scaled Council. Representing the half-brass faction is the cunning **Lord Zaimurh Grilox,** an old and experienced half-brass human who derives pleasure from manipulating others through non-magical means.

Lord Zaimurh Grilox (CR 2, 450 XP). Use the **spy** monster entry with the following modifications:

- Lord Zaimurh Grilox is *neutral evil*.
- He has a flying speed of 60 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He makes Deception, Intimidation, and Persuasion skill checks with a +7 modifier.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He is immune to lightning damage.
- He speaks Common and Draconic.
- ***Breath Weapon (Recharge 5–6).*** He can exhale fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 10 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



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AUDIENCE WITH THE COUNCIL

This event takes place at the Throne of Xantharos (Seat of Scales location 29) only after the characters confirm Lord Rinavaram Shatterwind's death and recover his body from the Falls of the Deep-sea Elves (Calhay Sea location 3).

Background

After Lord Rinavaram Shatterwind's passing, his son, Lord Droonart Shatterwind, joins the Scaled Council as the newest representative of his ancient clan. With his clan engaged in repeated skirmishes against the sahuagin, Lord Droonart seeks to rally the other clans and secure military aid from the Scaled Council in their war effort. Driven by his father's last wishes, Lord Droonart Shatterwind is determined to unite the clans against their common enemy and calls for a council meeting.

The young half-bronze dwarven noble turns to the heroes of Aglarion for a solution. He assures them of the reward promised by his father in exchange for their assistance in persuading the council. To sway the Scaled Council, Lord Droonart Shatterwind arranges for the characters to be granted an audience, relying on their backgrounds, experiences, and persuasiveness to win the council's favor.

If the characters have previously encountered the sahuagin at the Temple of Bleeding Darkness (Calhay Sea location 4) or defeated Mor'jh Koah at the Fangs of Xantharos (Calhay Sea location 8), they may possess valuable information about the spawning pools, the Blood of the Dark Star, the sahuagins' vampiric background, and Faeryl Myrryn's involvement. This information is of great concern to the Scaled Council.

Environment

The Throne of Xantharos is a towering and robust building, a testament to the remarkable architectural prowess of its creators. Its walls have endured countless years of weathering, yet they remain steadfast and unwavering, along with their intricately crafted draconic adornments. Through the towering gates, visitors are greeted by a lofty, domed hall with a soaring ceiling. From there, countless doors and stairways lead deeper into the expansive and monumental complex. The halls of the ancient half-dragon nobles are silent and foreboding, their stillness disturbed only by the faint whispers of court servants and the slinking slaves. The air itself seems frozen in time, adding to the eerie atmosphere of this place.

A pair of grand stairways lead to the second-floor hall of the Scaled Council. The circular chamber features tall windows that bathe the chamber space in brilliant sunlight. A prominent stone podium rises at the center of the room, on which the ornate seats of the council members rest, offering them a vantage point from which to observe and address those assembled below.

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Scene

Lord Droonart Shatterwind is accompanied by the characters and ceremoniously escorted to the council chamber, where he takes his place at the podium, flanked by the other council members.



LORD DROONART SHATTERWIND

After a brief exchange of words among the council members, Lord Droonart Shatterwind introduces each member of the delegation, highlighting their heroic feats and notable skills with great eloquence and gravitas. The silent council members listen intently, acknowledging each introduction with nods of approval.

Following the introductions, Lord Droonart Shatterwind presents his argument, explaining that he brought the characters before the Scaled Council to convince them of the critical importance of a united war effort against the invading sahuagin armies. The proud noble extols the martial prowess of his clan while emphasizing that the sahuagin pose a direct threat by launching attacks from multiple locations and wielding powerful magic rooted in darkness. He stresses the urgent need for a united army to combat this menace. He proposes that funds be deposited to the Shared Hoard to support a leader chosen in accordance with the ancient Xantharosian laws to lead the charge. According to his estimates, the war fund would require 100,000 gold pieces' worth of precious gemstones from each ancient clan, and half that sum from adult clans. Lord Droonart Shatterwind concludes his speech by suggesting that the characters be hired as advisors to the council, given their expertise in warfare and previous experience combating invasions of this nature.

If the characters have ventured into the spawning pools of the sahuagin or braved the Fangs of Xantharos, the dwarven half-bronze calls upon them and requests that they reveal any pertinent discoveries regarding the sahuagin invasion and the dark motivations driving these vicious denizens of the sea.

If they want to persuade the members of the Scaled Council of their potential as advisors, a character may make a **DC 17 Charisma (Persuasion)** skill check. If the characters have already shared information regarding the sahuagin armies and their connection to the powers of the Dark Star or Faeryl Myrryn, they gain advantage on this skill check. A successful skill check will result in the Scaled Council acknowledging the characters as advisors on the sahuagin threat. However, the council has not yet voted on a unified war effort.

Stalemate on the Brink of War

Scene

The members of the Scaled Council listen intently to the young dwarven half-bronze and the characters, silently weighing the gravity of their discoveries. As the characters conclude, the councilors take turns expressing their respective viewpoints.

Lord Zhoulann Fralkyn, an aging priest of the god of Competence, addresses the council in a composed and sagacious tone, urging the councilors to mobilize for war and suggesting the others follow his example. Unbeknownst to all but Lord Rhogar Zlatozar, Lord Zhoulann Fralkyn had fallen under the sway of a succubus named Zenurim several months prior. Summoned by Lord Rhogar through a powerful *gate* spell, Zenurim had been tasked with serving as his

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personal spy, manipulating council members in Lord Rhogar's favor. Since then, Zenurim has been controlling the day-to-day operations of Clan Fralkyn and representing Lord Rhogar Zlatozar's interests in the council.

Should the charm be removed from Lord Zhoulann Fralkyn, he would oppose the war and be against depositing the required sum toward the war effort.

Lord Zhoulann Fralkyn (CR 3, 700 XP). Use the **priest** monster entry with the following modifications:

- Lord Zhoulann Fralkyn is *neutral*.
- He has a flying speed of 60 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He is immune to fire damage.
- He speaks Common and Draconic.
- ***Breath Weapon (Recharge 5–6).*** He can exhale fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.



LORD ZHOULANN FRALKYN

"Therefore, it is imperative that we act together in order to foil our adversaries' schemes at their very source. I'm ready to lend my gems and my knowledge for the Isles."

Lord Zhoulann Fralkyn finishing his short but convincing speech.

Lord Rhogar Zlatozar himself is secretly absent from the council meeting, opting instead to have **Zenurim** assume his form and pose as the half-gold paladin. By doing so, Lord Rhogar hopes to further manipulate the proceedings to his advantage, a war where he is in charge as the supreme commander of the Xantharosian forces.

Posing as Lord Rhogar Zlatozar, Zenurim listens to the unfolding situation with great interest, as it perfectly aligns with her master's plans. Intrigued by the presence of the characters, she sees an opportunity to use them to further their goals. The succubus, disguised as the paladin of the Wondermaker, passionately supports the call to war and seeks to secure her master's appointment as the commander of the united Xantharosian armies.

Under Lord Rhogar Zlatozar's guise, Zenurim declares with great enthusiasm that he will carry on with his mission to uncover the true nature of Morgawr's increased activity and is eager to assist the characters in their quest to confront the kraken necromancer. She expresses regret that she cannot accompany them in person due to her numerous other, more pressing duties but pledges to offer support by providing the characters with financial resources of up to 20,000 gold pieces' worth of gemstones and other services, as required, to aid them in their mission against Morgawr. Furthermore, she volunteers to take on the mantle of commanding the Xantharosian armies in their battle against the sahuagin.

A character who explicitly notes that they are suspicious of Lord Rhogar Zlatozar's intentions can make a **DC 26 Wisdom (Insight)** skill check to detect a subtle undertone of entitlement and malice in the half-gold's voice when he speaks of his desire to lead the armies into battle.

Zenurim's interest is piqued if the characters mention the *orbs of the Wondermaker* (see Spite of the Spellhoarder in Chapter 4).

Zenurim's true identity is almost impossible to reveal due to her *nondetection* ability.

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LORD RHOGAR ZLATOZAR

"I believe it is time to take action and defend our land. As a skilled warrior and experienced leader, I offer myself as the commander of our armies in this war against the sahuagin."

Lord Rhogar Zlatozar stands proudly and offers his services to his nation.

Lord Slyssandor Yestryll arrives at the Seat of Scales on the back of his trusted friend and ally, a **young silver dragon** named Karyxarnus. The lord briefly appears at the Throne of Xantharos solely for the council meeting and promptly departs from the city. Lord Yestryll, a half-silver tiefling, is a staunch advocate for peace and opposes the allocation of resources toward any military endeavors. He views the sahuagin threat as a local issue that should be addressed by the clans directly impacted by it. Regarding his true motivations, Lord Yestryll cannot provide the required sum of 100,000 gold worth of gemstones due to his spending on liberating slaves. He plans to spark a slave revolt and is also cautious about weakening his position should he require protection from other clans.

If the characters have successfully delivered the slaves to the Clan Yestryll Estate (Calhay Sea location 12), they can consider the lord as one of their allies. However, the council's demand for a war tax would greatly strain the lord's resources that he reserves for his own agenda. He firmly maintains his opposition to the war efforts within the council.

Lord Slyssandor Yestryll (CR 2, 450 XP). Use the **scout** monster entry with the following modifications:

- Lord Slyssandor Yestryll is *chaotic good*.
- He has 64 hit points and a flying speed of 60 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He has resistance to fire damage and is immune to cold damage.
- He speaks Common, Draconic, and Infernal.
- He can cast *thaumaturgy* at will, and *hellish rebuke* (DC 12) and *darkness* once per day.
- ***Breath Weapon (Recharge 5–6).*** He can exhale an icy blast in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



LORD SLYSSANDOR YESTRYLL

"I will steadfastly maintain my opposition to the calls for a war tax. This matter should be resolved by the affected clans, as it is but a local issue concerning them and them only."

Lord Slyssandor Yestryll is declining to vote in favor of war.

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Lady Sentrix "the Coil" Astrillax starts by expressing her deep distrust toward Lord Rhogar Zlatozar and the position of a unified commander in a blunt and straightforward manner. Lady Sentrix remains bitter and unconvinced about the need for a unified war effort and confidently asserts that her clan is fully capable of handling the threat on its own. The Coil takes great pride in rejecting the option of seeking external assistance and firmly dismisses any suggestion of contributing a small fortune toward the cause.

Lady Sentrix's bitterness intensifies beyond its usual level if her three sons have met their demise. While she views their passing as an inescapable twist of fate, she still grieves their loss. Lady Sentrix's anger flares up if anyone dares to challenge or question her opinion, yet she ultimately respects the laws of Xantharos and adheres to the decision of a majority vote.



LADY SENTRIX
"THE COIL" ASTRILLAX

"We have always managed on our own, and we will keep it that way until the end of times."
Lady Sentrix "the Coil" Astrillax's bitter declaration.

See The Coil's Justice under Underground Liberation for information on Lady Sentrix "the Coil" Astrillax's reaction if she finds out that the characters are responsible for the death of her sons.

Lady Yryll Wyltress, also known as the Blue Witch, casually strokes her blue half-dragon saber-toothed tiger named Wildbolt, yet her expression remains unimpressed. The Blue Witch will pretend to be skeptical of their abilities, but in truth, she is eager to benefit as much as possible from their deal. She will only consider offering her support and her vote on the war effort if they can provide her with the egg of the deep-sea dragon, Thanstyndurlyath, for which she has been longing for years. She gleefully shows them the location of the dreaded dragon's lair on their map (Calhay Sea location 43), hoping that the characters will take on the challenge and deliver what she wants to the Clan Wyltress Estate (Calhay Sea location 19). In exchange, she agrees to fully support the war effort.

Lady Yryll Wyltress, the Blue Witch (CR 7, 2,900 XP). Use the **warlock** monster entry with the following modifications:

- Lady Yryll Wyltress is *lawful evil*.
- She has a Charisma score of 18 and has a flying speed of 60 ft.
- She has blindsight 10 ft. and darkvision 60 ft.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She is immune to lightning damage.
- She speaks Common, Draconic, Elvish, and Infernal.
- ***Breath Weapon (Recharge 5–6).*** She can exhale lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.
- ***Spellcasting.*** Lady Yryll Wyltress is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She knows the following warlock spells:

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- Cantrips (at will): *eldritch blast, poison spray, prestidigitation, true strike*
- 1st–5th level (2 5th level slots): *banishment, charm person, counterspell, dimension door, hold monster, hold person, hypnotic pattern, phantasmal entrapment, suggestion, witch bolt*



LADY YRYLL WYLTRESS

"Proof is the anchor of conviction. Present me with undeniable evidence of your greatness, gift me an egg of the deep-sea dragon, and I shall support the cause."

Lady Yryll Wyltress asking the characters to deliver her the egg of Thanstyndurlyath.

The Scaled Council makes rulings by majority vote and is currently at a stalemate, with three votes in favor and three against the war effort. To achieve their objective, the characters must employ their skills to convince at least one of the council members to change their stance.

This plotline continues in Chapter 4 (Joint Operations) if the Scaled Council votes in favor of the vote effort.

2. CLAN SHATTERWIND ESTATE

Background

Clan Shatterwind's ancestral estate lies on the slopes and within the caverns of the now-extinct volcano northwest of the Seat of Scales. The half-bronze dwarves are expert miners and master crafters of stone and metal. The hearths of Clan Shatterwind are known to perpetually burn and facilitate the manufacture of masterwork weapons and armor. Most of the clan's slaves are dwarves, although many other humanoid species are offered Binding Agreements if they are expert stonemasons and miners. The clan is known to be quite martial and bellicose under the leadership of Lord Rinavaram Shatterwind, who was a battlemage and a shrewd tactician. As a result of the Lord's disappearance, the clan's militaristic temperament has been heightened, even more so for the regular sahuagin raids of the clan's seaside villages at the foot of the volcano. Once the characters recover the patriarch's body and the Lord's son, Lord Droonart Shatterwind, takes the reins of leadership, the clan can finally focus on war and repelling the invaders from the sea.

Environment

A steep but perfectly carved road leads to the main gates of Clan Shatterwind's estate, spiraling up the volcano's slopes in a serpentine. The cliff faces feature vent openings through which billowing smoke rises to the skies. There are some smaller buildings on the mountainside outside an immense ornate stone gate that opens to the caverns within the mountain. The open gate is decorated with half-bronze dwarves holding huge boulders on their shoulders, surrounded by lightning bolts. Within the mountain, the clan hold features immensely tall caverns that speak of a thousand-year history: richly decorated columns and marble floor tiles, intricately carved statues of clan elders from the past, and historical and decorative pieces of armor and weapons on display.

Scene

If the characters have met Lord Droonart Shatterwind in the Seat of Scales, the young lord welcomes them to his clan's mountain halls and offers them

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guest quarters. If they have found his father's body and the clan has elevated the lord to its head, the welcome is warm and one for worthy allies and friends of the clan. The characters are invited to replenish their stocks at the clan's storehouse and preview the array of armor and weapons on sale. Characters can purchase all mundane items, pieces of armor, and weapons listed in the Player's Handbook at a twenty percent discount. The night closes with a lavish feast in a grand feast hall, with hundreds of people in attendance and the characters as the guests of honor.

The topics of conversation revolve around the sahuagin threats from the sea, which the clan members take most seriously. Lord Droonart Shatterwind becomes quite inebriated and loudly curses the sahuagin race and Clan Astrillax, who are cowardly in their indifference, in the lord's opinion. At the end of the meal, slaves bring out additional casks of beer, and the feast turns into a boisterous affair with lots of toasting and challenges. One of the favorite activities of the Shatterwinds is arm wrestling, especially when drunk. Lord Droonart Shatterwind presents Omaz "Aznidi" Darkmoor of the Ruby Mountain as one of the best the clan can offer, a gruff-looking dwarf clad in a dwarven plate.

Omaz "Aznidi" Darkmoor. Use the **gladiator** monster entry with the following modifications:

- Omaz "Aznidi" Darkmoor is *chaotic neutral*.
- He can Rage twice per day.
- He has damage resistance against poison and gains advantage on saving throws against being poisoned.
- He has a walking speed of 25 feet and darkvision up to 60 feet.
- He speaks Common, Draconic, and Dwarven.

The challenge is to win two out of three matches against Omaz after chugging a mug of dark beer spiced with hard alcohol before each round. A character who wishes to partake must succeed on a **DC 10 Consitution** saving throw after drinking the first mug, **DC 15** after the second one, and **DC 20** after the third one. On a failed save, the character becomes poisoned and has disadvantage on the **Strength (Athletics)** skill check contest against Omaz "Aznidi" Darkmoor. Omaz starts the matches by raging and thus gains advantage on his Strength (Athletics) skill checks. As a dwarf, he also has advantage on the Constitution saving throws to avoid becoming poisoned. If the character is victorious, Lord Droonart presents a *dwarven plate* armor decorated with the clan symbol of the Shatterwinds as a prize. Omaz "Aznidi" Darkmoor becomes fully impaired but very friendly with the characters, detailing his background and the circumstances of his association with Clan Shatterwind.

OMAZ "AZNIDI" DARKMOOR



The dwarf relates how his ship was raided and sunk by the sahuagin on their journey to Xantharos and how his family heirloom was lost: a small steel cask in the shape of a keg adorned with the same emblem that decorates his armor. If asked what's in the cask, he dissembles and states that it contains his father's ashes. He begs the characters not to open it if found, lest they invoke the wrath of a grumpy dead dwarf. Characters who succeed on a **DC 12 Wisdom (Insight)** check can see that Omaz speaks obvious falsehoods. If pressed, Omaz admits that the cask did, in fact, belong to his father and is the only memento he has of his family. However, it houses a bluish powder named **Dragon's Whiskers** and one should be very careful with fire near it as it is an extremely potent explosive. If the cask is ever returned to Omaz, he pledges to buy a barrel of the finest ale for its return. Omaz hopes that the sahuagin looted the item and

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that once Xantharos wages a war against the sea devils, it can be recovered.

There are a few items of magic, including magical weapons and armor that the clan currently has on sale: *belt of dwarvenkind, adamantine scale mail, +1 plate armor, chain mail of resistance (lightning), +1 warhammer, +1 battleaxe.*

3. FALLS OF THE DEEP-SEA ELVES (SECRET LOCATION)

Background

After securing his latest doses of the *essence of Transmutation* from the Dread Stingers, Lord Rinavaram Shatterwind set out on an investigation to locate the essence's source. As a warmage and a well-versed individual, the lord made the connection between the essence and A'rvanshy, and his studies led to an ancient deep-sea elf site on the western shores of the Gullet, a ring of sharp stone spikes below a small waterfall. Lord Rinavaram Shatterwind discovered an ancient deep-sea elvish relief engraving hidden by the waterfall on the cliffside. It was a scrambled jigsaw puzzle of complex detail depicting hundreds of fragments of an intricate design. He used the *essence of Transmutation* to extend his *control water* spells when parting the waters of the fall so he could have time to copy the small jigsaw pieces of the mural. Unfortunately for the Lord, imbibing the essence twisted his mind. It led to a maddening thirst to consume one dose after another, quickly exhausting the dwarven warmage until he fainted and fell to his death on the rocks below.

The embossed mural is a complicated puzzle and a guide to the *orb of Evocation* left by A'rvanshy for his kin. It is only visible when viewed without the waterfall covering it.

Environment

The rocky shore on the western side of the Gullet features tall cliffs, broken by a small waterfall that cascades to a ring of jagged rocks below. The waterfall is 100 feet tall and 20 feet wide. Sculptures at its bottom were shaped by the weight of the waterfall into pointy and sharp pillars protruding above the waterline. The stone spikes surround a deep pool of water, which foams and froths with the cascade of the fall. Impaled on one of the spikes is the lifeless body of a half-dragon man, with wings torn and his satchel lashing in the water.

The torrent of water covers a small mural 50 feet above the water, carved into the stone face of the cliff. It is a jigsaw puzzle with hundreds of Deep-sea Elvish runes and pictograms.

Scene

If the characters examine Lord Rinavaram Shatterwind's badly weathered body for clues of how he died, they must succeed on a **DC 13 Wisdom (Medicine)** or **Intelligence (Investigation)** skill check. They can deduce that the Lord died over ten days ago from falling to the rocks from a great height. Additionally, they may notice signs of partial consumption by fish and insects, further indicating the passage of time and nature's intervention.

The Lord's satchel contains various items: a quill and an inkwell, a watertight scroll case, eight empty vials, and two full vials containing a brown glowing liquid (*essence of Transmutation*). The waterproof scroll case contains three scrolls of *control water,* several sheets of paper containing copies of the jigsaw pieces, and a small note in Draconic that reads: "500 gp/dose, max. 5 doses/week, first day of the week, Shoraxxor's bones, leave money under rock at fourth rib, pick up doses after 2 days." Characters who succeed a **DC 17 Intelligence (History)** skill check can recognize Shoraxxor as a dead adult brass dragon whose bones lie on the north-western shores of the northernmost isle of the Wingshield Islands. Additionally, the scroll case contains a letter in Draconic from Lord Slyssandor Yestryll apologetically declining Lord Shattterwind's request for a commitment to the war against the sahuagin.

The characters must redirect the waterfall's waters to see the relief engraving on the cliff. A possible solution would be to use the *scrolls of control water*, another to redirect the waterfall by creating a dam

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at its top by moving large boulders or felled palm trees from the stream's shore to its center. This task requires a **DC 16 Strength (Athletics)** skill check and several hours of work.

Even if the waterfall is redirected, copying the source image at 50 feet in the air is a tedious task that requires an hour of work. Once copied, characters must succeed on a **DC 18 Intelligence** ability check and spend another hour assembling the puzzle. If solved, the puzzle reveals the image of a swirling storm over a mighty island volcano with a sphere at its center. Characters who succeed on a **DC 13 Intelligence (History)** skill check can easily pinpoint the location of Cyclone Peak (Calhay Sea location 36).

Treasure

Lord Rinavaram Shatterwind's satchel contains two doses of *essence of Transmutation* and an *instant bridge* with the command phrase: "There and back again" in Dwarven.

Experience

Award the characters 1,800 experience points for solving the puzzle.



INSTANT BRIDGE

4. RAIDERS IN THE DARK (SECRET LOCATION)

Background

The sahuagin make regular raids on the fishing villages of the Dragon's Crown Reach and the territories of Clan Shatterwind to the south. They raid to feed on the villagers and keep survivors as blood banks for their vampiric masters.

Environment

Throughout the year, the waters of Dreamer's Gulf remain tranquil and serene. The surrounding islands and the gently curving mainland shield the gulf from the unforgiving gusts of the open sea, ensuring a peaceful and undisturbed aquatic environment.

Scene

While journeying through the straits toward the Dreamer's Gulf, the southern coast of the Dragon's Crown Reach comes into view, engulfed in chaos and turmoil. Menacing figures converge upon a once-thriving seaside village, now being reduced to ash, as a relentless onslaught of dark figures razes everything in its path, devouring the flickering flames of what was once a vibrant community.

Survivors are being chained and collected on the beach by scaled humanoids holding spears. The army in the village is a **unit of dark blood sahuagin**, with black eyes and veins pulsing with dark streaks. When the sahuagin notice the character's ship, they leave a handful

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of their members to guard the prisoners, while the army proper swims to attack. The sahuagin attempt to board the ship and pull characters into the water.

If the characters rescue the villagers, they can reveal the direction from which the sahuagin approached and point out the epicenter of the sahuagin swarms, waters they avoid due to the danger. They mention that they have been unable to fish lately and have lost many boats and villagers to the threat in Dreamer's Gulf. They implore the characters not to approach these waters on their ship, fearing an army of sahuagin will overrun them.

If any sahuagin is caught and the characters can interrogate it, despite its fierce hatred of all non-sahuagin and zealous faith in the Darkness Within, it boastfully reveals the location of the Temple of Bleeding Darkness and the spawning pool where it hatched. It spits curses and extolls the leaders of Rakhix Gharthok Kol'jah, chosen priests of the Darkness Within, who drink the tribe's blood and have bred an army of darkness with the application of the "Divine Blood." The army was tasked to pillage the village and collect the slaves for transport to a location that the tribe's priests would specify.

SPAWNING GROUNDS

Background

The area around the temple serves as a spawning ground, protected by hundreds of sahuagin warriors and their sharks. The vampire spawn clerics of the temple have tainted the eggs with the Dark Star's blood, augmenting them with necrotic energies.

Environment

The spawning grounds cover an area with a diameter of 200 feet centered on an ancient underwater temple with a tall archway for an entrance. Hundreds of green fish eggs the size of small melons with a black tint to their sheen lie partially embedded in the muddy sea floor. Small rock formations dot the area, providing cover from the swarm above—scores of dark blood sahuagin who guard the site riding gliding sharks.

Scene

The characters will need to find a way to sneak past the swarms of sentries if they wish to enter the temple unnoticed. If they approach the area above the spawning grounds on a ship, the two **units of dark blood sahuagin riders** guarding the area—overwhelming numbers for a small group of adventurers—attack by gliding over the ship on the backs of gliding sharks and dropping into melee from sharkback.

If the characters approach the area on the seafloor from a distance, they must succeed on a **DC 16 Dexterity (Stealth)** skill check to approach the temple unnoticed by sneaking close using covers. If any character bears open wounds that have not been treated with magic or resting, they have disadvantage on the check.

Unit of Dark Blood Sahuagin Riders (CR 11, 7,200 XP). Use the **unit of dark blood sahuagin** with the following modifications:

- The unit of dark blood sahuagin riders have 1,450 hit points.
- It has a space of 100 ft.
- It has a swim speed of 50 ft., and can use the glide feature of its **gliding shark** mount as a bonus action.
- ***Multiattack***. The unit of dark blood sahuagin riders makes one bite and one claw attack. Additionally, the sharks of the unit of dark blood sahuagin riders makes a shark bite attack.
- ***Shark Bite.*** *Melee Weapon Attack*: +8 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 96 (16d8 + 24) piercing damage, or 48 (8d8 + 12) piercing damage if the unit has half of its hit points or fewer.

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TEMPLE OF BLEEDING DARKNESS

1 tile = 5 feet

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TEMPLE OF BLEEDING DARKNESS

Background

The Temple of Bleeding Darkness has been a sahuagin holy site since the time of the Dark Star over two thousand years ago. It was dedicated to the Darkness Within after shape-changing dark celestials led the united sahuagin tribes in a campaign of extermination against deep-sea elves and merfolk. The tribe became known as Rakhix Gharthok Kol'jah in the sahuagin tongue or "The Blood Feeders from the Dark" in Common. When the Dark Star and all its celestial minions were banished from the Material Plane, the temple was partly banished to the Plane of Darkness. Several devas in the temple at the time have been shut off from returning to their native plane and locked in the Hall of the Immortals for thousands of years. They are also forced to remain in their sahuagin forms to be able to breathe underwater. The devas have grown exasperated and increasingly savage over the millennia, demanding blood sacrifices from the priests who venerate them as living embodiments of Darkness and immortality.

Recently, the tribe's leader, a cleric of the Darkness Within, Mor'jh Koah, was made a vampire by Faeryl Myrryn, who ordered him to locate the Dark Star's blood. Lord Rhogar Zlatozar learned about the goals of the sahuagin from the green dragon oracle, Ossiazzxontyr, and used the information to further his own agenda. His emissary, a dark couatl named Aztatlacate, summoned by the half-gold paladin using the *orb of Conjuration*, led the sahuagin vampire and its spawns to the Fangs of Xantharos. The dark couatl of the Dark Star posed as a herald of the Darkness Within and revealed where the sahuagin vampire would find the Dark Star's blood.

The vampire sahuagin priest of the Darkness Within established a spawning pool around the temple, one of three such pools around the Isles. The spawning pools have yielded hundreds of sahuagin warriors all blessed by the power of the Dark Star's blood. Mor'jh Koah relocated to the Fangs of Xantharos and delegated the creation of the additional units to his freshly created vampire spawn priests, who have all taken Faeryl Myrryn as their warlock patron.

The dark blood sahuagin armies are amassing around the site, making raids on the Isles of Xantharos with growing frequency and force. They also capture slaves to be transported to the low-lying beaches of the Dragon's Crown Reach and from there to the Fangs of Xantharos as blood-feed for their masters (see Calhay Sea locations 7 and 8).

Environment

The temple sits on the seafloor at a depth of 700 feet, nestled in the narrow straits of the Dreamer's Gulf. The dark stone of the temple is covered by a layer of sediment and algae, effectively hiding it on the seafloor. Hundreds of small green sahuagin fish eggs tainted by a black color from the inside surround the temple within a hundred foot radius. The entire temple emanates darkness that slightly obscures its outline.

Elemental Plane of Darkness. The temple is trapped on a pocket plane on the Elemental Plane of Darkness, which is accessible from the Material Plane through its main gate in area 1. Areas 1 and 2 are covered by natural darkness, while areas 3 to 7 are bathed in magical darkness. A non-celestial, non-undead creature has its maximum hit points reduced by 1 hit point at the start of its turn while it remains in the temple. This damage can only be recovered as part of a long rest.

1. BLEEDING DARKNESS

Background

The entry hall of the temple serves as a reminder of the sacrifices the tribe makes and the pain it endures in the service of the Dark Star.

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Environment

The water in the chamber is thick with blood. A gigantic statue of the Dark Star, a dark celestial solar with immense outstretched wings and a giant sword, looms on the far side of the chamber. Its menacing expression and sharply piercing eyes emanate a sense of power. The chamber's walls are covered by reliefs of swarming sahuagin led by sahuagin heroes with halos of darkness, descending on deep-sea elf and merfolk cities in a blood frenzy. Under the gaze of the statue, a wide staircase descends to the lower levels of the temple.

Scene

As the characters enter the chamber, they feel the statue's gaze as the life-draining effect of the plane magnifies and their flesh is slashed by invisible cuts. A non-celestial, non-undead creature that looks into the eyes of the statue and starts its turn in the area must succeed on a **DC 16 Wisdom** saving throw to resist the painful gaze. On a failed save, small cuts appear on the target's body, dealing 2 (1d4) slashing damage that can only be regained with a *heal* spell or higher-level restorative magic.

The source of the effect is the statue itself. It has AC 17, 120 hit points, a damage threshold of 10, it has damage resistance against slashing and piercing damage, and damage immunity against poison and psychic damage.

2. BLINDING DARKNESS

Background

Petitioners to the temple are forced to feel the blinding nature of darkness and must submit to its power before being admitted to the Hall of the Immortals for worship or sacrificial death.

Environment

There is a mosaic constructed of black crystals on the chamber's floor, depicting a sahuagin with empty eye sockets. The walls are completely bare.

Scene

As the characters arrive at the bottom of the stairs from the entry hall, they feel the darkness inside the chamber solidify and cover their eyes in blinding darkness. A non-celestial, non-undead creature that starts its turn in the area must succeed on a **DC 16 Constitution** saving throw or become blinded for 24 hours. The blindness can be removed only with a *greater restoration* spell or higher-level restorative magic.

3. STAIRWAY TO DARKNESS

Background

The stairway to darkness is enchanted with unholy power, as a protective ward against intruders.

Environment

Magical darkness covers the chamber. If any creature can see through it, all surfaces of the chamber are covered by a cubical non-figurative bass relief of deepening darkness, concentrated on the southern wall, where they merge in a circle behind a wide stairway, the **Stairway to Darkness**, descending to the lower chambers.

Stairway to Darkness. The stairway has been infused with unholy power as per the *hallow* spell. A non-celestial, non-undead, non-sahuagin creature that moves over the area of the staircase for the first time on a turn or starts its turn there triggers the *black tentacle* effect of the *hallow* spell. Black sahuagin hands reach out of the ground and try to rake and restrain all who move above them. Characters can make a **DC 16 Charisma** saving throw. On a success, the hands ignore them until they leave the area. On a failed save, the hands deal 10 (3d6) necrotic damage, and the target is restrained by the hands. A creature that starts its turn in the area and is already restrained by the hands takes 10 (3d6) necrotic damage. A creature restrained by the hands can use its action to make a **DC 16 Strength** or **Dexterity** ability check to free itself from their grasp.

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4. ARCHWAYS OF THE GENERALS

Background

Supplicants to the Hall of the Immortals must choose one of the three archways to enter the Hall of the Immortals, paying homage to one of the Dark Star's three planetar generals, under whose sigil they pass.

Environment

Magical darkness covers the chamber. Three archways open to the north, while two archways open to side chambers. The apertures under the archways are completely obscured by darkness. Each archway bears a sigil on its keystone. A character who succeeds on a **DC 17 Intelligence (History or Religion)** skill check can recognize them as the runes of the generals of the Dark Star – Zaphaos, Morkiel, and Tannur, the planetars of hopelessness, fear, and sorrow. Ancient murals on the chamber's walls show sahuagin riding giant sharks and wielding magical tridents.

Scene

Each archway is infused with the portfolio of the planetar general to whom it is sanctified.

Zaphaos' Archway. A non-celestial, non-undead creature that passes through the archway feels a tide of hopelessness and must make a **DC 18 Intelligence** saving throw. On a failed save, the creature must succeed on a **DC 18 Intelligence** saving throw each time before taking an action or waste that action and instead do nothing. The effect lasts for 1 minute.

Morkiel's Archway. A non-celestial, non-undead creature that passes through the archway is gripped by fear and must make a **DC 18 Wisdom** saving throw. On a failed save, the creature becomes frightened. The source of its fear is the window to darkness in the Hall of Immortals (see area 8). The effect lasts for 1 minute.

Tannur's Archway. A non-celestial, non-undead, creature that passes through the archway is enveloped in sorrow and must make a **DC 18 Charisma** saving throw. On a failed save, the creature must succeed on a **DC 18 Charisma** saving throw before making an attack or ability check or suffer disadvantage on the check. The effect lasts for 1 minute.

If altered to the characters' presence, the six **celebrants of the blood**—dark blood sahuagin cleric warlock vampire spawns—move from their quarters in area 5 and attack intruders. The head priest carries a *trident of the shark lord,* which it uses to summon a **giant shark.**



TRIDENT OF THE SHARK LORD

Treasure

One of the celebrants carries the *trident of the shark lord.*

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5. CELEBRANTS' QUARTERS

Background

Six celebrants of the dark blood tend to the worship of the Darkness Within at the Temple of Bleeding Darkness, overseeing the veneration of the Immortals, the preparation of sacrificial victims from the tribe's ranks, and the tainting of sahuagin eggs with the Dark Star's blood. The celebrants have been made vampire spawns by Mor'jh Koah and initiated into the secrets of their newfound vampiric patron—Faeryl Myrryn.

Environment

Magical darkness covers the chamber. Instead of coffins, the celebrants rest in pods woven from seaweed, which lie on the stone floor of the chamber.

Scene

The six **celebrants of the dark blood** are usually found in this chamber when not engaged in their priestly duties in the Hall of the Immortals (area 7). If alerted to intruders, they rise from their seaweed pods and swim forth to fanatically defend the temple from intruders.

6. HIGH PRIEST'S QUARTERS

Background

Mor'jh Koah, the tribe's chieftain, relocated to the Fangs of Xantharos to personally oversee the harvesting of the Dark Star's blood there and be close to its source. He left the creation of the dark blood sahuagin forces to his vampire spawn underlings.

Environment

Magical darkness covers the chamber. The high priest's quarters are abandoned and covered by a thick mat of seaweed, from which a large chunk seems to be ripped out. A small and crudely crafted relief of a female drow with vampire fangs adorns the northern wall, with four effigies of demons that all bear the traits of vampires laid out at its feet. Among the crude statues is a string made from bone and sinew, on which conchs and shells are woven, bearing runes.

Scene

Characters who succeed on a **DC 18 Intelligence (History or Religion)** skill check can recognize the depiction of the demonic drow vampire as Faeryl Myrryn. The string of sinew and shellfish is a sahuagin writing implement. A character who can understand the sahuagin tongue and succeeds on a **DC 13 Intelligence (Arcana)** skill check can comprehend the meaning of the runes and realize that they form a copy of a warlock's Book of Shadows, praising Faeryl Myrryn as a patron and containing the cantrips *guidance*, *resistance*, and *thaumaturgy*.

Treasure

The four effigies are carved from peridot and are each worth 300 gold pieces.

7. HALL OF THE IMMORTALS

Background

The Hall of the Immortals is dedicated to the three immortal sahuagin, who have been the tribe's sacred figureheads since time immemorial. The three sahuagin are, in fact, devas who have been trapped in the temple since the banishment of the Dark Star. They lord over the tribe with savage fury, demanding veneration through blood sacrifices. The temple's clerics use the hall to taint the tribe's eggs with the Dark Star's blood before placing them in the spawning grounds outside the temple.

Environment

Magical darkness covers the chamber. The chamber's far wall is covered by a mural showing a huge black monolith rising from the sea, its surface etched with runes and symbols depicting skulls, winged snakes, and dark angels engaged in gruesome activities. Atop the monolith is a portal, through which countless dark celestials fly out. The center of the room features a massive altar made from basalt, with reliefs

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of stylized sahuagin warriors with angelic wings. Three thrones rise on the far side of the chamber. A sahuagin warrior sits on each throne, with huge maces resting on their laps. Baskets woven from seaweed sit before the altar, filled with green sahuagin eggs without the black taint. Next to them stands an urn carved from bone, decorated with the image of a black star.

Scene

When the characters enter the hall, the three **Immortals** stand and call to them telepathically. They waste no time attacking the characters in a fierce rage.

Immortal (CR 9, 5,000 XP). Use the **deva** monster entry with the following modifications:

- The Immortal is *lawful evil*.
- It has a Strength score of 13 and a Dexterity score of 11. Its attack modifier is +5.
- It has AC 12.
- It has a swimming speed of 40 ft. and no flying speed.
- It can see in magical darkness.
- Its angelic weapons deal an extra 4d8 necrotic damage instead of radiant damage.
- It has damage resistance to necrotic damage instead of radiant damage.
- It has the sahuagin traits of blood frenzy, limited amphibiousness, and shark telepathy.

"Cower before the might of Darkness and abandon all hope in the all-consuming Dark! Shed your last tears before facing Darkness eternal!"

The devas threatening the characters telepathically as they enter the hall.

Characters who succeed on a **DC 15 Intelligence** ability check can work out the location of the monolith (Calhay Sea location 17) depicted in the mural.

Treasure

The sealed urn contains five doses of the **Dark Star's blood**. The urn itself is constructed of bone. Characters who examine the urn can attempt a **DC 18 Intelligence (Nature or Arcana)** skill check to discern that the urn is carved from the fossilized fangs of a dragon. This clue should point the characters to the Fangs of Xantharos (Calhay Sea location 8).

Dark Star's Blood. The blood inside the container is thick and blackish. Any creature that smears a dose of the blood on itself gains resistance to necrotic damage. Any weapon or a natural weapon treated with a dose of the blood deals an extra 1d6 necrotic damage. Any creature that drinks a dose of the blood can see through darkness, even magical darkness, and gains immunity to the frightened condition. All these effects last for 1 minute.

Experience

Award the party 1,800 experience points for learning the location of the Fangs of Xantharos.

5. DEAD DROP

Background

Neb and the Dread Stingers push the essence harvested from the *orb of Transmutation* to buyers on the Isles of Xantharos, one of whom was Lord Rinavaram Shatterwind. The pirates have organized a dead drop location at the skeleton of a dragon named Shoraxxor, where buyers can leave a pre-arranged sum and pick up the doses of the essence the next day. The essence is delivered from the Rusty Nail by Korkk the Barnacle, a half-orc Dread Stinger, and his crew of seven werestingray pirates. The pirates come to the location every week, and if they find gold under a rock by the fourth rib of the dragon, they leave the appropriate number of doses.

Environment

There are few beaches on the Wingshield Islands, which are known for steep cliffs, strong currents, and an almost perpetual cover of fog. One exception is on the north-western shore of the northernmost isle of the archipelago, where the bones of an adult brass dragon rest, partly covered by the beach's white sand.

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DREAD STINGER

Scene

Korkk the Barnacle (use the **dread stinger** monster entry) and seven other dread stingers arrive at the location at night, swimming to shore in hybrid form and emerging from the sea in humanoid form. They carry five doses of the *essence of Transmutation*. They check the rock by the base of the fourth rib of the dragon's skeleton, and if they find gold or gemstones in the value of the doses, they leave the appropriate number of doses (500 gp per dose) and return to the Rusty Nail, which is anchored about 20 miles from the spot.



KORKK THE BARNACLE

"I'd rather be sahuagin chum than bein' the target o' Neb's eye beams. We are lucky we don't have to join that damn parrot when it flies to retrieve the Morph."

Korkk the Barnacle complaining to his crew as they emerge from the sea.

If the characters leave funds under the rock, the pirates will exchange them for doses of the essence and retreat to their ship. If the characters merely observe the pirates without leaving funds, the pirates will curse and head back to the Rusty Nail. If the characters approach the gang openly, the Dread Stingers are hostile, but will not attack right away. They can be persuaded to lead them to Zavasha Indrioza and the Rusty Nail if the characters succeed on a **DC 15 Charisma (Deception, Intimidation, or Persuasion)** skill check. The pirates are always looking for business opportunities.

Korkk can relate that Captain Zavasha Indrioza is their leader and that *Neb* is her silver parrot, which shoots various deadly eye beams at Zavasha's enemies. If coerced to speak about the subject with a **DC 15 Charisma (Deception, Intimidation, or Persuasion)** skill check, the pirates spill that Zavasha has been pursuing new goals and business opportunities since finding *Neb* at a haunted underwater shipwreck (Calhay Sea location 9).

Treasure

Korrk the Barnacle carries five doses of the *essence of Transmutation* in a sack.

6. THE RUSTY NAIL

Background

The Rusty Nail is the flagship of the Dread Stingers, led by Captain Zavasha Indrioza and her silver parrot *Neb*. In secret, *Neb* is a sentient magic item, a silver parrot figurine of wondrous power with the soul of a beholder bound inside it. *Neb* has been the leader of the pirates in secret since Zavasha found it in a closed *portable hole* a few years ago and was mentally controlled by the sentient magic item. On one of the ship's journeys, *Neb* found the Skull of Cthogga and the *orb of Transmutation* inside the caves. Seeing great profit potential

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in the rare magical substance, the parrot cooked up a business venture to harvest the orb and sell its essence to Xantharosian spellcasters.

Since then, the Rusty Nail has been focused on this endeavor, leaving regular pirating to its affiliated vessels while *Neb* retrieves the *essence of Transmutation* from the Skull of Cthogga (Calhay Sea location 11) and sells it at the bones of Shoraxxor (Calhay Sea location 5). The pirate crew of the Rusty Nail is growing uneasy at the change in Captain Zavasha's motives, but they dare not cross the mighty pirate captain or get on the wrong side of her deadly parrot "toy." The most outspoken about the issue is a werestingray changeling named Asta Brair, Captain Zavasha's now neglected former advisor and the spellcaster of the Rusty Nail. The lycanthrope wizard suspects that the sentient magic item has taken control over Captain Zavasha's will and sees potential allies in the characters, who could help him liberate her from *Neb*'s compulsion.

Environment

The deck of the Rusty Nail is usually busy with the crew members, all werestingray lycanthropes, operating the vessel. They keep the ship battle-ready, with all ballistae armed. However, the entire vessel is dirty and coated in patches of algae, attesting to the lack of cosmetic maintenance by the pirates and the regular submersion of the ship. Cabins in the ship are 10 feet in height. All doors are unlocked except for Captain Zavasha Indrioza's cabin (area 5) and the treasury (area 8). The captain carries the keys to both rooms on a chain around her neck.

Scene

Captain Zavasha Indrioza pilots the ship from her perch on the aft deck, with *Neb* on her shoulder and six **dread stinger** pirates on her sides to rig the sails and fire the ballistae. Her voice booms over the decks, where her crew jumps at her commands, lest they be punished for laziness by being keelhauled by *Neb*'s telekinesis eyebeam.

If the character's ship approaches without warning, the **Rusty Nail** will maneuver into battle position and sink below the waves. If the characters' ship sails to investigate, the Dread Stingers will position their ship below theirs and rise to the surface, attempting to impale their target.

Rusty Nail. Use the **sailing ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Increased speed
- Extra ballista (8)
- Submersible
- Secret Compartment

If the characters approach the vessel under the invitation of Korkk the Barnacle (Calhay Sea location 5) or initiate peaceful negotiations with the pirates from afar, eighteen of the ship's thirty **dread stingers** come to the main deck to meet them. If *Neb* senses a worthwhile business opportunity, it commands Captain Zavasha Indrioza telepathically to allow the characters to board and parlay on the Rusty Nail's main deck. When speaking with Captain Zavasha Indrioza, characters can attempt a **DC 13 Wisdom (Insight)** skill check to notice that she seems to be listening to her parrot before speaking.

Captain Zavasha Indrioza is keen to send the characters against the sahuagin and the spawning grounds in Dreamer's Gulf (Calhay Sea location 4). She will offer 8,000 gold pieces if the characters undertake to clear out the den of sahuagin. She explains that the sahuagin have already killed many of her crew, and she worries their growing presence in the nearby waters will lead to greater oversight by Xantharos—something she would rather avoid. She points out that she also doesn't want to jeopardize the Dread Stinger's flagship by sailing too close to the sahuagin. *Neb*'s hidden agenda is easy access to the Skull of Cthogga, as the sahuagin are blocking the main channel to the site.

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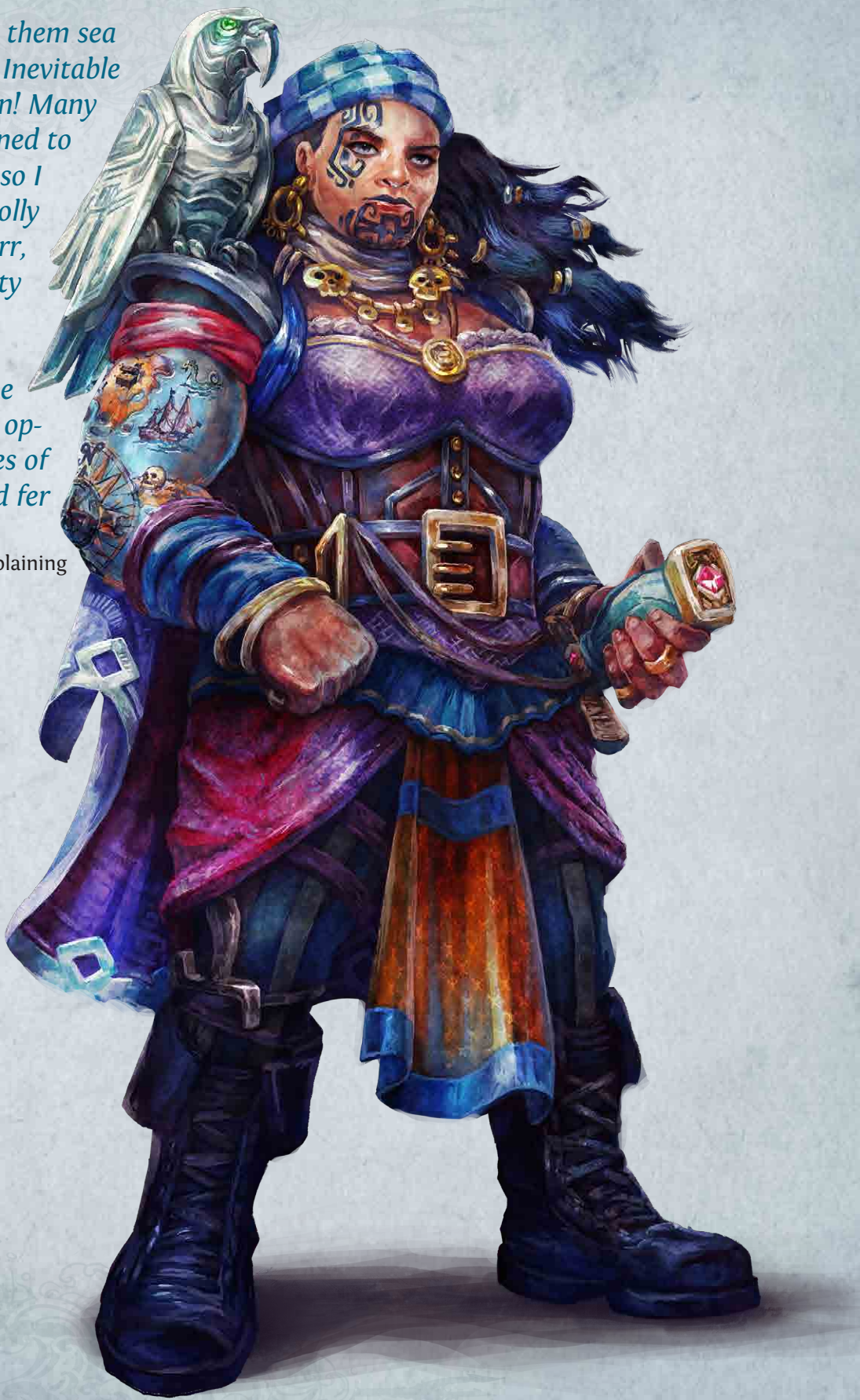
"The sea froths with them sea devils. Arrgh, may the Inevitable curse 'em into oblivion! Many of me crew 'ave downed to the kraken's locker, so I can't jeopardize me jolly mates an' me ship. Arr, but I 'ave gold aplenty an' ye seem capable enough. Perhaps we could do business—the Calhay Sea has many opportunities fer the likes of us an' I 'ave 8,000 gold fer this endeavor."

Captain Zavasha Indrioza explaining her position.



CAPTAIN ZAVASHA INDRIOZA

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If the characters broach the subject of the *orbs of the Wondermaker* or the essence, Captain Zavasha Indrioza says it's a secret. She can only be intimidated to reveal that *Neb* retrieves the essence from a location she doesn't even know.

If the characters mention that they know more of the orbs, *Neb* will try to find out as much as possible through Captain Zavasha, and characters who succeed on a **DC 13 Wisdom (Insight)** skill check can notice that she is way too eager in her inquiries. She will even offer to pay 5,000 gold pieces per location or even a business cut from that orb. *Neb*'s main motivations are to sell as much essence as possible, to find as many orbs as possible if it learns there are more, and to make sure the Scaled Council doesn't find out about their business.

If the characters have secured the Scaled Council's decree on the war effort against the sahuagin, Captain Zavasha Indrioza will refuse the 5,000 gold worth of gems that the council and Lord Rhogar Zlatozar proposed and asks for 15,000. Characters can attempt a **DC 14 Charisma (Persuasion)** skill check to convince Captain Zavasha Indrioza to lower her fee to 10,000 gold worth of gems. If they can reach an agreement, the Captain offers a **unit of dread stingers** to the war effort against the sahuagin in exchange for full payment.



"It will take more than 5,000 gold fer us to be mates and risk our lives. 'Ow about we triple the rewards an' I assure ye we will also triple our efforts."
Captain Zavasha Indrioza bargaining for a higher reward for the Dread Stinger's assistance with an intimidating wink.

If the characters become friends or form an alliance with Captain Zavasha Indrioza and the Dread Stingers, she will give them a special token that the captains of her other ships will recognize. This token, a polished silver medallion bearing the symbol of the Dread Stingers, will mark anyone who carries it as an ally.

If the characters piece together that *Neb* is a sentient magic item, they can make a **DC 18 Intelligence (Arcana)** skill check to know that such items can exact control over those who possess them for up to half a day.

If the characters can somehow dispatch *Neb* and wait until the parrot's mind control ends on Captain Zavasha Indrioza in a few hours, they can convince the captain that she has been under the parrot's influence. They must succeed on a **DC 14 Charisma (Persuasion)** skill check to point out the unnatural nature of the friendship she felt for *Neb*. On a successful skill check, Captain Zavasha Indrioza will express her gratitude and pledge the aid of the Dread Stingers in the joint war effort to root out the sahuagin spawning grounds. For the low price of 5,000 gold worth of gems.

If the characters can stealthily observe the Rusty Nail for a few days, they can make a **DC 15 Wisdom (Perception)** skill check to notice *Neb* as it flies off to the east with a satchel in its beak. The silver parrot returns to the ship the same day, holding a satchel with a dose of essence in its claws.

After the characters depart the Rusty Nail, four **dread stingers** trail their ship. On a successful **DC 24 Wisdom (Perception)** check, characters can spot stingrays in the water that constantly follow their ship from a distance. These werestingrays return to the Rusty Nail to report if they find evidence of the characters uncovering or visiting more of the orbs' locations.

Experience

Award the party 1,800 experience points if they manage to secure the aid of the Dread Stingers against the sahuagin.

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RUSTY NAIL



1 tile = 5 feet



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1. AFT DECK

Background

Captain Zavasha Indrioza steers the Rusty Nail from the aft deck. She is usually found here, with *Neb* on her shoulder and trusty crew around her handling the mizzen sail and the ballistae.

Environment

The aft deck features an elevated platform where the ship's wheel is. Two stairs lead to the aft deck, 10 feet above the main deck. The aft deck holds three ballistae that can all be rotated 45 degrees. Each ballista has five extra bolts on the ground next to it. The deck floor is covered with algae and seaweed that the pirates are reluctant to clean.

Scene

Captain Zavasha Indrioza usually commands the ship from this position, barking orders to the crew while *Neb* perches on her shoulder. Six **dread stingers** operate the rigging of the mizzen sail and fire the ballistae if naval combat ensues. The captain's former advisor, **Asta Brair**, is also always present on deck and draws the characters away for a quick private chat if an opportunity presents itself. He relays his suspicion and asks the characters to help him get rid of *Neb* to free the captain's mind from the compulsion of the sentient item.





ASTA BRAIR

"I say we all attack the bird together when ye give the signal. I 'ave suspicions that there Neb 'as twisted me Cap'n's mind an' that there it 'as a mind o' its own."

Asta Brair voicing his suspicions and planning an attack against *Neb*.

Asta Brair (CR 8, 3,900 XP). Use the **dread stinger** monster entry with the following modifications:

- Asta Brair has an Intelligence score of 17.
- He can cast *the alter self* spell three times per day without any components.
- ***Spellcasting.*** Asta Brair is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Asta Brair has the following wizard spells prepared:
  - Cantrips (at will): *fire bolt, mage hand, prestidigitation, true strike*
  - 1st level (4 slots): *detect magic, expeditious retreat, identify, shield*
  - 2nd level (3 slots): *invisibility, levitate, see invisibility*
  - 3rd level (3 slots): *blink, fireball*
  - 4th level (3 slots): *repair object, wall of fire*
  - 5th level (1 slot): *arcane hand*

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2. MAIN DECK

Background

The main deck of the Rusty Nail is where the ship's crew spends most of its time – crewing the vessel or operating the ballistae.

Environment

The main deck holds six ballistae that can be rotated 45 degrees. Each has five extra bolts of ammunition. Twin stairs lead to the aft deck, and two open staircases lead belowdecks to the mess hall. At the center of the deck is a loading grate that can be opened by two creatures and secured shut by a simple latch. A section of the railing on both sides of the ship can be opened, allowing easy access to the water for dread stingers. These railing sections can be opened as a bonus action by releasing the pins that hold them shut and can be pulled up by ropes as an action.

Scene

There are usually twelve **dread stingers** on the main deck, all boisterous werestingray pirates with long years of experience on the open seas.

3. WAR ROOM

Background

The Dread Stingers often meet to discuss strategy in their war room. Lately, the conversations focus on the new business of selling the essence and trying to contact new buyers – spellcasters in Xantharos.

Environment

The cabin features a large wooden table on which various maps and dispatches are laid out. Around the table, there are chairs in an eclectic style, one of which is Captain Zavasha Indrioza's plush velvet chair. Next to it stands a perch stand for a bird, where *Neb* usually sits during meetings. On the side wall are a comfortable couch and some affixed shelves holding various types of alcohol – wines and rum.

Treasure

One of the maps is a full map of the Calhay Sea with all publicly known locations mapped out as well as some secret locations—the pirate's dead drop (Calhay Sea location 5), the wreckage of the Starfire (Calhay Sea location 9), the location of the Black Cloak (Calhay Sea location 24), the sahuagin temple (Calhay Sea location 4), the crustanoid village of Reefside (Calhay Sea location 34), and the pirate ship named the Dark Maiden (Calhay Sea location 27). An additional location is marked with an "X"—the fake treasure at location 28. Two adamantine daggers hold the map in place.

4. CREW'S MESS

Background

The mess cabin is where the Dread Stingers hold their meals, prepared by the ship cook, Volonar Fumebright, in the galley (area 6). Meals are held twice a day for each shift. A small stairway leads to the ship's bilge.

Environment

The mess is furnished with long tables and benches, laden with the remains of half-eaten meals and drinking cups. Several barrels of fresh water sit around the chamber. Twin stairs lead to the top deck, and a single staircase to the bilge.

5. CAPTAIN'S CABIN

Background

This small cabin is reserved for the ship's captain. When not on the aft deck commanding the ship, she spends her time here, resting or writing dispatches for the other ships of the Dread Stingers.

Environment

The small cabin is sparsely furnished with a small writing desk and a stool, as well as a hammock, a cabinet, and a metal chest. Several scrolls are strewn on the table, alongside a quill and an inkwell. The cabin door is always locked when Captain Zavasha Indrioza is not present. The chest is

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also locked and trapped. The captain carries both keys on a chain around her neck.

Door. The door has AC 17, 40 hit points, a damage threshold of 5, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage. It is locked with a key. The lock can be opened using thieves' tools with a successful **DC 20 Dexterity** ability check or forced open with a successful **DC 20 Strength (Athletics)** skill check.

Chest. The metal chest has AC 17, 30 hit points, a damage threshold of 5, immunity to poison, psychic, and piercing damage, and damage resistance to slashing damage. It has a padlock that can be opened with a key. The padlock can be opened using thieves' tools with a successful **DC 20 Dexterity** ability check or forced open with a successful **DC 20 Strength (Athletics)** skill check. The padlock is trapped with a springing needle trap treated with Volonar's enhanced drider poison. The trap triggers if any creature tries to open the lock without the proper key. When the trap is triggered, the needle extends 3 inches straight from the lock. A creature who tries to pick the lock takes 1 piercing damage and 45 (10d8) poison damage, and must succeed on a **DC 17 Constitution** saving throw or be poisoned for 1 hour. A successful **DC 20 Intelligence (Investigation)** check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful **DC 15 Dexterity** check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

Treasure

The chest contains Captain Zavasha Indrioza's personal loot. It includes 3,450 gold pieces of various mints, 1,343 silver pieces, a pink diamond cut in the shape of a heart worth 2,500 gold pieces, a jacinth worth 1,500 gold pieces, and three black pearls worth 700 gold pieces apiece. There are also some magic items in the chest: a *potion of diminution*, a *feather token (tree)*, a *folding boat*, two *potions of supreme* healing, and a *potion of poison* that looks exactly like the other two healing potions. Characters who study the potions from up close can attempt a **DC 25 Wisdom (Perception)** skill check to notice a tiny "X" marking on this last vial.

6. GALLEY

Background

The only member of the Dread Stingers who is not a werestingray is Volonar Fumebright, the ship's cook and master poison-maker. Volonar is a drider with the features of a diving bell spider. He was captured by the pirates near one of the outlying islands of the Silent Pearls. Proving loyal to the crew during his brief stint at enslavement, Captain Zavasha Indrioza recognized the skill of the drider in creating brews and potent poisons. She offered a place among the ranks of the Dread Stingers as their cook and poison-maker, which the drider gladly accepted.

Environment

The cabin is covered floor to ceiling in spiderwebs. The webs are difficult terrain and lightly obscure the entire cabin. A large grill station on the cabin's starboard side sizzles with the dripping fat of a roasting tuna. Within the mass of webs, several barrels of fresh water and boxes of ingredients litter the floor. There are two tables in the cabin. One is covered by cooking utensils and ingredients. The other holds a makeshift poisoner's workshop with a small burner, vials of different sizes holding viscous substances, a distiller, and raw natural materials. A large shape looms in the back of the cabin.

Scene

The ship's galley is the domain of **Volonar Fumebright.** The spiderous monstrosity is hunched over the prep table, mixing a big pot of gruel. If any creature whom Volonar doesn't recognize opens the door, he will reach for his crossbow and try to measure up the intruders before firing. Volonar is highly loyal to the Dread Pirates and will only shift allegiances if Captain Zavasha Indrioza is killed. If the characters strike a deal with the Dread Pirates, the Captain will offer Volonar's poisons for sale.

Each creature that starts its turn in the webs or that enters them during its turn must make a **DC 15 Dexterity** saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a **DC 15 Strength** ability check. If it succeeds, it is no longer restrained.

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VOLONAR FUMEBRIGHT

"I might not be like the others, but best not doubt that I am a Dread Stinger through and through. You should fear the sting of Volonar Fumebright and pay us handsomely if you need our poisons."

Volonar Fumebright introducing himself to the characters in a silky voice.

Volonar Fumebright. Use the **drider** monster entry with the following modifications:

- Volonar Fumebright is *neutral evil*.
- He makes ability checks with his poisoner's kit with a +7 modifier.
- He lacks the drider's sunlight sensitivity monster trait.
- ***Amphibious.*** Volonar Fumebright can breathe air and water.
- ***Shortsword.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage plus 9 (2d8) poison damage. This attack replaces the longsword attack of the drider.
- ***Light Crossbow.*** *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage. This attack replaces the longbow attack of the drider.

Treasure

The items on the small table are a poisoner's kit and a range of poisons that Volonar Fumebright created. They include three doses of Volonar's own **enhanced drider poison**, a dose of *malice*, a dose of *essence of ether*, and two doses of *truth serum*.

Enhanced Drider Poison (Injury, 2,500 gp). A creature subjected to this poison must succeed on a **DC 17 Constitution** saving throw, taking 45 (10d8) poison damage on a failed save and becoming poisoned for 1 hour.

7. CREW QUARTERS

Background

The off-shift crew of the Rusty Nail spends most of its time in the crew quarters.

Environment

The spacious cabin has hammocks suspended from the ceiling. Personal belongings are stored in simple sacks under the hammocks. The pirates play dice and Spell Wars on the top of crates or barrels of fresh water stored here.

Scene

There are usually eight **dread stingers** resting in this cabin, sleeping in hammocks, playing games, and engaged in boisterous chatter. If the general alarm is sounded, the pirates rush to the bilge hatches (areas 10 and 11).

Treasure

There are 30 satchels of personal belongings stored here. The satchels contain small mementos, trinkets, pipes, pipeweed, combs, and a total of 470 gold pieces worth of valuables.

8. TREASURY

Background

Captain Zavasha Indrioza stores the Dread Pirates' loot in this large cabin, collected over years of privacy. Most items will be sold in friendly markets, but the cabin holds vials with the *essence of Transmutation*

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from *Neb*, and some other curious items. Captain Zavasha Indrioza carries the only key to the cabin.

Environment

The walls of the treasury are reinforced on both sides, and the double doors of the cabin are also of a sturdy composition.

Door. The door has AC 19, 120 hit points, a damage threshold of 10, immunity to poison, psychic, and piercing damage, and damage resistance to slashing and bludgeoning damage. It is locked with a key. The lock can be opened using thieves' tools with a successful **DC 20 Dexterity** ability check or forced open with a successful **DC 22 Strength** ability check. The lock is trapped with a springing needle trap treated with Volonar's enhanced drider poison. The trap triggers if any creature tries to open the lock without the proper key. The needle extends 3 inches straight from the lock when the trap is triggered. A creature who picks the lock takes 1 piercing damage and 45 (10d8) poison damage, and must succeed on a **DC 17 Constitution** saving throw or be poisoned for 1 hour. A successful **DC 20 Intelligence (Investigation)** check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful **DC 15 Dexterity** check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

The cabin inside is laden with valuable cargo – bales of quality silk, crates of rare spices, and barrels of fine wines. A ship's figurehead of a sea mink lies on the floor. A small table holds some unique items – a vial rack with six vials that all contain a glowing brown liquid, a purple silk cloth with a metal clasp, and a curious-looking black box.

Treasure

Neb currently stores six doses of the *essence of Transmutation* in the treasury. The cloth is a *portable hole* (with a **DC 20 Strength** check to escape when using the clasp). The box is made of black metal, is a one-foot square, and is decorated with images of mountains and parts of unidentifiable creatures with alien anatomies looming over them. A script around the edges of the box reads in Dark Speech: "At the Mountains of Shandar." The box conceals an *instrument of the muted unraveling of sanity*.

Instrument of the Muted Unraveling of Sanity. This enchanted flute is meticulously crafted from the bone of an unspeakable abomination hailing from realms beyond comprehension. It can be played as an action, yet it remains eerily silent, devoid of any audible emanations. Instead, it creates an aura of madness in a 60-foot radius until the start of the character's next turn. All creatures with an Intelligence score of 6 or more in the area, including the one that plays the flute, must make a **DC 18 Wisdom** saving throw or become afflicted with a short-term madness that lasts 1d10 rounds. Once used, the *instrument of the muted unraveling of sanity* can't be used again to generate the aura of madness until the next dawn.

9. THE BALLOON

Background

The Rusty Nail was reconfigured to be submersible. It can resurface if the gigantic balloon in its bilge is inflated. Captain Zavasha Indrioza uses her *bottle of hurricane* for this task, rapidly inflating the balloon and raising the ship.

Environment

The ship's bilge is covered by a gigantic deflated balloon stitched together from water-resistant whale skins and fabrics. The balloon is held in place by crisscrossing ropes that can be unclasped, freeing the balloon to inflate. There is a crude metal box on the side of the balloon, with a compartment large enough for a bottle to be placed inside and a hose running from the box to a hole in the balloon.

On the two ends of the bilge are enclosed cabins with walls made of metal and gigantic circular hatches resembling vault doors. The hatches are only closed if the ship is submerged and in a defensive position underwater.

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Hatches. The hatches have AC 21, 200 hit points, a damage threshold of 10, immunity to poison, psychic, piercing, and slashing damage, and damage resistance to bludgeoning damage. They are unlocked.

Scene

There are always four **dread stingers** posted in the bilge. They are ready to flood the ship if needed, exit the vehicle underwater, or work the ship's propeller (area 11) to move underwater.

If the hose is connected to the balloon and the *bottle of hurricane* is placed inside the box and opened, the balloon fully inflates in 3 rounds and starts raising the ship by 20 feet per round. A safety mechanism on the box stops the air from escaping the balloon if the bottle is removed and plugged.



BOTTLE OF HURRICANE

10. UNDERWATER HATCH

Background

The Dread Stingers can submerge the Rusty Nail by flooding the ship. The ship's hull features two metal hatches sealed with vault doors that can be opened even underwater. The hatches open slowly, allowing the water outside the ship to cascade in without crushing the creature opening the hatch.

Environment

This waterlogged cabin is completely bare, save for the layer of algae covering the floor. The space is enclosed by metal walls and two circular vaulted hatches, one leading to the bilge and the other outside the hull.

Scene

If the call to submerge is sounded, two **dread stingers** from the bilge race to the hatch and open it. When one of the hatches is opened, it takes 10 rounds for the ship to sink. When both hatches are opened (areas 10 and 11), this time is reduced to 5 rounds.

11. PROPELLER HATCH

Background

The hatches are the same as in the ship's bow. More importantly, this cabin contains the ship's propeller, which it can use to move even while underwater.

Environment

This cabin is identical to the bow cabin. The main difference is the metal shaft and the cranking mechanism used to rotate the shaft. The shaft extends through the hull to the ship's rear in a watertight aperture.

Scene

When the Rusty Nail is submerged, four **dread stingers** operate the cranks that rotate the propeller. Four creatures of medium size who have a minimum Strength score of 14 can operate the cranks simultaneously. The ship's speed is 5 feet for every creature that rotates the cranks.

12. SECRET COMPARTMENT

Background

Captain Zavasha Indrioza had a secret compartment built on the ship's keel as a smuggling compartment and as a last resort in case she needed an undetectable holdout.

Environment

The compartment encloses a flat space. It is completely flooded with water. It can be accessed through two secret doors.

Secret door. The secret doors cannot be seen from above the waterline. Even when submerged, a creature must succeed on a **DC 25 Wisdom (Perception)** skill check to notice the almost undetectable outline of the doors and their lock mechanisms. The doors can be barred from the inside. They have AC 15, 30 hit

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points, a damage threshold of 5, immunity to poison, psychic damage, and damage resistance to piercing and slashing damage. When locked, the latches can be opened with thieves' tools with a successful **DC 22 Dexterity** ability check or forced open with a successful **DC 20 Strength** ability check.

7. SLAVES FOR BLOOD

Background

The vampire leader of the sahuagin tribes has tasked its warriors to raid the surrounding villages and collect slaves to be used as blood sources and sacrifices to the Darkness Within. The sahuagin bind captives with ropes made of seaweed and transport them to the Fangs of Xantharos (location 8.). A celebrant of the dark blood is responsible for every transport, leading the slaves during nighttime. The saves carry the seaweed pod of the vampire spawn, where it retreats from the rays of the sun.

Environment

The group of captured slaves slowly makes its way up the slopes of the Dragon's Crown Reach toward its peak —the skull of Xantharos. The area is rocky and covered by sparse foliage. There is a pass worn by the recent movement of dozens of people, with steep cliffs on both sides.

Scene

The characters can see the company of ten humanoid slaves of several different species (use the **commoner** monster entry) and a **satyr** named Curlyflock marching up the slopes. Some of the captives are carrying a human-sized pod of seaweed. A **celebrant of the dark blood** leads the group, marching with the slaves only at night. If encountered, the slaves will shy away from the characters, while the sahuagin vampire spawn will attempt to summon a globe of darkness, use its protective spells, and then assault the characters from afar. If pressed and reduced to half its hit points, the celebrant will try to flee up the mountain's steep cliffs to warn its master at the Fangs of Xantharos.

If the captured slaves are freed and questioned, they reveal that most of them were captured a week ago from a village at the foot of the Dragon's Crown Reach, collected at a camp, and handed over to the sahuagin vampire spawn, who has been feeding on their blood without killing them. They know that many slaves have been kidnapped from nearby settlements, but don't know their exact destination. They relate that their vampire guard savagely mocked them and threatened them with the honor of giving their lifeblood to Mor'jh Koah at the "Holy Fang." They are extremely thankful for their rescue and will immediately head down the mountainside to return to their homes.

Curlyflock is more adventurous and happy to accompany the characters to take revenge on his captors. He gives long speeches about the importance and beauty of sheep, whom he adores above everything else.



CURLYFLOCK

"Through each woolly embrace, sheep reveal a symphony of gentleness. They dance with nature's grace; their fleece is a tender canvas of comfort and warmth. Oh, how their baa-tiful spirits resonate, a soft chorus that echoes the tranquility of the meadows. Blessed are the sheep, for they teach us the true meaning of contentment and the art of finding solace in simplicity."

Curlyflock praising sheep.

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FANGS OF XANTHAROS

1 tile = 5 feet

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8. FANGS OF XANTHAROS

Background

Before being defeated by the armies of the dark angels under the leadership of the Dark Star, the formidable fey-dragon Xantharos managed to grasp the dark solar in its gargantuan fangs. Even today, the calcified remains of the ancient fey dragon are marked by the blood of the wounded dark angel as a grim reminder of the intense battle.

For some time now, Faeryl Myrryn, the drow vampire arch-conjurer, has been on a quest to find a way to extend her vampiric powers to celestial beings. After much searching, she discovered that the blood of the dark solar would serve as an ideal ingredient for perfecting this ability. Gifted with Faeryl Myrryn's vampiric powers and now serving her as warlocks, the sahuagin priests of the Darkness Within and their leader, Mor'jh Koah, were guided to the Fangs of Xantharos by Aztatlacate, a dark celestial summoned by Lord Rhogar Zlatozar. Aztatlacate knew exactly where to find the rare ingredient needed for Faeryl's purpose.

Under the command of their vampiric masters, the sahuagin lead groups of enslaved individuals to the desolate hanging cliffs. There, the captives are used as sustenance. At the same time, they harvest the unholy substance necessary to bestow the powers of darkness upon their hatchlings from the calcified fang of the primordial fey dragon. Mor'jh Koah charmed a human warrior named Tomryn Coldbane, who led the Crimson Fangs Monster Hunting Guild, and tasked him with guarding the charmed slaves.

The two sons of the captured warrior have tracked their father to the Fangs of Xantharos and are presently hiding near the road that leads down the stairs, biding their time to rescue their father at an opportune moment. Despite engaging in combat with the blood elemental on the stairs, they were ultimately compelled to retreat to preserve their lives.

Environment

The Fangs of Xantharos are imposing stalactite formations that dangle precariously from the towering cliffside, suspended over a dizzying height. The largest of these fangs is a colossal rock structure that stretches 3,000 feet into the air, tapering to a point at its lowest extremity that is situated 1,500 feet above the sea. A narrow stairway, spanning over 2,000 feet and recently carved directly into the rock, snakes its way downwards to a cave situated at roughly the halfway point of the massive hanging cliff. Harsh gusts of wind whip up from below, seeming to taunt anyone daring enough to venture down the railless and crudely formed stairs. A second, larger cave lies roughly 400 feet beneath the first, accessible only by climbing.

Scene

The stairs leading down to the cave count as difficult terrain, and anyone attempting to take the attack action with a melee weapon or a dash action on them must succeed on a **DC 10 Dexterity (Acrobatics)** skill check or risk slipping and falling to the depths below. On a failed skill check, the creature can attempt to grab onto the ledge by succeeding on a **DC 20 Dexterity** saving throw.

As the characters begin their descent down the perilous stairs, they are approached by the Coldbane brothers. Crassus (use the **assassin** monster entry), the elder brother, and his faithful red **wolf** companion, Hara, remain on guard, observing the characters' intentions. Meanwhile, Keldorn (use the **veteran** monster entry), the younger brother, takes a more laid-back approach and addresses the characters in a casual tone. The heavily-armored warrior, standing tall and imposing before the characters, relays the story of their father's capture and the fearsome blood elemental that forced them to retreat. He then humbly requests the company of the characters in their quest to locate and rescue their captive father. Each of the brothers has a climber's kit.

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1. DESCENT INTO BLOOD

Background

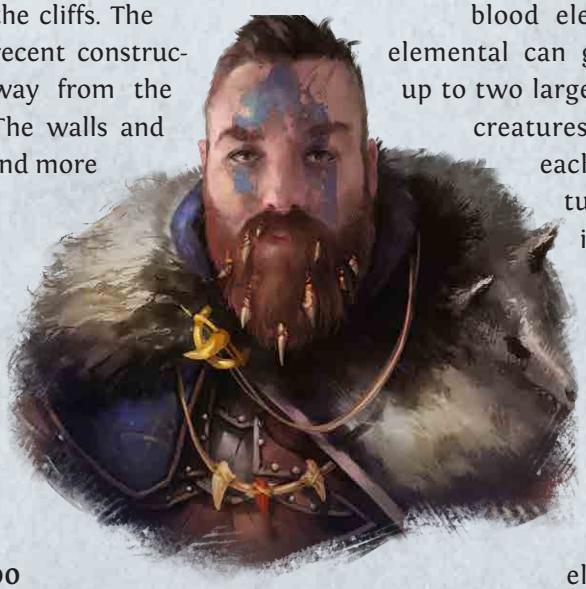
Mor'jh Koah, the high priest of the sahuagin, has summoned a water elemental and corrupted it to become a blood elemental made from the blood of his slaves. The elemental has been tasked to guard the entrance to the vampire's lair.



CRASSUS COLDBANE

Environment

The treacherous stairway begins at the end of an almost unrecognizable dirt road that winds its way down from the fields and tree groves above, arriving at the edge of the cliffs. The stairs are only 3 feet wide, a recent construction, and crudely chipped away from the stone through tedious work. The walls and stairs bear visible stains of old and more recent blood.



KELDORN COLDBANE

Scene

The **blood elemental** attacks the players when they are halfway on the stairs to the cave below. It does everything it can to prevent the characters from advancing further.

Blood Elemental (CR 9, 5,000 XP). Use the **water elemental** monster entry with the following modifications:

- The blood elemental is huge size.
- It has 228 hit points and a Strength score of 22.
- ***Slam.*** *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage and 5 (1d10) necrotic damage. If the target creature has blood, the blood elemental regains hit points equal to the amount of necrotic damage dealt.
- ***Whelm (Recharge 4–6).*** Each creature in the blood elemental's space must make a DC 18 Strength saving throw. On a failure, a target takes 19 (3d8 + 6) bludgeoning damage and 5 (1d10) necrotic damage. If the target creature has blood, the blood elemental regains hit points equal to the amount of necrotic damage dealt. If it is huge or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the blood elemental's space. The blood elemental can grapple one huge creature, up to two large or four medium or smaller creatures at one time. At the start of each of the blood elemental's turns, each target grappled by it takes 19 (3d8 + 6) bludgeoning damage and 5 (1d10) necrotic damage. If the target creature has blood, the blood elemental regains hit points equal to the amount of necrotic damage dealt. A creature within 5 feet of the blood elemental can pull a creature or object out of it by taking an action and succeeding on a DC 18 Strength check.
- ***Blood Mist Form.*** The blood elemental can use its action to polymorph into a huge cloud of mist, or back into its true form. While in mist form, the blood elemental can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 40 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can pass through

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water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage. It reverts to its true form if it dies.

- ***Bloodsense.*** The blood elemental can detect and pinpoint creatures that have blood within 120 feet.

2. FEEDING GROUND

Background

The unfortunate slaves brought as food for the sahuagin vampires reach their final destination in this cave. Mor'jh Koah, the vampire in charge, greets the newcomers and uses its powers to pacify the terrified slaves, ensuring they don't cause any trouble. Every day, Mor'jh Koah returns with its spawns to evaluate the new arrivals, reestablish the charm on the slaves, and feed on them.

To maintain order among the slaves, Mor'jh Koah has charmed and appointed a capable leader, Tomryn Coldbane, an expert weaponsmith and seasoned warrior. Under Mor'jh Koah's charm, Tomryn protects the slaves from potential threats and takes action against those who resist Mor'jh Koah's charm, either by restraining them or, if necessary, eliminating them.

Environment

The entrance to the cave is wide and appears naturally formed. The interior bears signs of filth, bloodstains, and smells of human waste and the rotting stench of death. The ground is littered with piles of dead bodies, many of them reduced to nothing more than skeletal remains or dried husks that have been drained of their blood. Flies buzz around, and maggots crawl on these mounds of decaying bodies that once were children, men, and women of various species.

At the cave's center, a group of slaves sits huddled, looking dirty, neglected, and emaciated. Their gaze is fixed in the distance, seemingly lost in thought. Standing before them, facing the sitting figures, is a tall, muscular man clad in armor, his appearance rough and unkempt. He holds a spear in his hand, ready to strike at a moment's notice.

Scene

Tomryn Coldbane (use the **gladiator** monster entry) turns to the characters and his sons if they enter the cave and attacks them immediately if they are not accompanied by sahuagin.



TOMRYN COLDBANE

Tomryn's sons, Crassus and Keldorn, are shocked at their father's reaction and try to subdue their charmed father without harming him. They will attack any character who causes any serious harm to their father. Once their father is under control, the two sons thank the characters and leave for the Seat of Scales. If Tomryn is released from the grip of the vampire's charm, he expresses his gratitude by offering to craft a rare magic weapon of the characters' choosing. It takes Tomryn a month to craft the exceptional magic weapon, which he delivers to the characters at the Seat of Scales.

The two dozen slaves (use the **commoner** monster entry with four levels of exhaustion) huddled in the cave are all under the vampiric charm of Mor'jh Koah, rendering them powerless to take any action. They sit still and observe the events unfolding

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around them, their eyes glazed over and devoid of emotion. If somehow freed from the vampiric charm, the slaves immediately attempt to escape. Without any hesitation, they scramble up the stairs and make a run for it, desperate to put as much distance as possible between themselves and the horrors of the cave.

Treasure

One of the dead bodies in the middle of one pile of bodies is that of a noble's concubine wearing a golden necklace decorated with rubies worth 400 gold pieces. Another skeleton wears a *ring of swimming*.

Experience

Award the party 1,100 experience points if the Coldbane boys can escort their father to safety, and an additional 1,800 experience points if they free the slaves.

3. ROPER'S LEDGE

Background

A group of ropers, having long established their nests on the sheer cliffs, are largely indifferent to the presence of the undead vampires that have come to occupy the fang. They do not attack the undead, nor do they seem to be bothered by their presence. The ropers feed on any creature that climbs on or flies too close to the rocks.

Environment

The cliff wall between the two caves spans an impressive 400 feet, with a negative slope that leads down toward the second cave. While it is dotted with cracks and potential hand and foot holds, making it technically possible to climb, the steep incline, powerful winds, and force of gravity make descending it an even more perilous task.

Cliff Wall. Descending the cliff to the next cave requires a **DC 17 Strength (Athletics)** skill check for every round the character is climbing. On a failed skill check, the character is unable to move further down from their location. If the roll fails by 5 or more (a skill check of DC 12 or lower), the character falls to the dizzying depths below. A falling character can attempt a **DC 20 Dexterity** saving throw to hold on to something on the inward-sloping cliff wall.

Scene

Four **ropers'** nests are scattered on the cliff. They try to slowly sneak upon the characters as they climb down the wall, making a Dexterity (Stealth) skill check with a +5 modifier against the passive perception of the characters to stay hidden until the last moment. If a roper fails its skill check, the character notices it from 200 feet. The ropers strike with their tendrils when noticed and at least 50 feet from a character. Otherwise, they move closer on the cliffs to reach them.

Treasure

The nest of one of the ropers in a dent of the cliff holds the skeletal remains of a wyrmling red dragon that had four raw diamonds in its belly, each worth 300 gold pieces.

4. NEST OF THE SPAWNS

Background

A group of celebrants of the dark blood uses this cave as their dwelling. They spend most of their time climbing the walls with their *spider climb* ability to scrape off the remains of the Dark Star's blood from the surface of the Fangs of Xantharos. They store the rare divine material in small containers fashioned from the fossilized bone of the Fangs of Xantharos to be delivered to their larger underwater spawning pools.

Environment

The cave walls are wet and slimy with blood. The nests are made of tangled seaweed, with a natural and organic appearance and slight dampness. At the center of the cave, placed in a circle, are eight small ivory urns. The mad screams of unfortunate victims can clearly be heard echoing from the caves beyond. The smell of death and dried blood is heavy in the air.

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Scene

Each of the six **celebrants of the dark blood** that reside in this cave retreat to area 5 to benefit from the cover of darkness and consume a dose of the **Dark Star's blood**. From there, they assault any creature that enters with deadly spells before closing in for melee combat.

Sounds of combat also alert **Mor'jh Koah** and the nalfeshnee vampire, **Slaughterpaunch**, in area 6. They both emerge after a few rounds to aid the celebrants of the dark blood in their fight against the characters.

Treasure

The ivory urns hold ten doses of the **Dark Star's blood** (see Calhay Sea location 4, area 7).

5. SHRINE OF DARKNESS

Background

The zealots of the Darkness Within raised an altar in honor of their god where they frequently offer sacrifices and give praise for the discovery of their god's divine essence.

Environment

Utter darkness cloaks this area due to the *hallow* spell placed by Mor'jh Koah. In the center of the cave, a statue of an evil-looking couatl looms, seemingly conjured by magic. Its threatening posture exudes a sense of dominance and power. The shrine's base is adorned with strange, alien-looking sigils that are etched into the stone and stained with blood. As the characters move closer, the terrified screams of multiple victims from the cave beyond grow louder. Amidst the intensifying cries, guttural and deep laughter erupts, resonating like the rumbling of thunder. The cries of terror and anguish grow louder with each passing moment, as if in response to the malevolent laughter.

Scene

A non-celestial, non-undead, non-sahuagin creature that enters the area for the first time on a turn or starts its turn there, must make a DC 16 Charisma saving throw. On a success, they can see through the darkness until they leave the area. Those who can see through the darkness can read an inscription in Sahuagin: "We were blessed by your holy emissary, who guided us to your sacred blood."

6. NIMBUS OF HORROR

Background

Faeryl Myrryn dispatched Slaughterpaunch, a nalfeshnee vampire, to transform Mor'jh Koah into a vampire, aid the sahuagin in their quest for the **Dark Star's blood**, and safeguard and advance her agenda as required. The vampiric demon has an insatiable desire to inflict torment upon its prey, subjecting them to its horrific aura as frequently as possible. Mor'jh Koah considers the undead demon an infidel and finds its loudness intolerable. However, he tolerates the other powerful undead enough not to confront it directly.

Environment

Near the innermost cave wall lie two peculiar pods. The first is roughly human-sized, crafted from rotting seaweed and barely held together by dried blood. The second, a larger construction, is made from decaying bodies, their husk-like shells serving as a cocoon for a large creature. Five living humanoids, comprising three male humans, a male dragonborn, and a female gnome, are shackled to the wall between the two pods, their screams of terror piercing the air.



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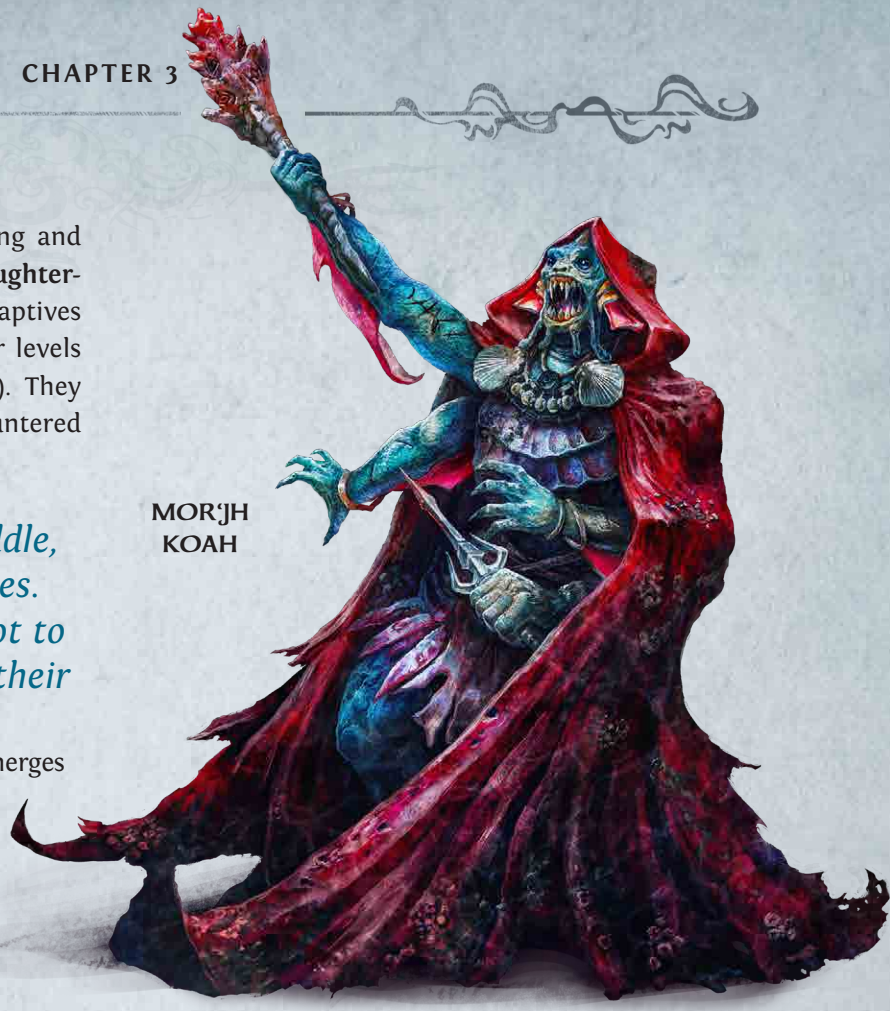
Scene

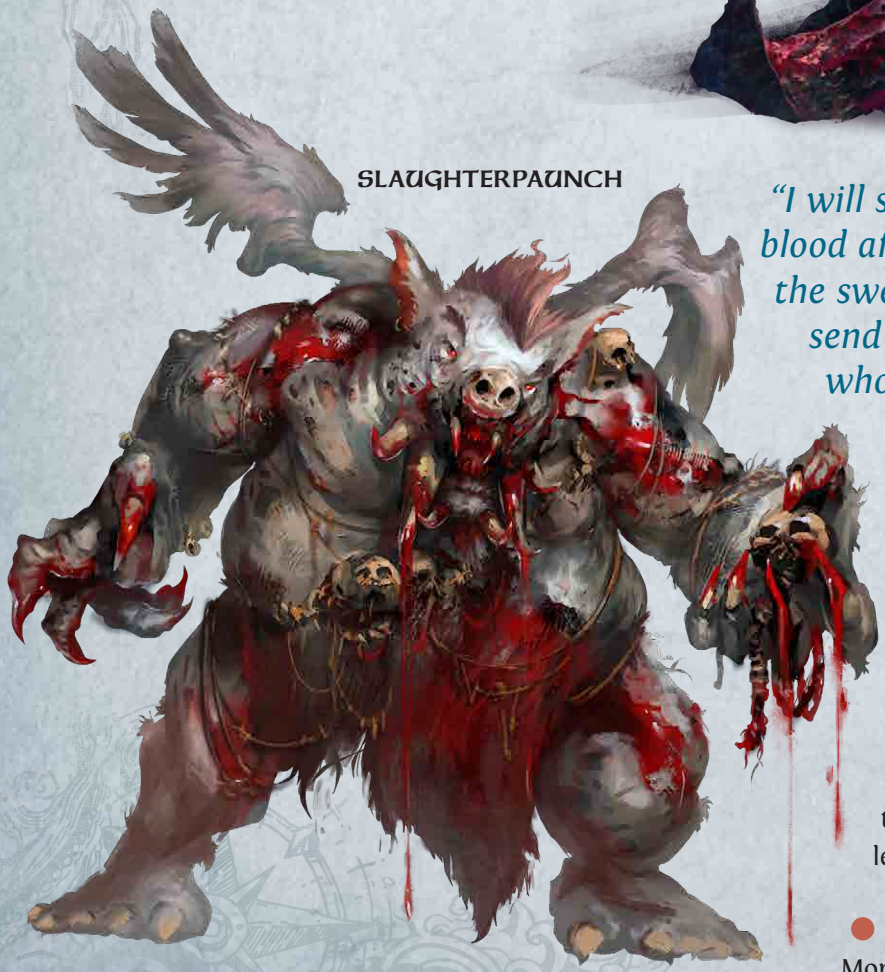
Mor'jh Koah spends most of his time praying and contemplating in his resting place, while **Slaughterpaunch** almost constantly terrorizes the captives (use the **commoner** monster entry with four levels of exhaustion and the frightened condition). They both emerge to attack the characters if encountered in this cave.

"Often, there are those who meddle, believing themselves to be heroes. However, your purpose here is not to save my prey, but rather, to join their ranks."

Mor'jh Koah speaks to the characters as he emerges from his resting place.



MOR'JH KOAH



SLAUGHTERPAUNCH

"I will savor the last drop of your blood after it has been infused with the sweetness of terror. Then I will send your souls to my mistress, who has already come to take what she sought."

Slaughterpaunch backing the sahuagin vampire.

The **Dark Star's blood** can be found in the form of completely black patches on the side of the cliffs outside and around the cave. Harvesting a single dose of this potent substance requires a day of painstakingly scratching it off the rock face. A total of forty doses are left to be recovered.

Treasure

Mor'jh Koah stores six doses of the **Dark Star's blood** in his resting place along with

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a collection of various small gems worth 1,500 gold pieces, a *scroll of create undead*, a *scroll of greater restoration*, a *scroll of scrying*, a *scroll of protection from energy*, and a piece of a flat black crystal, which seems to be a fragment of a larger piece. It has an engraving on it written in Deep-sea Elvish that reads: "Orb of Illusion" and it is worth 1,200 gold pieces (see handout #4 – puzzle piece C).



HANDOUT #4 - PUZZLE PIECE (C)

Among the treasures is a small steel cask shaped like a keg with a triangular ruby on its side set in a circle of bronze. The ruby is worth 200 gold pieces. The cask belonged to Omaz "Aznidi" Darkmoor (see Calhay Sea location 2) and contains a dose of **dragon's whiskers**. The qualities of the rare substance can be identified with the use of alchemist's supplies and a successful DC 15 Intelligence ability check.

Dragon's Whiskers. This bluish alchemical powder is highly explosive. When a dose of the powder makes contact with fire, it explodes in a thunderous blast of bluish-bright flame. Each creature in a 60-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. Creatures and objects in the area take 27 (5d10) fire damage plus 27 (5d10) radiant damage plus 27 (5d10) thunder damage on a failed save, or half as much damage on a successful one. The blast spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.



SYMBOL OF FAERYL MYRRYN

Slaughterpaunch's gruesome resting place holds a +2 *dagger* shaped in the form of a slim female elf, a *potion of water breathing*, and a white marble block of stone painted in blood with the symbol of Faeryl Myrryn. A character who succeeds on a DC 18 Intelligence (History) skill check recognizes the sigil.

9. STARFIRE (SECRET LOCATION)

Background

Nimora and Ralin Olbareth were traders and diplomats from the Drayl City-States, who sailed along the coastal cities of their homeland, assisting with goodwill between the people of the sea and land. They pointed out suitable fishing spots, settled ocean disputes, and assisted during storms in saving sailors and fishermen or helping rebuild in the aftermath of hurricanes. Their voyages led them to the Calhay Sea, where they made contact with the Knights of A'rvanshy. Promising aid against Morgawr, the pair set out to return to Drayl on their ship, the Starfire. However, during a vicious storm, their journey was cut short when the Starfire encountered the Rusty Nail and the Dread Stingers. The Olbareths saw a partially sunken ship with sailors shouting for help, and the pair moved closer to rescue as many of the sailors as possible. Little did they know that this was a trap, and when the Starfire drew close to the pirate's ship, the pirates changed form and attacked. Both Nimora and Railin were brutally murdered, and Captain Zavasha Indrioza had the Starfire sunk, not realizing the value of the ship's star-shaped figurehead. The crew of the Rusty Nail (Calhay Sea location 6) knows the shipwreck's location, as do the Knights of A'rvanshy (Calhay Sea location 31).

Their anger at such a betrayal held the Olbareths to this mortal world. They rose as ghosts, bound to the wreckage of their ship and unable to descend to their afterlife until Captain Zavasha Indrioza would meet her final fate. Their frustration has grown over the years as time has muddled their memories, and they find it difficult to remember the faces of their slayers.

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Environment

The Starfire lies at a depth of 1,200 feet at the bottom of the sea, its wreckage overgrown by life on the seafloor. Schools of colorful fish swim amidst the half-submerged, rotting planks of the vessel.

Scene

An **angler wyrm** chose the wreckage of the Starfire as its lair. The draconic fish lies in hiding, buried in the sea floor, with only its glowing angler protruding from the ground. It ambushes the characters when they are within 30 feet of the wreckage, attempting to poison them before retreating.

When the characters approach the vessel to within 5 feet, the ghosts of Nimora and Ralin Olbareth materialize 10 feet from the characters and shriek in rage, demanding vengeance on the Dread Stingers. The **ghosts** see their slayers in the characters and vent their fury on them. They first use their horrifying visage abilities, then attempt to possess characters so they might leave the site and pursue the Dread Stingers. If they fail with these tactics, they use their withering touches in melee. The pair only pursues characters to 60 feet from the vessel, at which point they vanish to the Ethereal Plane. The ghosts' souls will only find peace if Captain Zavasha Indrioza dies.



NIMORA

"You! You are one of them! I see betrayal in your eyes, just like those accursed Dread Stingers. Your deception shall be avenged at last!"

Nimora Olbareth shrieking in a confused rage.



ANGLER WYRM

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RALIN



"Yesss! We will hunt you all down and send your souls to eternal punishment in Hell! Zavasha Indrioza must die!"

Ralin Olbareth cursing the characters and demanding vengeance

Treasure

The vessel has been thoroughly looted by the Dread Stingers. However, they left the namesake of the ship behind—a two-foot wide metal star affixed to the figurehead of the ship. The *starfire figurehead* is a magical ship upgrade (see Appendix B: Naval Combat).

10. THE SEARING SCOURGE

Background

The Searing Scourge is a steamship operated by a crew of fire giant pirates that have sailed to the Calhay Sea from their base on the northern coast of Vordan, Keep Firestorm, in search of easy prey. The giants are savage pirates bent on destruction and will attack any solo vessel that crosses their path. The ship usually hides behind the cover of smaller islands before it attacks and prefers to pounce on ships in windless conditions when it can gain an advantage from its steam propulsion.

Environment

The smoke of the Searing Scourge is the first sign of the vessel's approach, as it rounds the small island at a distance of 900 feet, which offers it cover. Huge armored figures tower above the metal railing of the ship and roar their threats before engaging in ranged attacks.

Scene

The Searing Scourge (use the **steamship** water vehicle entry in Appendix B: Naval Combat) is crewed by six **fire giant sea marauders.** Their passionate and determined captain, Stoic the Raging Inferno, prioritizes the well-being of his crew above all else, even to his own detriment. With unwavering resolve, he steers the vessel while another giant tirelessly shovels enormous lumps of coal into the ship's engine. The fire giants fire searing cannonballs from mangonels when they get within 800 feet. Four of the giants start throwing metal cannonballs heated to a searing degree by large braziers on the deck once they get within a range of 240 feet. The giants attempt to flee if half of their crew is killed.



STOIC THE RAGING INFERNO

"Abandon ship, rats! The Searing Scourge is here to land its blazing punishment upon you!"

Stoic the Raging Inferno shouting overboard.

Fire Giant Sea Marauder (CR 10, 5,900 XP). Use the **fire giant** monster entry with the following modifications:

- The fire giant sea marauder wears a chain shirt and has a Dexterity score of 12 and AC 14.
- It can take a bonus action on each of its turns in combat to take the Dash, Disengage, or Hide action.
- It has advantage on Strength (Athletics) checks made to climb while on ships or while swimming. It also has advantage on saving throws against being knocked prone.
- It has proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.
- ***Searing Cannonball.*** *Ranged Weapon Attack*: +11 to hit, range 60/240 ft., one target. *Hit*: 40 (6d10 + 7) bludgeoning damage plus 11 (2d10) fire damage. This attack replaces the fire giant's Rock attack.

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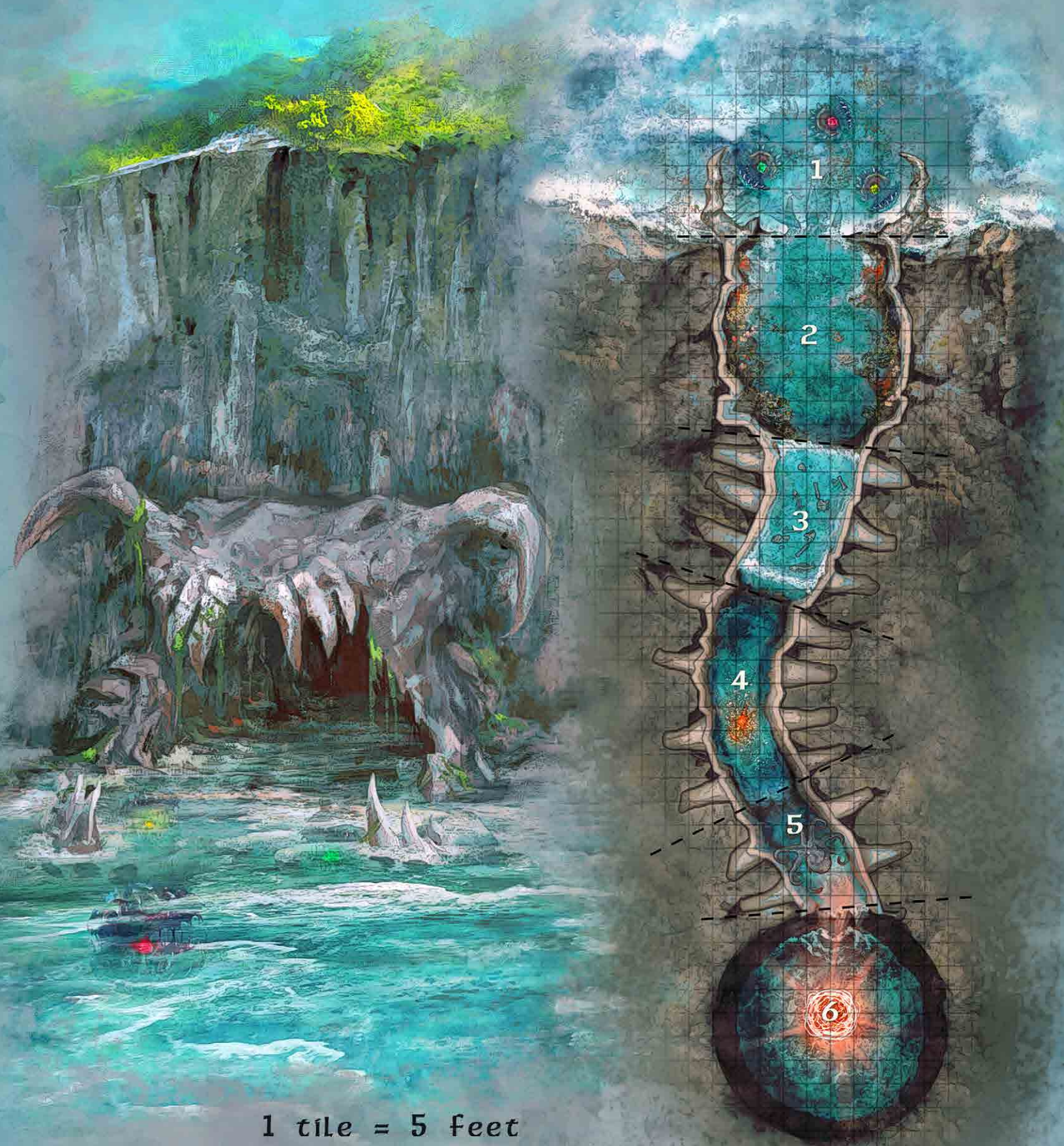
SKULL OF CTHOGGA



1 tile = 5 feet

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11. SKULL OF CTHOGGA

Background

A'rvanshy chose an ancient site as the location where he would create the *orb of Transmutation*—the fossilized remains of a cthogga, a gargantuan amphibious type of purple worm embedded in the stone of a cliffside. The lich hierophant used *stone shape* spells to fashion the cavity of the worm into a suitable receptacle for the orb. Over the millennia that have passed, the protections of the orb have kept interlopers at bay, except for a brood of eldritch eviscerators that found the site recently. These monstrosities feed on the magical energies of the orb and have made the location their lair. *Neb*, the silver parrot, flies in regularly to harvest the orb, but as an object, *Neb* is immune to all the orb's powers except for its magic heating property. The eviscerators also leave the parrot alone.

A bed of treasure clams has found a perfect habitat in the shallow waters of the Dreamer's Gulf at the entrance to the cave. They hunt for larger fish and the rare sentient creature that wanders near their habitat.

Environment

The fossil of the cthogga is embedded into a cliff face on the northern shore of the Dreamer's Gulf. Half of its skull protrudes from the cliffs at sea level. At high tide, water from the sea completely floods the inside areas, while at low tide, the water level inside the worm is 5 feet high, making it difficult terrain. It takes six hours for the water to go from low to high. The cthogga is over 200 feet long and 40 feet wide. The bones of its skull, spine, and rib cage are intact, embedded in the stone of the cliff. They form a cylindrical cavity that is 15 feet in diameter.

The reef in front of the cthogga's maw is shallow, with a depth of 10 feet during low tide. Several huge open clams can be seen through the clear waters of the shore, with sunlight glinting on fist-sized gemstones inside their shells.

Scene

If the characters follow *Neb* on one of its drug runs, they can easily find the location. Otherwise, noticing the half-hidden skull of the cthogga requires a successful **DC 15 Wisdom (Perception)** check and is only possible during low tide.



TREASURE CLAM

Three **treasure clams** make their bed in the shallows. When they sense movement, they open their shells to reveal their gemstones. If any creature approaches within 5 feet, they attack and clamp down on their prey.

Treasure

Each treasure clam contains a unique gemstone worth 500 gold pieces.

1. A'RVANSHY'S WARNING

Background

A'rvanshy left his magical warning to his people at the maw of the cthogga using a *magic mouth* spell, about the *orb of Transmutation* and how to resist its effects.

Environment

The maw of the ancient worm is 15 feet across, with gigantic mandibles protruding from the cliff face.

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Scene

The *magic mouth* spell activates when anyone arrives at the opening of the cthogga's maw. A raspy voice that draws out its syllables speaks a sentence in Deep-sea Elvish that a character who understands both Aquan and Elvish can comprehend.

"Be true to yourself and resist the force of the Orb that will try to turn your flesh!"

The voice of A'rvanshy speaking its warning.

2. THE MAW

Background

The first power of the *orb of Transmutation* manifests in the maw of the cthogga by polymorphing any creature that enters into a poisonous lionfish. Many creatures have been thus transformed, and the waters of the maw are teeming with past victims.

Environment

The maw of the cthogga is 30 feet across. Water laps the ancient skeletal bones of the giant worm that protrude from the stone. Barnacles, anemones, starfish, and sponges cover the cavity of the worm's skull.

Scene

When a creature enters the maw, they feel their bodies starting to transform, and they must succeed on a **DC 21 Wisdom** saving throw. On a failed save, the creature is polymorphed into a lionfish. A creature who failed the save can attempt a new saving throw every day.

Four **swarms of lionfish** inhabit the maw. They swim amidst any creature that enters the area and use their poisonous spikes to attack. The swarms ignore creatures that have been transformed into lionfish.

Swarm of Lionfish (CR 2, 450 XP). Use the **swarm of quippers** monster entry with the following modifications:

- The lionfish has no blood frenzy ability.
- ***Venomous Spines.*** A creature that enters or starts its turn in the swarm's space is stung by the lionfish's venomous spines and takes 5 (2d4) piercing damage. A creature that takes damage from the lionfish's venomous spines must succeed on a DC 15 Constitution saving throw or become poisoned for one hour.

A character who succeeds on a **DC 14 Intelligence (Arcana)** skill check can recognize that the stone inside the worm's cavity was bored by *stone shape* spells and a character who succeeds on a **DC 16 Wisdom (Nature)** skill check can deduce that the stone was shaped over 2,000 years ago.

3. POLARITY TRANSFORMATION

Background

The powers of the *orb of Transmutation* manifest in this area by reversing gravity and telekinetically holding creatures on the roof of the cavity.

Environment

The characters reach an upside-down waterfall that flows toward the roof of the worm's cavity. Ahead, the floor of the cavity is visible through the waterline as a dry area, while the roof of the cave holds 5 feet of water suspended in the air. The bones of many aquatic and humanoid creatures form a layer at the top of the cave roof.

Scene

When a creature enters the area, it must succeed on a **DC 21 Dexterity** saving throw or fall 20 feet toward the roof of the cavity, landing in the water there and taking 7 (2d6) bludgeoning damage. On a successful save, they can grab a fixed object to avoid the fall. Creatures can still try to move in the water on the roof. However, they must succeed on a **DC 21 Strength** ability check every turn to do so. On a failed check, an invisible force holds the creature in place.

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4. SEARING WATERS

Background

The powers of the *orb of Transmutation* manifest in this area by heating all metal objects to a red-hot glow. An unfortunate half-dragon adventurer from Clan Aztrov managed to reach this part of the cavity three centuries ago but died from the metal-heating properties of the orb.

Environment

The water in the area emanates heat and bubbles in its center. Steam rises to the cavity's roof, where it condenses and forms water droplets that slowly drip onto the water's surface. Ahead, a suit of armor and a sword glow with amber heat on the cavity's floor and release a stream of bubbles that rise to the surface.

Scene

As the characters enter the area, they feel their possessions made of metal grow searing hot. Any character in contact with such an object takes 9 (2d8) fire damage at the start of each of their turns while they remain in the area. If a character is holding or wearing the object and takes the damage from it, they must succeed on a **DC 21 Constitution** saving throw or drop the object if they can. If they don't drop the object, they have disadvantage on attack rolls and ability checks until the start of their next turn.

Treasure

The chain shirt of the unfortunate adventurer is a suit of *armor of resistance (poison)* that bears the symbol of Clan Aztrov. The longsword is non-magical but features a masterfully crafted blue dragon head on its pommel.

5. STONEY END

Background

The powers of the *orb of Transmutation* manifest in this area by turning any creature that enters to stone. Few have made it this far into the remains of the cthogga, the latest one a giant octopus that wished to nest in the cavity but was turned to stone when entering the area.

Environment

The stone statue of a giant octopus that looks lifelike blocks the way forward. From behind it and around the bend of the worm's body, a pulsating brownish glow illuminates the sides of the cavity.

Scene

When a creature whose body is made of flesh enters the area, it must succeed on a **DC 21 Constitution** saving throw or begin to turn to stone. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell and in the area must make another **DC 21 Constitution** saving throw at the end of each of its turns. If it successfully saves against the effect three times, the effect ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

Creatures of tiny or smaller sizes can swim or climb around the petrified body of the giant octopus. The octopus has AC 15 and 180 hit points, a damage threshold of 10, and immunity to poison, psychic, and piercing damage, and resistance to slashing damage.

6. ORB OF TRANSMUTATION

Background

The deepest recess of the cthogga's cavity contains the *orb of Transmutation*. The strongest power of transmutation morphs the fabric of time and condenses the energies into brown disintegration rays. A brood of eldritch eviscerators, monstrous creatures that feed on magical energies, found the orb a few years ago. They nest next to the orb and feel at home in its regenerative properties. The eviscerators ignore

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Neb when the parrot comes to collect the essence from the orb, as the intelligent magic item fortifies the creatures' regeneration.

Environment

The deepest recesses of the cavity taper to a height of 20 feet, becoming narrower as one approaches the worm's tail end. In the center of the cavity is a pulsating 10-foot diameter sphere of pure magical energy that rotates suspended in the air and glows with a sickly brown light. Two towering figures with claws, tentacles, and myriad eyes surround the orb, seemingly basking in its energies. The creatures seem to shift in and out of existence.

Scene

When the characters enter the area, the two **eldritch eviscerators** in the cavity attack them savagely, guarding the orb and their nest with a predatory hunger.



ELDRITCH EVISCERATOR

When a creature enters the area, it must succeed on a **DC 21 Charisma** saving throw to become affected by a *time stop* spell. Once the duration of the *time stop* effect ends for a creature and if it is still in the area, it can reroll the saving throw to be affected again. The first time an eldritch eviscerator in the area is reduced to half its hit points, on its next turn it is automatically affected by the *time stop* effect and uses the time to safely regenerate.

Also, when a creature approaches within 25 feet of the *orb of Transmutation* who is not under the effects of a *time stop*, the orb releases a disintegrating ray. The creature is targeted by a *disintegrate* spell that shoots from the orb at the end of its turn. To avoid the ray, the creature must make a **DC 21 Dexterity** saving throw. The orb can shoot a ray of *disintegrate* at each unique target once every hour.

Experience

Award the party 5,000 experience points if they find *the orb of Transmutation*.

12. CLAN YESTRYLL ESTATE

Background

The estate of Clan Yestryll, nestled within the protective walls of the Gullet, stands as a beacon of hope and happiness amidst the prevailing darkness. Life within its boundaries offers a refreshing respite compared to the hardships faced elsewhere on the Isles.

Under the guidance of Lord Slyssandor Yestryll, renowned as a ranger of the seas and a protector of submerged ruins, the unbranded slaves find themselves blessed with a relatively joyful existence. Within the estate's compassionate embrace, a sense of freedom permeates the air, fostering an environment where kindness and happiness flourish.

This sanctuary of compassion blurs the lines between master and servant, as Lord Slyssandor treats all inhabitants with respect and dignity regardless of their social status. Within these walls, the oppressive chains of slavery loosen, replaced by a shared camaraderie and

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a collective determination to build a more equitable society. Lord Slyssandor Yestryll secretly labors to emancipate the enslaved people of Xantharos, striving to reshape the very fabric of the isles governed by half-dragons. A consummate dreamer and visionary, he harbors an unyielding belief that his noble aspirations can be realized through meticulous strategizing and the passage of time.

Environment

Nestled within an awe-inspiring inlet, the estate of Clan Yestryll exudes a captivating blend of natural beauty and human craftsmanship. Protected by towering cliffs that rise to over 2,000 feet, the estate overlooks a village below and a bustling harbor. Intricately hewn into the rock, the houses form a terraced network connected by a labyrinth of stairs. At the highest level, a sprawling fortress partially carved into the cliff walls is a testament to strength and resilience.

The channel that guides the way into the tranquil inlet from the vast expanse of the sea is a single passage, guarded by the towering cliffs on either side. On the inlet's shores, the harbor bustles with fishing ships, their wooden frames gleaming under the sun, while fishermen move with practiced precision.

Scene

With an air of gracious hospitality, **Lord Slyssandor Yestryll** personally extends a warm welcome to those who arrive at his estate, even without prior dedication to his clandestine agenda. Engaging them in casual conversation, he carefully assesses their trustworthiness before unveiling his true intentions, ensuring that only the most reliable allies are entrusted with his secrets.

The lord becomes more direct if the characters have transported the slaves from the Seat of Scales. In a secluded meeting room, Lord Slyssandor Yestryll, accompanied by his trusted advisors and his silver dragon friend Karyxarnus (use the **young silver dragon** monster entry), warmly expresses his gratitude to the characters for freeing the slaves, welcoming them as invaluable allies. With a solemn air, he presents each character with a lavish gift of gemstones worth 1,000 gold pieces, as a token of his appreciation before unveiling the full scope of his plans.

In hushed tones, he reveals that he is part of the Children of the Coffle and briefly introduces the organization's history. He explains that he is organizing a daring revolt of the enslaved, to be led by the legendary bard Yshara, whose body lies on the battlefield where the fabled Battle of Songs once raged. The united armies of the Xantharosian clans had vanquished the rebellion, but he learned that the survivors of the battle still live in a secluded tribe (Calhay Sea location 13). Lord Slyssandor discloses that in just four months' time, the 200-year mark will be reached, limiting the casting of even the most potent resurrection spell upon Yshara's body.

He beseeches the characters to undertake the mission of recovering Yshara's body covertly, so as not to draw attention to his involvement and carefully guarded plans. Characters who succeed on a **DC 19 Intelligence (Arcana)** skill check can confirm the 200-year limitation for the *true resurrection* spell.



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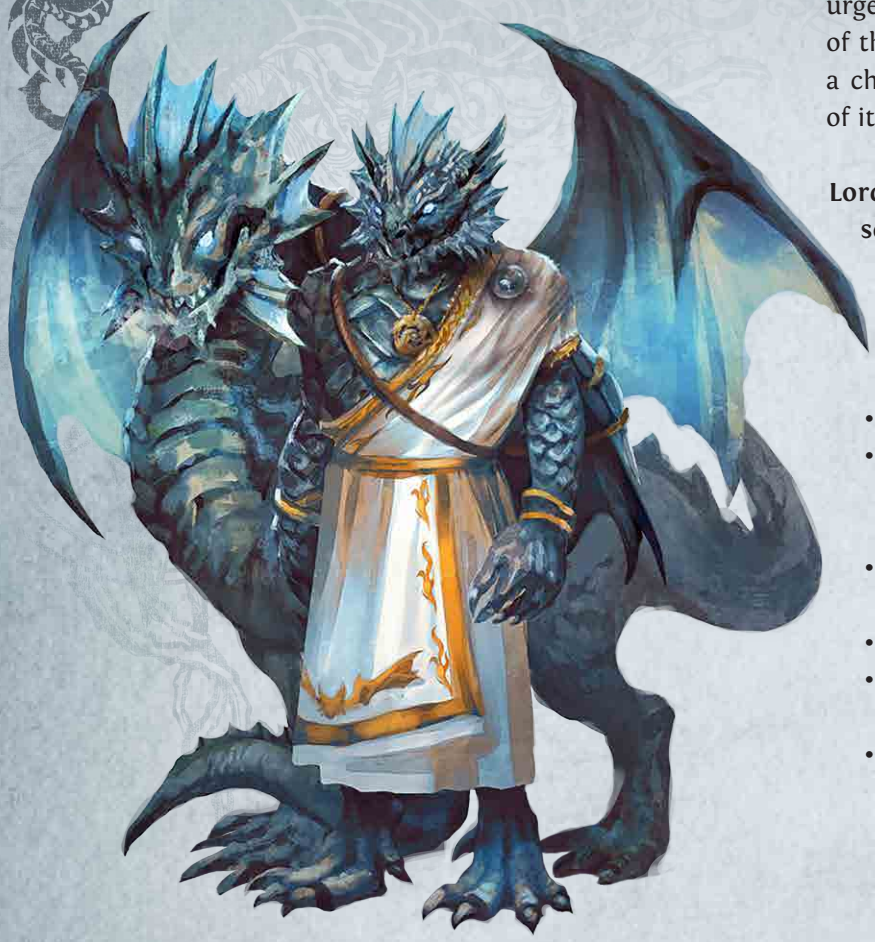

LORD SLYSSANDOR YESTRYLL AND KARYXARNUS

"The legendary Yshara is the key for unshackling the souls of the enslaved, igniting a beacon of emancipation that shall illuminate the path toward a future where the chains of oppression are shattered."

Lord Slyssandor Yestryll lost in a spirited speech about freedom and envisioning a new era to come.

The Lord also gifts a copy of the Songs of Unbinding written by Yshara the Soft-spoken to the characters and urges them to study the poems of the great leader of the slave revolt 200 years ago. The book contains a charcoal etching of Yshara's portrait on the back of its cover.



SONGS OF UNBINDING

Lord Slyssandor Yestryll (CR 2, 450 XP). Use the **scout** monster entry with the following modifications:

- Lord Slyssandor Yestryll is *chaotic good*.
- He has 64 hit points and a flying speed of 60 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He has resistance to fire damage and is immune to cold damage.
- He speaks Common, Draconic, and Infernal.
- He can cast *thaumaturgy* at will, and *hellish rebuke* (DC 12) and *darkness* once per day.
- ***Breath Weapon (Recharge 5–6).*** He can exhale icy blast in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Lord Slyssandor admits his lack of knowledge regarding the whereabouts of the required powerful spell or any priests capable of casting it. He implores the characters to seek the guidance of the Calhay Sea's greatest oracle, Ossiazzxontyr, a cunning green dragon renowned for his vast knowledge and insatiable greed (Calhay Sea location 29). While cautioning the characters about the dragon's voracious appetite for powerful magic, he emphasizes that time is rapidly dwindling, leaving them with no alternative but to venture forth and secure the answer they seek from the enigmatic oracle.

If presented with the *Shell Relic of A'rvanshy* or engaged in discussion about Morgawr

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and the deep-sea elves, he recommends that the characters seek out Lord Carneelis (Calhay Sea location 20), who is in contact with the renegade deep-sea elves of the city of A'rvanshy.

Experience

Award the party 2,900 experience points for delivering the liberated slaves to the Clan Yestryll Estate.

13. TRIBE OF THE UNCHAINED

Background

The historic Battle of Songs unfolded 199 years ago on this bloodstained field, marking a clash between the rebelling slaves under the guidance of the powerful elven bard, Yshara the Soft-spoken, and the combined forces of the half-dragon clans of Xantharos. The Xantharosian armies were victorious. The survivors and those who escaped the battle were adrift, with no place to call home. Determined, they returned to the site of their defeat and, driven by shared hardships, formed a close-knit community of diverse species. Nestled within the dense jungle, they founded a village that has endured for generations.

However, their peaceful existence was shattered when a vile cabal of rakshasa, sinister beings who harnessed dark necrotic powers, infiltrated their minds with enchantments. The rakshasa eliminated the village's five most esteemed female elders, adopting their forms to deceive and manipulate the unsuspecting inhabitants. In a twisted act of cruelty, they reanimated Yshara, once a revered leader, as a mindless zombie, using her voice as a tool to maintain control over the village.

The rakshasa cabal, known as the Streak of Death, cunningly maintains its deceptive facade, concealing their true fiendish forms from the unsuspecting villagers. To fuel their nefarious necromantic practices, the rakshasa wickedly exploit the former battlefield, drawing upon the lingering energies of the fallen heroes who had once risen against their enslavers.

Environment

Surrounded by dense jungles, a tribal village sprawls, its inhabitants forming a blend of species—dwarves, halflings, half-elves, and mostly humans. The village huts, scattered throughout the dense jungle, offer a glimpse of the diverse cultures that coexist within their walls, adorned with intricate carvings, vibrant tapestries, and hanging lanterns that cast a warm glow upon the communal spaces.

The village's centerpiece is a massive circular hut, its impressive diameter spanning 60 feet. Elevated from the ground, it stands with an air of grandeur, with its front half without walls, opening up to the surroundings. A short flight of wooden stairs leads up to the elevated platform, where five elusive shapes are shrouded in the dark recesses of the hut. The five venerable women sit in a semi-circle. They are adorned in tribal attire, their bodies covered by black and white paint resembling the sacred markings of bones.

In front of them, a deceased woman's decayed body sits with her legs folded. Cracked and weathered bone jewelry encircles her withered limbs, while tattered remnants of intricately woven fabric drape across her form, whispering tales of past elegance. Faded paint, once vibrant, lingers on her desiccated skin, tracing symbolic patterns that hint at the rituals and traditions of her people. Within the hut, bones and skulls embellish the walls, casting eerie shadows that dance in the dim light. The scent of rotting flesh lingers, blending with the natural musk of the jungle.



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Scene

The villagers are indifferent toward anyone who approaches their territory. Their former leader, Talon Strongclaw is a casually smiling human **druid** who is under the charm of the rakshasas. His smile hides a cautious approach to the characters.



TALON STRONGCLAW

Talon Strongclaw leads the characters to the central hut to meet with Yshara and the five elders. If the Songs of Unbinding is presented, the villagers recognize the symbol on its cover and become friendly toward the characters.

Unyielding in their desire to maintain dominion over the village and the necrotic resources derived from the battlefield, the five **rakshasas** relentlessly seek to eliminate any who would dare challenge their established authority. They refuse to relinquish Yshara's body, seeing her as a tool through which they exert their control and influence.

The rakshasas try to delay anyone who approaches them with questions that they whisper into the ears of the **zombie** body of Yshara. The zombie speaks for the Streak of Death, who move and speak slowly, buying their time to use their innate *suggestion* and *charm person* spells as required to overcome intruders. Should the need arise, they unleash their *dominate person* spells to gain complete control over those who pose a threat, or their *plane shift* spell to banish them to Hell.

"I'm the whisper of the dead, the voice of the oppressed. I have returned to speak for both."

Yshara's zombified form speaks slowly, her voice bearing an unnatural tone of death.

The rakshasa have created several rituals through their knowledge of cabal magic. The following spell rituals are recorded on bones in each rakshasa's possessions: *animate dead, false life, speak with dead.*

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Rakshasa Cabal Ritual. Through dark necromantic practices, the rakshasa cabal ritual harnesses the energies of the dead and creates spell energies that don't require the spellcaster's own magical resources. Each rakshasa cabal ritual spell can be cast as a ritual spell by a rakshasa or by a spellcaster able to cast ritual spells. Casting a rakshasa cabal ritual requires the dead body of a humanoid creature as its material component. The body is consumed during the casting of the ritual.

Experience

Award the party 2,300 experience points if they successfully secure Yshara's body.

14. CLAN FRALKYN ESTATE

Background

Nestled within the vast expanse of its estate, Clan Fralkyn thrives in apparent bliss, yet unbeknownst to its members, a sinister secret looms in the shadows. Lord Zhoulann Fralkyn, the esteemed head of the clan, is ensnared under the insidious influence of Zenurim, a cunning succubus spy summoned to this realm by Lord Rhogar Zlatozar the Dauntless. This malevolent enchantress manipulates Lord Fralkyn, exerting control over the clan's day-to-day operations and clandestinely representing the interests of Lord Rhogar in the council. Beneath Zenurim's pernicious influence, Clan Fralkyn's once noble pursuits have devolved into something far more sinister. The bountiful resources of the estate, once a source of prosperity, are now ruthlessly exploited to serve the hidden agenda of Lord Rhogar Zlatozar.

Environment

Within the sprawling estate of Clan Fralkyn, the sight and sounds paint a vibrant tableau of life in the jungles of the Ixxtar Wilds. Towering noble residences, adorned with intricate carvings and draped in vivid banners, stand as a testament to the clan's opulence and power. The Temple of the Efficient Master, a sanctuary of serenity, emanates an aura of devotion and echoes with whispered prayers and melodic chants. Alongside the grand structures, the Halls of the Wyrmslayers exude an air of solemn determination. Here, the dragon hunters of the clan gather to hone their martial skills under the trophies of various draconic creatures that defied the clan or the Scaled Council in the past.

As the estate unfolds, numerous mills and buildings associated with lumbering come into view, where the symphony of saws and thuds of logs echo through the trees. The scent of freshly cut wood mingles with the earthy fragrance of the jungle, creating a heady mix that lingers in the air. In the sprawling monster pens, the cacophony of animal calls intermingles with the rhythmic pounding of hooves and claws, hinting at the clan's impressive menagerie of beasts.

Amidst this bustling landscape, the trained Beast Rider Guards patrol with an air of authority, mounted atop their massive dinosaurs, lizards, and giant boars. The clanking of armor, the snorts and growls of the beasts, and the occasional sharp command from the guards create a symphony of sounds, serving as a reminder of the clan's formidable armed forces.

Scene

The characters are welcomed with utmost reverence as they unveil their presence before the esteemed nobility residing within the estate's sprawling grounds. **Lord Zhoulann Fralkyn**, easily accessible and approachable, graciously offers his assistance, whether through wise counsel, information about the region, or by extending the services of his devoted priests. Engaging in conversation with him reveals his deep admiration for Lord Rhogar Zlatozar, his unwavering support for the war effort against the sahuagin becoming increasingly evident.



"I am humbled by the united war effort of the clans, where the mastery of our individual talents intertwines to create a symphony of victory."

Lord Zhoulann Fralkyn expressing his position on the war.

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Lord Zhoulann Fralkyn (CR 3, 700 XP). Use the **priest** monster entry with the following modifications:

- Lord Zhoulann Fralkyn is *neutral*.
- He has a flying speed of 60 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He is immune to fire damage.
- He speaks Common and Draconic.
- ***Breath Weapon (Recharge 5–6).*** He can exhale fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

The reverent **priests** of the Temple of the Efficient Master, patrons of the deity of competence, bestow upon the characters a wealth of divine knowledge and magical aid. In return for generous offerings, they provide access to their repertoire of spells, and offer an assortment of magical scrolls containing spells of 2nd and lower level, along with a selection of common and uncommon potions, available at reasonable costs.

Lord Zhoulann graciously grants the characters an exclusive privilege—the opportunity to purchase suits of the fabled **dragonscale armor** crafted by the finest artisans of Clan Fralkyn. This famous armor, a testament to the clan's unmatched skill and craftsmanship, boasts exceptional durability and remarkable properties.

Dragonscale Armor. This armor is crafted from the scales of draconic creatures of various sorts. The dragonscale armor consists of a coat and a separate skirt of dragonhide leather covered with overlapping pieces of dragon scales. It is a medium armor that weighs 30 pounds and provides an AC of 14, and a damage threshold of 5 against the damage type associated with the dragon or half-dragon from which the armor was created. A dragonscale armor costs 350 gold pieces.

HUNT FOR THE VIPER HYDRAS

Lord Zhoulann extends a compelling proposition to the characters—an opportunity to serve him by embarking on a perilous hunt for the formidable viper hydras that haunt the jungle's depths. For each victorious triumph over one of these venomous creatures, the characters are promised a generous reward of 1,300 gold pieces worth of precious gemstones. The Lord enlightens them about the unique behavior of these serpentine creatures, explaining that they roam in family groups, establishing temporary nests in the jungle for a brief period before moving on to seek new territories for their relentless hunt.

A character who tracks the beasts in the jungle for a full day and succeeds on a **DC 17 Wisdom (Survival)** skill check can uncover the trail of a group of three **viper hydras**. In a dramatic pursuit, the relentless hydras give chase to a huge **sea giant** (with 63 hit points remaining) known as Howl IV, who frantically races for his life, desperately attempting to evade the thunderous pursuit of these monstrous beasts. Howl IV, born as a slave of Clan Fralkyn, has risen above the brutish nature ingrained within his kind during his years of captivity. Breaking free from the clutches of the clan estate, where his immense strength was exploited, he has forged his own path, leaving behind the trappings of servitude and embracing newfound freedom in the jungle and its water reserves.

Viper Hydra. Use the **hydra** monster entry with the following modifications:

- ***Bite.*** *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 10 (1d10 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.



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HOWL IV

"I owe you my gratitude, my strength, and my spear."

Howl IV thanking the characters if they save him.

Grateful for any salvation bestowed upon him, Howl IV, the fourth of his kind in a lineage of sea giant slaves at Clan Fralkyn, expresses his deep appreciation but harbors no desire to return to the confines of the clan's estate or any semblance of civilization. Resolute in his yearning for liberation, he extends his unwavering support to the characters in any capacity possible, offering his assistance to aid them in their endeavors. Should the characters extend an invitation, he willingly embraces the opportunity to accompany them on their daring adventures, utilizing his formidable presence to bolster their ranks. However, if left to his own devices, he charts a course toward the vast expanse of the sea, where he finds solace in a new life of unbridled freedom, forever escaping the clutches of his past enslavement.

15. VENOMOUS SPAWNING GROUND

Background

Mor'jh Koah established several spawning grounds in strategic locations near the Xantharosian shoreline. The eggs of the tribe are treated with the Dark Star's blood sourced from the Fangs of Xantharos to infuse them with the energies of Darkness, creating a brood of fearsome warriors born with necrotic powers. This specific spawning ground was established next to hydrothermal vents on the seabed, whose gases have caused some of the brood to gestate faster and lead to sahuagin warriors imbued with sulfurous poisons. A large cavern next to the vents is the resting place of four celebrants of the dark blood, who tend the spawning grounds and maintain the small shrine to the Darkness Within that Mor'jh Koah can easily travel to with his *word of recall* spell. Mor'jh Koah cast a *hallow* spell with a *darkness* effect on the shrine so it would be eternally unholy ground.

The location should present a deadly obstacle for characters if they try to attack by themselves, without the aid of armed forces with underwater capabilities gathered for this cause—the Knights of A'rvanshy, the forces of liberated deep-sea elves and merfolk, the werestingray pirates of the Dread Stingers, or Srymusdyrjan, the ancient bronze dragon.

Environment

The seafloor at a depth of 1,200 feet is marked by chimney-like formations that rise to heights of 10 to 150 feet. The vent structures spew black plumes, rich in sulfur content, that bubble toward the surface to be carried far by the sea currents. The entire area above the vents is lightly obscured due to the black smokers. The sahuagin have laid their eggs among the vents, covering an area with a radius of 200 feet. The green eggs are the size of watermelons, all tainted from within by a black ink-like substance.

Several scores of sahuagin swim above the vents in the black waters, guarding the spawning grounds. They all bear signs of necrotic empowerment – their skin is dark and their veins pulse with black blood.

A large, 20-foot cave opening amidst the giant vents on the sea floor leads to a natural cavern that is 60 feet deep and 30 feet high. Four pods of human size made of tangled seaweed rest by one side of the cave, while two ivory urns decorated with the motif of a

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black sun stand against the other. The far side of the cave features a small side cavern, covered by a globe of impenetrable magical darkness.

Scene

Four **units of poisonous dark blood sahuagin** guard the spawning grounds. They will assume battle formations if they see many opponents approach. It is possible for individual creatures to stealthily navigate the vents and reach the cavern without being seen by the swarms of sahuagin, but they must succeed on a **DC 16 Dexterity (Stealth)** skill check. If any character bears open wounds that have not been treated with magic or resting, they have disadvantage on the checks.

Unit of Poisonous Dark Blood Sahuagin (CR 10, 5,900 XP). Use the **unit of dark blood sahuagin** with the following modifications:

- The unit of poisonous dark blood sahuagin is immune to the poisoned condition and poison damage.
- ***Bite.*** *Melee Weapon Attack*: +5 to hit, reach 0 ft., all creatures in the unit's space. *Hit*: 28 (8d4 + 8) piercing damage plus 28 (8d6) necrotic damage plus 28 (8d6) poison damage, or 14 (4d4 + 4) piercing damage plus 14 (4d6) necrotic damage plus 14 (4d6) poison damage if the unit has half of its hit points or fewer. This attack replaces the regular unit's Bite attack.

The four **celebrants of the dark blood** usually stay within the confines of the cave, but if alerted to intruders, they emerge from the cave and bolster the ranks of their army.

A non-celestial, non-undead, non-sahuagin creature that enters the area of darkness within the niche in the cave for the first time on a turn or starts its turn there, can attempt a **DC 16 Charisma** saving throw. On a successful save, they can see through the darkness until they leave the area. Under the globe of darkness, the walls are marked by crudely etched images of sahuagin marching in a lightless abyss under a monumental angelic figure.

Treasure

The urns contain eight doses of the **Dark Star's blood** (see Calhay Sea location 4, area 7).

16. CLAN ZLATOZAR ESTATE

For a detailed description and background on the Zlatozar Estate, please read the related section in Chapter 4 (Siege of Fort Zlatozar).

Background

Fort Zlatozar is the ancestral stronghold and seat of power of Clan Zlatozar. It was established thousands of years ago upon the site of the *orb of Conjuration* following a pact between the half-dragon clan and A'rvanshy. Based on this vow to the deep-sea elves, the family has kept the orb's location a secret, dedicated their faith to the Wondermaker, and guarded its cave entrance with a religious zeal. Lord Rhogar Zlatozar is no exception as a paladin of the Wondermaker who has taken the Oath of Magic. However, Lord Rhogar has broken the family's vow and opened the sealed entrance to the cave system below the fort. Using the orb, he has regularly become an aspect of the Wondermaker and has been using the orb's conjuration abilities to bind outsiders to his bidding. One such being is Zenurim, a succubus, who has assumed Lord Rhogar's form and leads the clan in Lord Rhogar's name, while the half-gold paladin schemes to build an army of conjured beings and plots to indoctrinate the Isles of Xantharos to the religion of the Wondermaker.

Environment

The Zlatozar Estate is a sprawling domain on the island's eastern shore, built on an easily defendable cliff within a large bay surrounded by two Stonedrake Bartizans overlooking the waters of the bay. The imposing fortress towers over the surrounding jungles and the bay, while smaller buildings can be seen on the rocky outcroppings deeper inland. Six dragon ships are docked in the harbor, from where steep stairs ascend to the fort above. The estate is well-known for housing a grand temple to the Wondermaker, where both arcane and divine services and goods are offered to petitioners for donations.

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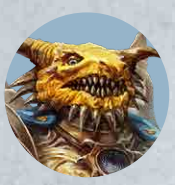
Scene

If the characters visit the estate before Lord Rhogar Zlatozar's treachery in Chapter 4, they are led in front of **Zenurim** and welcomed by the succubus, who poses as the half-gold paladin. After evening prayers at the temple, they are offered rooms and invited to a private dinner by the Lord at the temple. A character that succeeds on a **DC 26 Wisdom (Insight)** skill check can detect a subtle undertone of entitlement and malice in the succubus' attitude and a faked devotion during the prayers.

Twenty **priests** and twelve **mages** are in attendance, most of them slaves of the clan. They offer spellcasting services for pay—the priests up to 3rd level spells and the mages up to 5th level spells at the price of 50 gold pieces worth of gemstones per spell level plus any component costs. The temple store sells common and uncommon potions, cleric scrolls up to 3rd spell level, and wizard scrolls up to 5th spell level. Additionally, for a fee of 100 gold pieces worth of gemstones per day, characters can use the temple's scriptorium to copy spells into their spellbooks from the temple's library, which has all 5th spell level or lower wizard spells available that are listed in the Player's Handbook and Appendix H: Spells.



"I am all in favor of discussions concerning the sahuagin threat that looms above our noble nation and pray to the Wondermaker daily for the will to unite Xantharos. I am prepared to shoulder the responsibility to lead our armies in the defense of the Isles with the aid of our magical birthright. May the Wondermaker provide us with insights and inspiration when planning our war!"

Zenurim as Lord Rhogar Zlatozar welcoming the characters and praying for strength in the coming war.

In Lord Rhogar Zlatozar's form, Zenurim is a gracious host and engages the characters in a lively conversation about the impending war with the sahuagin and the divinity of the Wondermaker. If the characters bring up the *orbs of the Wondermaker*, the succubus tries to glean as much information as possible and relay it to Lord Rhogar Zlatozar. A character who explicitly notes that they are suspicious of Lord Rhogar Zlatozar's intentions can make a **DC 26 Wisdom (Insight)** skill check to notice that the Lord is overly attentive when listening to information about the orbs.

17. THE UMBRAL BEACON

Background

The invading armies of the dark celestials erected this monolith as a staging ground for their forces, granting them quick access to the mainland through a portal. On the other side of the portal stands a tower, located deep within the Mountainfall on the western continent, near the ancient city of the Dark Star's forces. Although the monolith has not been used for over two thousand years, a small group of dark devas remains stationed at its other side, guarding the portal with unwavering diligence.

A pair of ailurosphinxes, Hath and Athis, drawn to the ancient site, have made their lair atop the monolith. Despite lacking knowledge of the monolith's origins or purpose, the creatures stalk and prey upon large fish and dolphins from their lofty vantage point. While fiercely protective of their nest, the ailurosphinxes have formed an unlikely bond with Alehldean, an aging godling wizard who recently arrived to study the monolith. Alehldean is a connoisseur of ancient and forgotten knowledge, who prefers solitude to immerse himself in his studies.

Environment

Rising 300 feet above the tumultuous waters of the Calhay Sea is a foreboding monolith, a dark black block of crumbling stone measuring 50 feet on all sides. Its surface is etched with archaic runes and symbols depicting skulls, winged snakes, and dark

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angels engaged in gruesome activities such as tearing out the hearts of their victims and beheading them.

Atop the foreboding monolith lies a nest crafted from wood, seaweed, bones, and feathers. From within, two majestic winged beasts that look like large cats are gazing out, enjoying their lofty vantage point. Between the two, the bald head of a fully bearded man appears. His skin is pale white and his eyes are glowing gold.

"Stay away, intruders of this sacred lair. Tread with caution, minds beware."

Hath calling out to the characters from above in protection of its nest.



AILURosphinx

Scene

Perched atop the monolith, the **ailurosphinxes** can detect ships from miles away and spot creatures from several thousand feet out on the open waters. When a creature approaches their lair, the feline sphinxes swoop down to circle above them at a height of 100 feet. Typically, they refrain from engaging with creatures unless they sense a direct threat to their nest. In such cases, the ailurosphinxes try to hide and use their magic to enhance themselves before striking with *call lightning* spells from the air. They only use their formidable claw and bite attacks as a last resort to keep intruders at bay.

The ailurosphinxes have formed a bond of friendship with the reclusive Alehldean (use the **mage** monster entry), granting him respite in their company for the past few weeks. The winged creatures engage in discussions with the wizard about matters of the arcane, and his reserved and contemplative demeanor

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seamlessly complements the skittish yet curious nature of the ailurosphinxes. Alehldean stays out of the business of the ailurosphinxes but protects the nest with his spells if needed. While initially guarded, he gradually opens up, especially if engaged in scholarly discourse.



ALEHLDEAN

"Please, respect my privacy."
Alehldean, refusing to communicate.

Reading the inscriptions etched upon the monolith in Celestial, a character who succeeds on a **DC 18 Intelligence (Arcana)** skill check can outline the intricate steps of a ten-minute ritual that opens a one-way portal leading to the monolith from the remote Mountainfall range nestled in the far western reaches of the continent. The ritual mandates that the monolith be shrouded in darkness, whether the natural darkness of a moonless night or darkness conjured by other means. It further necessitates the rhythmic recitation of potent incantations in Celestial, accompanied by the sacrifice of a humanoid creature as an offering.

If the ritual is performed, the portal materializes as a vertical pool of darkness, gradually fading to reveal an awe-inspiring sight: an expansive mountain range composed of enigmatic dark peaks with remarkably steep sides. In the distance looms a colossal ziggurat of dark hue, standing as tall as one of these massive mountains. Its gigantic levels emanate a palpable vibrancy, hinting at some mysterious activity or life on its gigantic levels. The portal stays open for 1 minute.

Six dark devas (use the **deva** monster entry with an alignment of *lawful evil* and replace all instances of radiant with necrotic) fly through the one-way portal and attack anyone they find on the other side. The ailurosphinxes and Alehldean immediately join the fight against the dark devas.

Treasure

The nest of the ailurosphinxes hides four colorfully decorated round pots of *marvelous pigments* that the creatures keep because of their beautiful colors and shapes. Alehldean carries 12 silver pieces, 193 gold pieces, and a selection of a few large and smaller gems worth a total of 1,650 gold pieces.

Experience

Award the party 1,100 experience points if they glance upon the Ziggurat City of Xapto'wa'ttykal deep within the Mountainfall.



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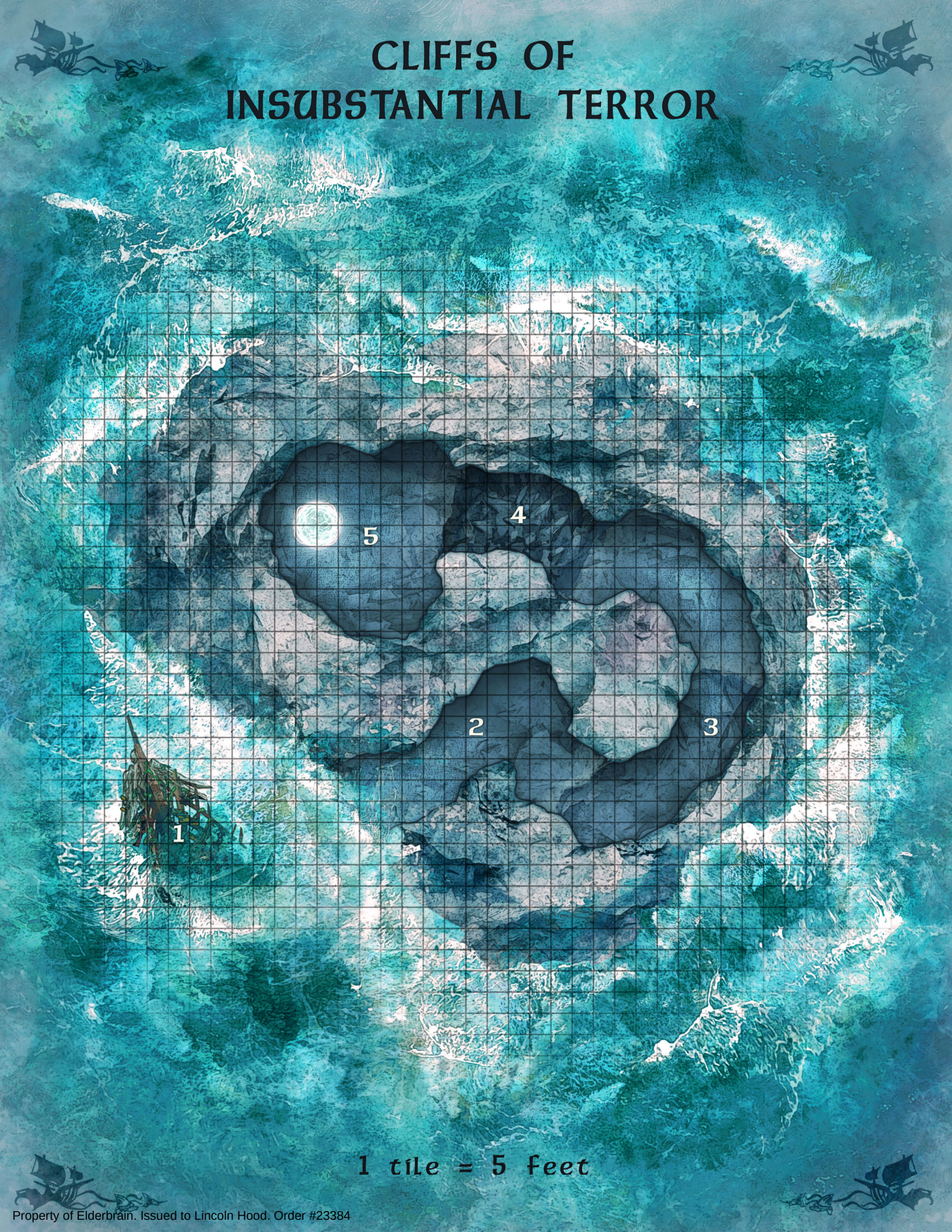
CLIFFS OF INSUBSTANTIAL TERROR



1 tile = 5 feet

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18. CLIFFS OF INSUBSTANTIAL TERROR (SECRET LOCATION)

Background

A'rvanshy, the lich archmage hierophant of the deep-sea elves, fashioned the *orb of Illusion* in a potent outpouring of the divine realm of the god of magic. The secluded, small cliff island proved to be an impeccable location for the artifact's creation. The venerable wizard took great care in concealing its whereabouts within a challenging enigma that only the most resolute and astute of his kin could uncover and decipher.

Environment

The barren gray rocks of the cliff are imperceptible, detectable solely through magical means that reveal the invisible. The only indication of any presence amidst the endless waters is the subtle foam of the waves that crash against the invisible rocks and the remains of a sunken ship that stand out from the waters, seemingly upheld by something from below. A disquieting stillness blankets the entire expanse, quelling the sound of the waves and any other noise that ventures into its midst.

The shipwreck appears ancient, draped in mold from prolonged exposure to the elements. Only its figurehead and a small part of its decaying hull are above water, both of which have become a habitat for a handful of aquatic crustaceans and other diminutive lifeforms. The formerly regal figurehead, that of a stoic angel with folded wings, is now fissured, though the emblem of the Dark Star etched onto its forehead remains discernible. A corroded rusty iron plate nailed to the vessel's hull bears its name etched in strange runes, which remains legible despite the wear and tear of time.

Scene

A waterborne vessel that travels through the hex of this location at normal or faster speed has a 1 to 4 chance on a 1d20 to risk crashing into the Cliffs of Insubstantial Terror. On a roll of 1 or 2, the vessel encounters the cliffs in daylight, while on a roll of 3 or 4 it encounters the cliff at night. In daylight, the watch leader of the vessel must succeed on a **DC 20 Wisdom (Perception)** skill check to notice the foaming waves and the shipwreck on the open sea before it is too late. The watch leader has disadvantage on this skill check during the night. On a failed skill check, the ship must succeed on a **DC 20 Maneuver** check (see Appendix B: Naval Combat). On a failed check, the ship crashes into the cliffs, taking 3d10 bludgeoning damage times its Strength modifier.

"Ship aground! Heat the tar!"

The resounding cries of the crew upon impact.

A vessel that moves at slow speed and explicitly searches the area for the invisible cliff finds it within one day without risking crashing into it.

The entire cliff is enveloped in permanent *silence* by the *orb of Illusion*.

The murky waters surrounding the cliff conceal the wreckage of countless ships that have succumbed to the hidden reef and submerged into obscurity, reduced to unidentifiable debris.

1. THE EREBUS

Background

The Erebus, among the few ships that were used for the task, is over a thousand years old and carried the mortal priests of the Dark Star from the western continent to the Isles of Xantharos, where they aimed to indoctrinate the sahuagin to the faith of their dark celestial masters.

Environment

Beneath the decaying figurehead, the remainder of the vessel is moldy and gradually decomposing. Only half of the ship still stands upon an underwater outcropping of the concealed cliffs, pockmarked by gaping holes. The interior of the

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skeletal frame is cluttered with putrefying debris, unidentifiable remnants of its past equipment, and a scattering of darkened bones that have been picked clean by the underwater creatures that inhabit the area.

Scene

The wooden skeleton of the once-grand vessel crumbles into splinters wherever struck or impacted, while the rusted metal plaque bears the name "Erebus" inscribed in Celestial. The submerged wreck is exceedingly fragile, concealing the remains of its former crew, including its half-giant captain, while also serving as the lair of two **aquatic remorhazes** within its hollowed interior.

Aquatic Remorhaz (CR 11, 7,200 XP). Use the **remorhaz** monster entry with the following modifications:

- The aquatic remorhaz has a swim speed of 40 feet.
- It can breathe only underwater.
- It has damage immunity against lightning. This replaces its damage immunity to cold and fire.
- Its bite attack deals lightning damage instead of fire damage.
- ***Electrified Body.*** A creature that touches the aquatic remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) lightning damage. This ability replaces the Heated Body ability of the remorhaz.

Treasure

Five star-shaped holy symbols of the Dark Star can still be discovered within the wreckage, each crafted from a valuable black opal and worth 250 gold pieces.

2. PASSAGE OF PHANTASMAL ENTRAPMENT

Background

A'rvanshy placed a *magic mouth* spell at the front of the tunnel to warn his kin about the protective powers of the orb.

Environment

The rough surface of the invisible rocks is pitted with corrosion, giving it a gritty texture when touched. The natural tunnel is approximately 10 feet in diameter and open at its top. It abruptly turns at one point. Within, all sounds are muted, giving an alien feel to the place.

Scene

When a creature arrives at the tunnel entrance, the magic *mouth spell* activates. An orb of silencing magic envelops the area, muting the voice of the magical mouth. Only those who can read lips can understand the message it delivers. The message is spoken in Deep-sea Elvish, which a character who understands both Aquan and Elvish can comprehend if they succeed on a **DC 16 Intelligence** ability check.

"It's all an illusion, happening only in your mind. But within, no one can hear you scream."

The voice of A'rvanshy speaking its warning.

When a creature enters the first turn of the tunnel, a powerful illusion is triggered, targeting it with an extended version of the *phantasmal entrapment* spell. This illusion can deceive the senses of those who navigate by touch and those who can see invisible objects or creatures. Every creature within the vicinity must succeed on a **DC 21 Wisdom** saving throw. On a failed save, the creature believes it has been enclosed within a 10-foot room on all

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sides that close in on it. Creatures larger than large size are not affected. The creature can act normally but it perceives only the illusory environment for 1 minute or until it succeeds on its saving throw. A creature affected by the *phantasmal entrapment* takes 3 (1d6) psychic damage at the end of its turn. A creature can attempt a new saving throw at the start of its turn. On a successful save, the effect ends. A creature that failed its saving throw can be moved by another creature normally, but it remains under the effect and has no knowledge of its surroundings until the *phantasmal entrapment* effect ends.

3. Underpass of the Effigy

Background

The orb summons the illusory versions of those who trespass in this underpass.

Environment

The open tunnel leads under a large rock and turns into a roughly 10-foot wide and tall underpass.

Scene

When a creature passes the middle section of this enclosed area, it is suddenly attacked by an invisible *simulacrum* copy of itself, walking toward it from the direction ahead. The invisible creature appears to be the same as the original, but it has half the creature's hit point maximum and carries the nonmagical version of the creature's basic equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a construct that is always invisible. The invisible *simulacrum* lasts until it kills its original or when it drops to 0 hit points, at which point it instantly reverts to invisible rock dust.

Experience

Award the party 3,900 experience points if they all defeat their invisible simulacrums.

4. The Unperceivable Crevice

Environment

At the mouth of a domed cave lies a natural formation, which is a 25-foot wide and 50-foot deep crevice with sharp rocks at the bottom.

Scene

If a creature fails to explicitly state that it is testing the ground ahead of it as it walks, it must make a **DC 15 Dexterity** saving throw or risk falling into the crevice and take 17 (5d6) bludgeoning damage from the fall and an additional 18 (4d8) piercing damage from the sharp rocks below. Creatures without the ability to see invisible objects and creatures are unaware of the width of the crevice.



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5. ORB OF ILLUSION

Background

This is the location of the *orb of Illusion*, which emanates the darkest fears of those who approach.

Environment

The cave is damp and musty, the floor is uneven and covered in loose rocks, making footing treacherous. The air is thick with the smell of seaweed and saltwater. At the end of the cave, a sphere of white energy swirls with power, visible only to those who can perceive the invisible.

Scene

The *orb of Illusion* targets any creature that sets foot within the cave with a *weird* spell. It continues to do so once every hour for each creature already targeted if they were still present in the cave. Each creature the orb targets must make a **DC 21 Wisdom** saving throw. On a failed save, a creature becomes frightened for one minute. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a **DC 21 Wisdom** saving throw or take 22 (4d10) psychic damage. On a successful save, the spell ends for that creature.

Experience

Award the party 5,000 experience points if they find the *orb of Illusion*.

19. CLAN WYLTRESS ESTATE

Background

In the ancient estate of Clan Wyltress, Lady Yryll Wyltress, the Blue Witch, commands a realm of wealth, power, and ambition. Amidst the opulence, a monumental undertaking unfolds—the construction of a larger-than-ever fiendish warmachine. With clanging metal and arcane hum, master engineers and enslaved artisans toil tirelessly, bringing Lady Yryll's vision to life. The towering warmachine, adorned with wicked spikes and devilish symbols, embodies the clan's prowess and ambition. The estate teems with excitement as completing the warmachine will solidify Clan Wyltress' military might and dominance.

Amidst this endeavor, Lady Yryll's offspring vie for favor, engaging in political maneuvering and secret alliances. Simultaneously, preparations for the renowned Devil's Dance ball coalign with the warmachine's construction, creating an air of anticipation and hidden agendas. The surrounding lands witness the fortification of territory, clearing the way for the warmachine's arrival. Yet, dissent within the clan emerges, casting doubt on the path chosen. The forthcoming ball becomes a stage for unveiling the fiendish creation, captivating allies and rivals alike.

Environment

Nestled within the verdant embrace of the Wyvern Sweep, the estate of Clan Wyltress stands as a majestic testament to their power and grandeur. Towering walls of obsidian stone encircle the sprawling grounds, their surfaces adorned with intricate elven runes that shimmer in the dappled sunlight. A winding river meanders through the estate, its crystal-clear waters reflecting the vibrant hues of exotic flora that carpet the landscape. The estate's centerpiece is a grand mansion, its architecture a seamless blend of elven elegance and imposing fortifications, with menacing turrets reaching toward the heavens and stained glass windows depicting mythical creatures and arcane symbols. Sinister flames dance atop the crenelated battlements, casting an eerie glow that bathes the estate in an unsettling light. These turrets punctuate the skyline with crackling hellish energies, warding off intruders with an otherworldly menace. Surrounding the mansion are lush gardens bursting with a riot of colors, giving home to vibrant orchids and cascading vines, creating a mesmerizing tapestry of nature's beauty.

Scene

The loyal retainers of Clan Wyltress adamantly deny entry to visitors, even those claiming a direct connection with Lady Yryll. However, a character who

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succeeds at a **DC 17 Wisdom (Persuasion)** skill check can secure an audience with one of Lady Yryll's husbands, **Lord Hurlo Wyltress**. Lord Hurlo, a half-blue dragon human, graciously receives the characters in the company of his **horned devil** bodyguard. While politely declining any requests to meet Lady Yryll, Lord Hurlo extends the offerings of their esteemed clan, ranging from tropical fruits and logging services to the procurement of lethal wyvern poison.

"Welcome to the halls of Clan Wyltress, where the graceful might of the half-blue dragon and the warmth of the human spirit converge in my personage, Lord Hurlo Wyltress."

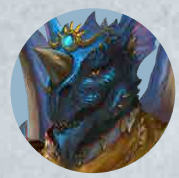
Lord Hurlo Wyltress greets the characters.

Lord Hurlo Wyltress (CR 5, 1,800 XP). Use the **half-red dragon veteran** monster entry with the following modifications:

- Lord Hurlo Wyltress is *neutral evil*.
- He has a flying speed of 60 ft.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He is immune to lightning damage. This replaces the half-red dragon veteran's resistance to fire damage.
- He speaks Common, Draconic, and Elvish.
- ***Lightning Breath (Recharge 5–6).*** Lord Hurlo Wyltress exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. This replaces the half-red dragon veteran's fire breath feature.



The characters must present the egg of the deep-sea dragon to gain an audience with Lady Yryll through Lord Hurlo. **Lady Yryll Wyltress** arrives at a spacious audience hall with her half-blue dragon saber-toothed tiger, **Wildbolt** and two **horned devils.** The audience with Lady Yryll proves brief, allowing only a fleeting moment to present the deep-sea dragon egg and receive her confirmation of support for the war effort against the sahuagin.



"Ah, my egg! Slaves, take it to my sanctuary! As for you . . . See you at the Throne of Xantharos."

Lady Yryll Wyltress briefly acknowledges the achievement of the characters.

Lady Yryll Wyltress, the Blue Witch (CR 7, 2,900 XP). Use the **warlock** monster entry with the following modifications:

- Lady Yryll Wyltress is *lawful evil*.
- She has a Charisma score of 18 and has a flying speed of 60 ft.
- She has blindsight 10 ft. and darkvision 60 ft.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She is immune to lightning damage.
- She speaks Common, Draconic, Elvish, and Infernal.
- ***Breath Weapon (Recharge 5–6)***. She can exhale lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.
- ***Spellcasting***. Lady Yryll Wyltress is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She knows the following warlock spells:
  - Cantrips (at will): *eldritch blast, poison spray, prestidigitation, true strike*
  - 1st–5th level (2 5th level slots): *banishment, charm person, counterspell, dimension door, hold monster, hold person, hypnotic pattern, phantasmal entrapment, suggestion, witch bolt*

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Wildbolt. Use the **saber-toothed tiger** monster entry with the following modifications:

- Wildbolt has blindsight 10 ft., darkvision 60 ft., and a flying speed of 60 ft.
- It has advantage on saving throws against being charmed, and magic can't put it to sleep.
- It is immune to lightning damage.
- It understands Common, Draconic, and Elvish.
- ***Breath Weapon (Recharge 5–6).*** Wildbolt can exhale lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Upon being granted access to the clan's extensive holdings, the characters can inspect the colossal hellish war machine under construction from afar. With a successful **DC 15 Intelligence (Investigation)** ability check, a perceptive character deduces that the apertures that line the side of the machine, yet to be covered by side plates, are intended to serve as cages. These foreboding enclosures would imprison unfortunate humanoids destined to be loaded directly into the warmachine's turrets, potentially serving as energy resources for its nefarious purposes.

CLAN CARNEELIS



20. CLAN CARNEELIS ESTATE

Background

Clan Carneelis is a young clan with a long lineage dating back to a settlement of deep-sea elves at the island's shores. With the first few heirs born as Xantharosian half-copper dragons, Clan Carneelis was founded and given rights by the Throne of Xantharos. They were granted an estate on the western shores of the Wyvern's Sweep, where the settlement of deep-sea elves still flourishes next to the shore. The clan's elder is Lord Atryn Carneelis, a benevolent half-copper deep-sea elf, who leads an isolationist policy with his clan and doesn't meddle in inter-clan politics. The clan only holds slaves in name, as all children born under the clan's aegis are immediately given freedom.

Lord Atryn Carneelis has two young sons named Fornyr and Hashanor and a brother named Suriak, who usually resides in the Seat of Scales with his extended family. The Lord educates his children according to the family traditions of underwater life and tries to pass on his skills as an expert ranger. He maintains contact with the Knights of A'rvanshy, who report to Lord Carneelis regularly and relay the current whereabouts of the Starhaven (Calhay Sea location 31) through Finvalur "Fin" Oromae, a deep-sea elf orphan. Fin has befriended and rides a whale named Silverwave, who lost her calves to the fire giants of the Searing Scourge (Calhay Sea location 10) and regards Fin as her own young.

Morgawr's agent, a man who simply calls himself Sailor, is keeping an eye on the estate and has been trying to discern the location of Starhaven for his kraken master. Sailor was granted a *cape of the barracuda* so he might travel underwater and the command of a squad of ghoulish giant octopuses. Sailor will track the characters from the Carneelis estate to Starhaven and make his move there.

Environment

The Carneelis estate is relatively small, centered around a village with about 200 inhabitants who live off the sea, cultivating seaweed in the bay and fishing the rich waters. The village is split into two halves – one on the shore where a mixed group of humanoids resides and one in the shallows where a small group of deep-sea elves has found refuge. The most vibrant

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location of the village is on the piers, where the two cultures converge on a daily basis. The estate is clean and organized, around the manor house of Clan Carneelis. The manor is a graceful two-story building over a cliffside, bearing many signs of deep-sea elvish architecture—flowing carvings displaying waves and sea creatures. The manor's basement connects to passages that open to underwater areas under the cliffside.

Scene

When the characters approach the Carneelis estate, they are first greeted by four clan guards (use the **veteran** monster entry), who enquire about the nature of their visit. If the characters arrive on land, the guards first ask for papers showing rights of passage in Xantharos. If they don't have such a writ, the guards try to arrest the characters before they lead them to Lord Atryn Carneelis. If the characters state that they have business with Lord Atryn Carneelis, they can attempt a **DC 10 Charisma (Persuasion)** skill check to convince the guards to escort them to the manor without an arrest.

On the way, the characters can notice the lid of a water barrel slightly rising if they succeed on a **DC 16 Wisdom (Perception)** skill check, as the eyes of a deep-sea elvish boy cautiously peek out from beneath the water. A small octopus sits on the boy's head, which also glances out from the barrel. If the characters approach the boy, he theatrically throws off the barrel's lid and rises to sit on the lip of the barrel, dangling his feet into the water with small splashes. His eyes sparkle with curiosity and awe at seeing outsiders as he begins a barrage of questions and splurts bits of information about himself. He introduces himself as Finvalur Oromae, or Fin for short (use the **deep-sea elf** monster entry with the ability to cast *speak with animals* at will and an alignment of *chaotic good*), and his **octopus** friend as Squirt.

Fin is an inherently joyful child, and persistently helpful to anyone he meets, but prone to getting scared and upset, as a child of seven would be. He tags along, offering to guide the characters to Lord Atryn Carneelis, whom he calls Uncle Atryn. He talks constantly, sometimes shushed by the guards. In fact, Fin is not related to Lord Atryn Carneelis, but is a liaison between the lord and the Knights of A'rvanshy. He knows the location of the Starhaven, and he makes regular journeys between the Carneelis estate and the starfish fortress of the Knights of A'rvanshy on his friend's back, a sperm whale named **Silverwave**. Fin will not reveal that he knows the knights or the Starhaven's location unless asked by Lord Atryn Carneelis or persuaded to do so with a successful **DC 16 Charisma (Persuasion)** skill check.



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Silverwave (CR 8, 3.900 XP). Use the **killer whale** monster entry with the following modifications:

- Silverwave is gargantuan in size and has 180 hit points.
- She has a Strength score of 23 and makes Perception skill checks with a +7 modifier.
- ***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 28 (5d8 + 6) piercing damage.



FINVALUR "FIN" OROMAE

"Is your ship super fast? You know, Silverwave can ride faster than most ships, and she is also smarter than most ship captains. Haha! Who is your captain, by the way? I have never been a captain because I have never had my own ship. But I don't need one if I want to ride the waves. I have my fins. That's why my name is Fin. Just kidding, it's Fin because my name is Finvalur. . ."

Finvalur "Fin" Oromae babbling on about himself and poking questions at the characters.

Servants lead the characters into the Carneelis manor and a comfortable meeting hall with antique couches and a large sitting pool with warm water and the scent of mineral oils. The room is adorned with sculptures and artifacts from the ancient times of the deep-sea elves before their retreat during the time of the Dark Celestials.

Lord Atryn Carneelis enters momentarily and greets the characters, asking them about their visit. The lord has not heard of Sorlian Finanza's fate and that of the *Shell Relic of A'rvanshy*. If presented with the relic, the lord first laments Sorlian's demise but is overjoyed at the relic's recovery. He will gladly purchase the relic for 15,000 gold pieces' worth of gems as promised to Sorlian Finanza. He can also translate the phrase on the shell. If the characters mention that Morgawr has the information on the shell, the lord becomes distraught. He exclaims that the Knights of A'rvanshy must be notified of this fact. He also explains that the script on the shell must refer to the lich hierophant's ascent to a divine aspect of Necromancy.

If the characters mention that they heard that a tomb robber stole the shell, Lord Carneelis says that the tomb must be that of A'rvanshy, and only the Knights of A'rvanshy know its secret location. The lord insists that the characters deliver the news firsthand, as they were the ones who recovered the relic. He calls on Fin to prepare his whale friend Silverwave and take the characters to the knight's hideout.



LORD ATRYN CARNEELIS

"Unfortunate news about Sorlian . . . However, my offer still stands–15,000 gold's worth of gemstones for the relic. And the Knights of A'rvanshy would be most interested to learn about the relic and Morgawr's involvement. Finvalur and Silverwave can lead you to them."

Lord Atryn Carneelis urging the characters to meet the Knights of A'rvanshy.

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Lord Atryn Carneelis (CR 2, 450 XP). Use the **scout** monster entry with the following modifications:

- Lord Atryn Carneelis is *neutral good.*
- He has 64 hit points.
- He has a flying speed of 60 ft. and a swimming speed of 30 ft.
- He has blindsight 10 ft. and darkvision 60 ft.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He is immune to acid damage.
- He speaks, reads, and writes Common, Draconic, Aquan, and Elvish.
- ***Breath Weapon (Recharge 5–6).*** He can exhale acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

21. CLAN ASTRILLAX ESTATE

Background

Clan Astrillax's ancestral land resides within a captivating segment of the Wingshield Isles—a lovely collection of islands. Magnificent ports adorn each island within this area, welcoming maritime traffic from afar. Behind the sprawling docks, an extensive network of warehouses elegantly graces the shoreline, storing the wares of local producers and the coveted shipments of western goods. Clan Astrillax proudly boasts ownership of a large fleet comprising merchant vessels and formidable military ships. These impressive maritime assets testify to the clan's power and influence in commercial trade and naval defense.

Within the reclusive half-black halfling clan, Lady Sentrix "the Coil" Astrillax and her three sons, Culfix, Morgix, and Brolix, prefer to remain unseen, delegating mercantile responsibilities to their trusted harbormasters and skilled merchants. These capable individuals skillfully handle intricate negotiations, oversee the smooth flow of shipments, and manage the workforce that executes these essential tasks.

Lady Sentrix "the Coil" Astrillax, an enigmatic figure, devotes most of her time to contemplation within the confines of the clan estate. There, she engages in deep meditation, pondering the potential fate of the world and its inevitable demise. On rare occasions, she holds court, surrounded only by her most loyal and trusted henchmen, seeking counsel and making decisions that shape the clan's destiny.

Her sons, the masters of Monks of the Ebon Serpent, dedicate themselves to honing their skills in a secluded monastery, diligently practicing their elusive martial art. Within the monastery's sacred walls, they perfect their techniques but also impart their knowledge to a select few who have successfully endured the painstaking initiation process. Through disciplined teachings and rigorous training, they forge an army of elite assassins, ensuring the lineage of their martial prowess remains stalwart and is passed down to only those deemed worthy of such a formidable legacy.

Environment

Nestled along the shimmering coastline, the Clan Astrillax estate unfolds in a picturesque display. The docks stretch forth sprawling before the viewer's eyes, bustling with the activities of skilled seafarers. Majestic merchant and military ships stand tall, their masts reaching for the sky, ready to conquer the vast seas. Adjacent to the docks, a network of sturdy warehouses stands sentinel, safeguarding precious cargoes and local treasures.

Beyond the warehouses, a cluster of dwellings emerges, their facades adorned with subtle elegance and hints of mystique. Perched atop a gentle rise, a foreboding private estate commands attention, its imposing presence hinting at secrets veiled within its walls. A long, winding stairway begins at the estate's base, leading determinedly toward the summit of a distant hill.

Ascending this sinister path, each step evoking a sense of impending doom, one finds themselves treading upon the scales of a long, dark serpent. It slithers and coils, guiding the way to the pinnacle. At the summit, a macabre stronghold rises, its presence full of malice and hinting at dark secrets. Its silhouette

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against the blood-red sky is a testament to the clan's dedication to ushering in the end of times.

Scene

The harbormaster and dock workers of the clan greet the arriving characters with an air of nonchalance, their welcome seemingly indifferent. They extend an offer of mercantile services on behalf of the clan, facilitating the delivery or sale of goods from the west on a consignment basis and a ten percent fee.

The clan estate and the monastery perched above it stand as an elusive realm beyond the characters' reach. Safeguarding its sanctity, a vigilant group of eight **guards**, accompanied by eight **monks of the Ebon Serpent,** bars passage to anyone seeking access to the front gates or the stairs that ascend to the monastery. Firmly and without compromise, they declare that Lady Sentrix holds audiences solely by appointment, even denying entrance to fellow nobles unless they made arrangements well in advance.

Upon arriving at the estate following the demise of Lady Sentrix's sons, the only way for anyone to secure an audience is by saying that they possess knowledge about the murderers. Escorted to a private chamber where weapons are confiscated, these individuals would find themselves encircled by twelve **monks of the Ebon Serpent. Lady Sentrix "the Coil" Astrillax** enters, emanating an aura of authority, demanding information and seeking to intimidate the informants. She insists on collecting a piece of hair or a clipped nail from each one of them for future scrying purposes. Employing subtle and overt intimidation tactics, Lady Sentrix seeks to coerce such individuals into divulging the full extent of their knowledge. If she finds out that the characters are responsible for the death of his sons, she unleashes her wrath with an unforgiving fury.



"The Ebon Serpent shall consume you, for your treachery heralds our shared demise!"

Lady Sentrix "the Coil" Astrillax's voice trembling with deep-seated anger.

22. SHARK RIDER SPAWNING GROUND

Background

This sahuagin spawning ground was laid on top of an ancient deep-sea elf cemetery, whose fertile bed nourished the dark blood sahuagin brood that would be born here. A partially submerged mausoleum in the center of the cemetery was desecrated by the head priest of the Darkness Within and bathed in the magical *darkness* of Mor'jh Koah's *hallow* spell. The area is considered consecrated ground for Mor'jh Koah's *word of recall* spell and he often travels to the location to deliver the Dark Star's blood, oversee his amassing army, and give orders to his vampire spawn priests. The site serves as a rallying point for Mor'jh Koah's brood of vampiric priests, who have gathered in the mausoleum to await their master's return and call for an all-out attack against Xantharos.

The location should present a deadly obstacle for characters if they try to attack the location by themselves, without the aid of armed forces with underwater capabilities gathered for this purpose – the Knights of A'rvanshy, the forces of liberated deep-sea elves and merfolk, the werestingray pirates of the Dread Stingers, or Srymusdyrjan, the ancient bronze dragon.

Environment

The cemetery grounds are located at a depth of 1,800 feet and cover an area with a radius of 200 feet. Great stone headstones litter the ground, mostly submerged in the sea bed and covered by small crustaceans. The names on the headstones have mostly been erased by time. However, all bear a few Elvish and Aquan letters that can be discerned. Among them rest batches of sahuagin eggs, their greenish hue marked by veins of black blood. Scores of dark blood sahuagin swim above the spawning grounds with dozens of giant sharks among their ranks.

The mausoleum is an enclosed stone structure that is half submerged in the muck of the sea floor. It was constructed in ancient times and is adorned with flowing reliefs of Elvish design, graceful arches, and slim columns. It is 30 feet wide, 90 feet long, and 30

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feet tall. Its single 20-foot tall entryway is kept free of the muck. Magical darkness covers the area within. Inside, the chamber has been converted into a decaying seaweed and kelp nest, on which a dozen medium-sized pods of seaweed rest. Near the entrance, a space holds three ivory urns marked by the symbol of the Dark Star. The once majestic murals on the walls have faded to mere outlines, and the entire surface of the walls has been savagely defaced. Markings in Sahuagin letters extoll the power of the Darkness Within and foretell an age when the sahuagin shall rule the word from their ocean domain.

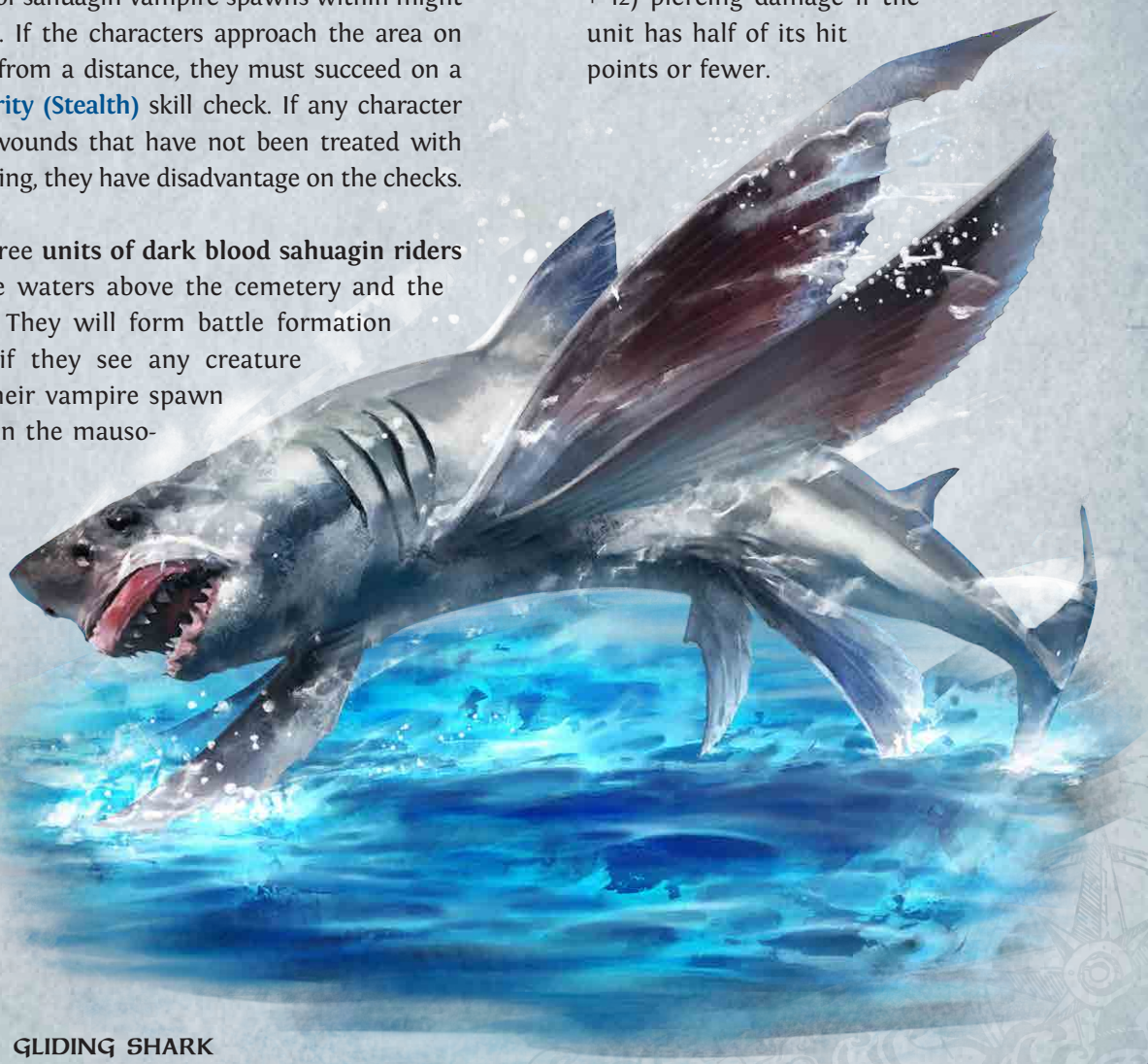
Scene

Some of the headstones could provide an opportunity for the characters to enter the temple unseen. However, the force of sahuagin vampire spawns within might prove deadly. If the characters approach the area on the seafloor from a distance, they must succeed on a **DC 16 Dexterity (Stealth)** skill check. If any character bears open wounds that have not been treated with magic or resting, they have disadvantage on the checks.

There are three **units of dark blood sahuagin riders** guarding the waters above the cemetery and the mausoleum. They will form battle formation and attack if they see any creature and alerts their vampire spawn priests within the mausoleum.

Unit of Dark Blood Sahuagin Riders (CR 11, 7,200 XP). Use the **unit of dark blood sahuagin** with the following modifications:

- The unit of dark blood sahuagin riders have 1,450 hit points.
- It has a space of 100 ft.
- It has a swim speed of 50 ft., and can use the glide feature of its gliding shark mount as a bonus action.
- ***Multiattack.*** The unit of dark blood sahuagin riders makes one bite and one claw attack. Additionally, the sharks of the unit of dark blood sahuagin riders makes a shark bite attack.
- ***Shark Bite.*** *Melee Weapon Attack:* +8 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 96 (16d8 + 24) piercing damage, or 48 (8d8 + 12) piercing damage if the unit has half of its hit points or fewer.



GLIDING SHARK

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Inside the mausoleum are eight **celebrants of the Dark Blood,** either feeding or praying to the Darkness Within. The vampire spawn priests swim out to aid their kin if alerted to threats.

A non-celestial, non-undead, non-sahuagin creature that enters the area of darkness within the mausoleum in the cave for the first time on a turn or starts its turn there, can attempt a **DC 16 Charisma** saving throw. On a success, they can see through the darkness until they leave the area.

Treasure

The urns contain eight doses of the **Dark Star's blood** (see Calhay Sea location 4, area 7).

23. MONUMENT OF THE FIEND SLAYER

Background

A solemn monolith dedicated to the memory of Lord Vantraqx Ironclaw the Fiendslayer is a rugged monument that serves as a stark testament to the heroism of a mighty half-black dragon giantkin noble from Xantharos. Lord Vantraqx, a valiant paladin and follower of the Relentless, the god of Strength, was a stalwart defender of the Isles. His unwavering dedication knew no bounds as he fearlessly repelled every fiendish assault that dared to threaten his homeland.

Tragically, the hero met his untimely demise at the hands of Zenurim, a cunning succubus spy, who served the Conjoined Suppressors, Marla-Thra, twin mariliths of sinister reputation. Lured by the deceitful promises of the spy, Lord Vantraqx was ambushed and mercilessly slain. Lord Rhogar Zlatozar uncovered these names, harnessing their power to begin summoning the fiends from their infernal realms to the Material Plane.

Environment

The monolith, hewn from granite, looms tall and unwavering on the desolate mountain that covers most of the island. Its rectangular form stands over twenty feet high, adorned with intricate carvings depicting Lord Vantraqx Ironclaw's noble figure in a moment of heroic triumph, his half-black dragon giantkin form emanating power and determination. The monument's surface, aged by time, bears the scars of wind and rain, displaying the enduring legacy of the fallen hero. A solemn inscription is carved at the feet of the monument in Draconic script.

Scene

The text inscribed in the stone reads: "Lord Vantraqx, hero of Clan Ironclaw, the scourge of fiends, conqueror of Urthagg'rinu, Keeper of the Keys, Pralyxx, the Soulvendor, and Iklastinas, the Scribe of Rajmahor. May his demise find retribution at the hands of the valiant, those who dare stand against his abhorrent and fiendish slayers, Zenurim, the Spymaster, and Marla-Thra the Conjoined Suppressors."

Etched upon the monolith's weathered surface are the true names of the fiends the half-dragon noble had vanquished and those responsible for the hero's downfall. Characters who succeed on a **DC 23 Intelligence (History)** skill check can recognize the names of Zenirum the spymaster succubus and Marla-Thra the conjoined twin mariliths.

A character who succeeds **DC 15 Wisdom (Perception)** skill check can notice a bottle half-buried in the sand on the shores of the island. The bottle is sealed with wax and has a letter inside that reads: "Please rescue me from the clutches of the Emerald-back Isles. I will owe you my life. Hurry, it is only a matter of time before the apes find me. Sincerely yours, Telkir Delimoss."

24. THE BLACK CLOAK

Background

One of the Dread Stingers' pirate ships is the Black Cloak, which pillages the southern reaches of the Wingshield Islands. The crew consists of thirty werestingray pirates under the captainship of Slickfin Gruma, a murderous double-dealer who rose through the ranks of the pirate group. The pirates attack solitary vessels and try to take them by boarding.

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Environment

A strong wind blows on the Calhay Sea, propelling the characters' ship at full speed. The Black Cloak can be spotted far over the horizon if there is a crow's nest on their ship and a person is stationed there on lookout duty. Otherwise, the masts of the Black Cloak become visible when it is three miles away, and the distance between the two ships steadily decreases.

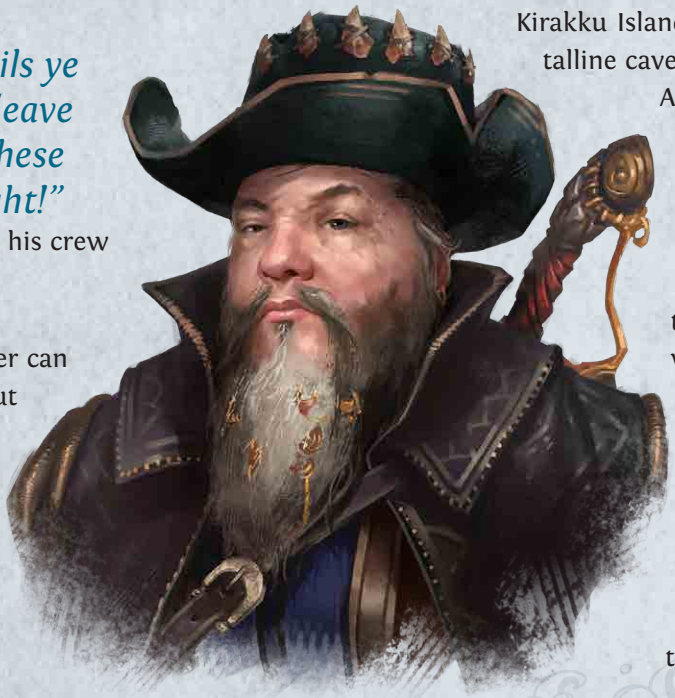
Scene

Characters who can observe the ship from this distance can spot the stingray and cutlass flag hoisted on the mainsail—the symbol of the Dread Stingers. The **Black Cloak** tries to reach and stay at 120 feet, the short-range distance for their ballistae. A third of its crew, ten **dread stingers**, take hybrid form and attempt to board the characters' ship from the water stealthily. The dread stingers all carry a flask of alchemist fire, with which they try to light the sails of the Flamedrake on fire. The Black Cloak will abandon the attack if the pirates cannot board or if the characters' ship gains the upper hand in naval combat. If pressed, the Black Cloak will try to withdraw at full speed to escape.

"Ahoy! 'oist the sails ye lily-livered bunch! 'eave 'o! We'll feast on these landlubbers tonight!"

Slickfin Gruma cursing at his crew before the attack.

Any captured Dread Stinger can reveal information about their organization if interrogated. If a character succeeds on a **DC 15 Charisma (Intimidation)** skill check, the pirate will spill that the flagship of the Dread Stingers, the Rusty Nail, has embarked on a new business opportunity selling drugs to Xantharosians. The fleet's admiral, Captain Zavasha Indrioza, has been primarily focused on this business and has left regular piracy—like looting and pillaging—to lesser ships like the Black Cloak. This change happened when Captain Zavasha Indrioza found a magical silver parrot named *Neb* a few years ago. The pirate has seen *Neb* shoot beams from its eyes on those who disobey the captain. The pirate can also reveal the favorite anchoring spot of the Rusty Nail (Calhay Sea location 6) near the beached skeleton of a dragon named Shoraxxor (Calhay Sea location 5).



SLICKFIN GRUMA

Black Cloak. Use the **sailing ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Increased speed
- Extra ballista (6)

25. VALLEY OF THE LOST (SECRET LOCATION)

Background

The *orb of Enchantment* lies in the Valley of the Lost, which is located in the southeastern part of Kirakku Island. It was created in a crystalline cave thousands of years ago by A'rvanshy, and it remained undisturbed for thousands of years until recently. His aboleth masters commissioned Lord Beremo Fizzmos to lead an expedition to locate the source of the valley's enchantment effects. The half-dragon noble found the lost valley and *the orb of Enchantment* within. He became intoxicated by the orb's power, studying its powerful magic and unwilling to leave its presence.

Environment

See Chapter 2: Valley of the Lost.

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26. EMERALDBACK TRIBE

Background

After devouring the body of Aylissanrah, the elven mad druid who gave them sentience, the awakened giant apes of the Emeraldback Tribe forged their primitive tribal civilization. They view the island they inhabit as their rightful domain and show no tolerance for intruders. The selection of their leader is based on sheer strength, and they hold no reverence for deities. Their daily lives revolve around mundane activities such as hunting, gathering, resting, socializing in their primal way, and occasionally embarking on lengthy canoe expeditions to pillage the neighboring minotaur island of Kirakku for prized metal artifacts and weapons, as they lack the resources to create such items themselves.

Telkir Delimoss, a cunning goblin warlock entangled in the unpredictable currents of wild magic, has experienced a dire misfortune while casting one of his audacious spells, inadvertently whisking himself away to this enigmatic island. Bereft of any means of escape, he finds himself in a desperate plight, eagerly depending on the aid of any fortuitous souls who may cross his path.

Environment

Nestled in the verdant jungle, the village of the Emeraldback Tribe captivates the senses. Wooden dwellings, intricately built on different levels of the canopy, blend in with the surrounding foliage. The air is filled with the earthy scent of wood and the chorus of chirping birds and rustling leaves. Sunlight filters through the dense canopy, casting enchanting patterns on the village below. From modest shelters to ornate structures, each dwelling reflects the uniqueness of its inhabitant. In the heart of the village, a communal gathering space is adorned with woven tapestries and resonates with the symphony of nature's sounds.



Scene

The village is home to eighteen **emeraldback marauders,** fifteen awakened **giant apes,** and about the same number of infants, younglings, and elderly. The emeraldback marauders and the giant apes swiftly confront any intruders with unwavering ferocity. Their initial assault begins with the hurling of massive coconuts. Then they unleash a relentless onslaught of merciless pummeling.

Emeraldback Marauder (CR 7, 2,900 XP). Use the **giant ape** monster entry with the following modifications:

- The emeraldback marauder has an Intelligence score of 10, speaks Druidic, and has an alignment of *chaotic neutral*.
- It has a +4 modifier on Survival skill checks.
- ***Natural Explorer.*** The emeraldback marauder's favored terrain is the jungle. When in a jungle, it has a +7 modifier on Perception and Survival skill checks, difficult terrain doesn't slow it down, and it can't become lost except by magical means.

A gathering of six colossal canoes graces the island's shore, perpetually laden with an abundant supply of oversized coconuts, poised for immediate departure upon the vast sea, should the need arise.

Giant Canoe. The crudely crafted canoes of the giant apes are only suitable for short-distance travel and are not fully seaworthy. They will likely capsize if exposed to larger waves or a moderate storm. The canoe can carry twelve medium-sized, six large, or three huge creatures. It has a maximum speed of 40 feet, AC 15, 70 hit points, a damage threshold of 5, immunity to poison and psychic damage.

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TELKIR DELIMOSS

"Thank the gods for your arrival. I have been stranded on this cursed island for two years! I have been afraid to light signal fires lest the apes track me down. Please, take me on your ship!"

Telkir Delimoss begging for deliverance from Emeraldback Island.

Telkir Delimoss (use the **warlock** monster entry with an alignment of *chaotic good*) hides in the island's jungles, keeping as much distance between himself and the giant apes as possible. The goblin eagerly tracks the characters as he spots their ship nearing the island. Imploringly, he requests passage on their vessel and proposes to assist them in return. Upon reaching the next civilized destination, he will promptly disembark.

Treasure

The most fabled treasure of the Emeraldback Tribe is Aylissanrah's *staff of the woodlands*, which the apes have kept for centuries. The tribe's chieftain always carries the staff as a symbol of authority.

27. THE DARK MAIDEN

Background

The Dark Maiden is a mighty warship commanded by Hutch La Rayne, a male medusa mage. He is cruel, calculating, and cunning, driven by a deep hatred for the slaver half-dragons of Xantharos, who killed his beloved medusa lover named Sthena. Surrounding himself with a loyal crew and a group of formidable gargoyles, Hutch commands with an iron fist. The Dark Maiden sails the treacherous seas, leaving behind a trail of fear and despair. Hutch's unyielding quest for revenge against the slaver dragons fuels his every move as he relentlessly pursues his twisted goals.

The captain is keenly aware that the Dread Stingers have obtained a cache of mystical resources, coveted by spellcasters far and wide. However, the intricate workings and origins of these arcane goods remain veiled in secrecy, eluding even the captain's comprehensive knowledge.

Environment

The Dark Maiden cuts through the waves with an air of menace. Its weathered hull bears scars from countless battles, and dark, tattered sails billow in the wind. Perched on the bow, gargoyles stand sentinel, their stony forms casting intimidating shadows. A blue goblin in a maid outfit moves with eerie obedience aboard the ship, his blind and scarred eyes adding to his unsettling appearance. Ugaq and Ijau, two basilisks, guard the captain's quarters and treasure in the underdeck. Their scaled bodies glimmer, unblinking eyes radiating menace. Hutch La Rayne is missing his left hand from an encounter with Morgawr, replaced with a hand crossbow.

Scene

Hutch La Rayne commands his crew to assail any solitary ship navigating the treacherous waters of the Calhay Sea. He directs his squadron of twelve **gargoyles** to take to the skies and board the chosen target swiftly and ruthlessly. Meanwhile,

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Hutch casts *fly* and circles the ship at a carefully maintained distance of 20 feet, trying to turn the target ship's crew into stone statues. Hutch employs his formidable array of spells, potions, and scrolls, as well as his poisoned hand crossbow bolts, to unleash swift retribution from range upon any who dare to challenge him.

Hutch La Rayne (CR 10, 5,900 XP). Use the **medusa** monster entry with the following modifications:

- Hutch La Rayne has 195 hit points.
- He has an Intelligence score of 17 and makes Arcana and History skill checks with a +7 modifier.
- He makes Intelligence saving throws with a +7 modifier and Wisdom saving throws with a +5 modifier.
- ***+1 Hand Crossbow***. *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage.
- ***Spellcasting.*** Hutch La Rayne is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Hutch La Rayne has the following wizard spells prepared:
  - Cantrips (at will): *fire bolt, mage hand, minor illusion, true strike*
  - 1st level (4 slots): *detect magic, fog cloud, grease, shield*
  - 2nd level (3 slots): *mirror image*, misty step*
  - 3rd level (3 slots): *counterspell, fireball, fly*
  - 4th level (3 slots): *banishment, stoneskin**
  - 5th level (1 slot): *hold monster*

*Hutch La Rayne casts these spells before combat.



HUTCH LA RAYNE

"I offer you a painless escape from your miserable lives. Don't resist, and it will be all over soon!"

Hutch La Rayne threatening his victims.



BROK

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The captain's servant, Brok, a blue **goblin** (with blindsight 10 ft.), dresses in a maid outfit for Hutch's sick amusement. Brok has mutilated himself by cutting out his own eyes, fearing petrification by his master. He now relies on his developed blindsight to carry out tasks.

In the underdeck, Hutch keeps two fierce **basilisks,** Ugaq and Ijau, guarding the captain's quarters.

Dark Maiden. Use the **warship** water vehicle entry (Appendix B: Naval Combat) with the following modification:

- Structural reinforcement

Treasure

The captain's quarter holds three large chests loaded with treasure. One of the chests is filled with 5,428 silver pieces, 4,315 gold pieces, and 175 platinum pieces. Another chest holds a large selection of semi-precious stones of low value, worth a total of 3,540 gold pieces. The third chest holds the following selection of potions and scrolls organized in a wooden rack: four *potions of climbing*, ten *potions of healing*, two *potions of greater healing*, three *potions of water breathing*, a *potion of resistance (fire)*, a *potion of resistance (lightning)*, three *scrolls of fog cloud*, two *scrolls of fireball*, a scroll of *protection from energy*, and a *scroll of flying*.

28. THE FATHOMLESS REAVER

Background

Captain Cato Maelstrom, a hobgoblin wizard pirate with a human-like appearance, and his companion Enduring Raeburn, a fun-loving waterling bard and daughter of a marid, are deeply in love. They were hired by Alatariel Silverthorn Wyltammer, an elven wizard who fled her noble family in the Kingdom of Aglarion. Alatariel was well aware of her family's sinister practices, as they subtly used dark magic on the populace to extend their longevity. Craving adventure and freedom from her sheltered life, she stumbled upon a treasure map, cleverly created by the Dread Stingers, with the intention of eliminating any competition. Fueled by their unbreakable bond and a shared thirst for excitement, the pirate couple set sail, eager to unravel the secrets of the treacherous map. At the same time, Alatariel relished the opportunity to explore the world beyond her family's reach. Unbeknownst to them, the traps they encountered at the location marked by an "X" were not only tests of their mettle but also deadly obstacles laid by the Dread Stingers to eliminate unwanted competition on the seas.



CAPTAIN CATO MAELSTROM

"Avast, me hearties! Ye be standin' at the precise moment and spot, unless ye be lackin' an itch for the beguiling booty concealed just beyond these pesky snares."

Captain Cato Maelstrom sizing up the characters' capabilities.

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ENDURING RAEBURN

Maelstrom (use the **warlock** monster entry), Enduring Raeburn (use the **bard** monster entry), and Alatariel Silverthorn Wyltammer (use the **mage** monster entry) in dealing with the traps within the tunnel that leads 120 feet into the rock.

If the characters approach the group in a friendly manner, a sense of curiosity fills the air as the pirates assess the newcomers. With warm smiles and a tone of camaraderie, the captain and his wife warmly welcome the characters into their midst. Concealing their true motives charmingly, they inquire about the characters' motives. If the pirates find the characters useful, they extend a genuine offer of alliance, proposing to join forces to bypass the treacherous traps in the tunnel and uncover the elusive treasure together. The pirates tell all about the poisoned dart traps and even show the treasure map that led them here.

Environment

The vessel known as the Fathomless Reaver lies anchored a mere 300 feet from the shore. On the shore, a small cluster of tents stands amidst piles of equipment, while two sturdy rowboats sit on the beach, ready for their next voyage. A group of skilled sailors works together harmoniously, carrying tools and resources as they move around a large rock. Their coordinated efforts demonstrate a sense of purpose, as they seem to be prepared to descend into a 10-foot-wide tunnel under the rock.

Scene

There are twenty-five **sailors** aboard the Fathomless Reaver and fifteen more **sailors** on the shore, helping Captain Cato



ALATARIEL SILVERTHORN WYLTAMMER

The characters can encounter a series of ten traps within the tunnel's depths. As they cautiously progress, they notice that four traps have already been triggered or disabled, evidence of previous encounters. However, six more traps lie in wait, active and ready to strike at the unwary. Each trap is a mechanical poisoned dart trap.

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Poisoned Dart Trap. When a creature activates a hidden pressure plate, poison-tipped darts shoot from spring-loaded tubes cleverly hidden and embedded within the tunnel wall. They are obscured by dust and cobwebs, or cleverly hidden amid cracks on the walls. A character actively searching for the traps must succeed on a **DC 20 Wisdom (Perception)** skill check for each of the six traps. A character with a single successful **DC 15 Intelligence (Investigation)** skill check can deduce what needs to be done to deactivate the traps. Deactivating each of the six active traps requires successful **DC 20 Dexterity** ability checks using thieves' tools. On a failed ability check, the trap activates. When a trap activates, it releases a single dart poisoned with purple worm poison. The dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). A target that is hit takes 2 (1d4) piercing damage and must succeed on a **DC 19 Constitution** saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

The tunnel ends in a dead-end after 120 feet into the rock. A character who searches the dead-end and succeeds on a **DC 12 Wisdom (Perception)** skill check finds a less concealed compartment on the ground covered by a flat rock. The compartment is empty, and the bottom of the rock bears a crude etching in Common that reads: "The Dread Stingers say: Die already!"

As the realization dawns upon them that the treasure map was nothing more than a ruse crafted by the Dread Stingers, anger bubbles within the hearts of the pirates. Their frustration boils over, mirroring the crestfallen expression on Alatariel's face as tears stream down her cheeks. Sensing the need to calm their tumultuous emotions, Enduring Raeburn, drawing upon her deep connection to the sea, begins to sing a hauntingly beautiful and ancient elven song. The enchanting melody fills the air, wrapping the weary adventurers in its soothing embrace, offering solace and respite from the bitter disappointment they have just faced. The song is the Hymn of the Guardian Sphere (handout #5).

After the failed treasure hunt, the pirates and the elven noble lady return to their ship and sail back to the Seat of Scales.

Fathomless Reaver. Use the **sailing ship** water vehicle entry (Appendix B: Naval Combat) with the following modification:

- Improved maneuverability

29. CAVES OF UNAVOIDABLE FATE

Please read the Adventure Background in the Introduction section and the Isles of Xantharos campaign setting for more information on Ossiazzxontyr.

Background

Ossiazzxontyr, an adult green dragon, has always been fascinated with knowledge and the world's mysteries. As a young dragon, he delved into the ancient lore of the realm, honing his skills as a lore master wizard. Through extensive research and divination spells, Ossiazzxontyr unraveled clues and prophecies that guided him to a treacherous mountainside, where he found the *orb of Divination*. When searching for a site to conjure the orb, A'rvanshy was guided to this very location

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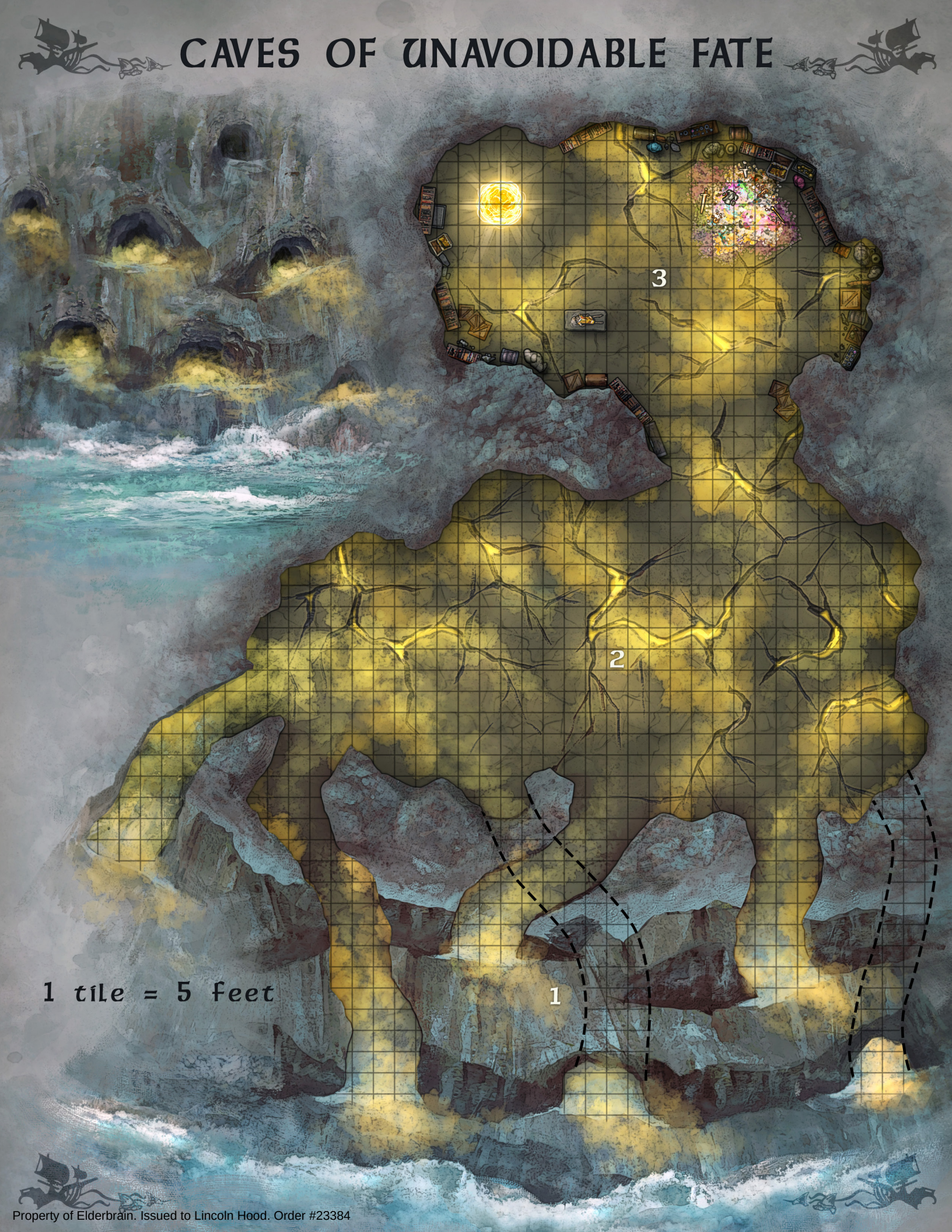
CAVES OF UNAVOIDABLE FATE



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over a millennium ago through divine guidance. Ossiazzxontyr found the orb's location, a cave filled with poisonous gas, and deemed it his prophesied lair, interpreting the discovery as a divine sign of being chosen by the Wondermaker. After overcoming the orb's defensive powers, it bestowed upon Ossiazzxontyr almost infinite divination spells and powers, elevating his abilities as an oracle to unparalleled heights.

Ossiazzxontyr's knowledge and understanding of the world are vast, spanning history, mythology, and arcane lore. He can unravel the most intricate and enigmatic puzzles, provide insights into the most obscure mysteries, and reveal hidden truths that are otherwise inaccessible to mortals. His counsel is highly regarded as absolute truth, and his prophecies are usually heeded by those who seek his guidance.



However, Ossiazzxontyr is selective in the use of his powers and does not readily lend his abilities to everyone. He carefully evaluates those who seek counsel and only shares his divination powers with those who can offer valuable treasures or services in return, ensuring that his vast knowledge and powers are not taken for granted.

Ossiazzxontyr has deduced that the historical transformation of A'rvanshy into an avatar of Necromancy is intricately linked to the existence of another orb similar to the one he discovered. Furthermore, Ossiazzxontyr has reason to believe that Morgawr is also after the orb. The dragon is cautious and strategic in his approach, harboring a sense of fear when it comes to confronting Morgawr directly. Though not actively seeking the orb, the dragon is committed to thwarting Morgawr's plans.

Environment

The rocky cliffs rise at a low angle, their surfaces dotted with caves that exhale yellow sulfurous gas. The fumes create an eerie ambiance, casting a pale, otherworldly glow on the surroundings. The air is heavy with the pungent odor of sulfur, adding to the mystical atmosphere. The cliffs are void of any form of vegetation or signs of wildlife.

Scene

Ossiazzxontyr emerges from his lair with eyes that glow a brilliant yellow, matching the hue of the sulfurous clouds surrounding his enormous form. He exudes a commanding presence as the characters approach the cliffs, palpable and awe-inspiring. The dragon greets them in a manner that demands unwavering respect, leaving no doubt of his power and authority.

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OSSIAZZXONTYR



"Beware, travelers, for these cliffs hold secrets long forgotten, and the price of curiosity may be steep."

Ossiazzxontyr emerges with eyes that gleam like yellow stars and a voice that echoes with enigmatic wisdom.

Ossiazzxontyr inquires about the character's backgrounds and intentions, extending an offer of his services. The dragon remains tight-lipped about his encounters with Lord Rhogar Zlatozar, and his suspicions regarding the *orb of Necromancy*, sought after by Morgawr. He also guards the secret of his role in freeing Morgawr from its gemstone prison.

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If the characters inquire about his services, Ossiazzxontyr reveals his ability to see the future and the past, the present, and the end. He offers to answer one question in great detail but requires a hefty payment of 10,000 gold pieces' worth of precious gemstones or a rare or rarer magic item in exchange. Before casting any of his divination spells, Ossiazzxontyr imbibes a dose of the *essence of Divination* to turn into an aspect of the Wondermaker.

If the characters mention anything about finding orbs, Ossiazzxontyr becomes intrigued and offers a free divination for each orb location they provide. He declares that locating them through divination magic is impossible. However, unbeknownst to the characters, the dragon's true intentions are darker—if the dragon discovers that the characters have found any orbs and if he can convince them to reveal the orbs' locations, Ossiazzxontyr plans to get rid of or even kill the characters, confident that they would not be able to withstand the debilitating effects of the orbs as he does. He extends his services of divination to assist them in this matter but does not reveal that his lair conceals the *orb of Divination*.

If confronted about the orb in his lair, the dragon evades direct answers and may attempt to send the characters away if pressed. If attacked or ambushed, Ossiazzxontyr quickly imbibes a dose of the *essence of Divination* to turn into an aspect of the Wondermaker. Then he moves back to a more defensible and poisonous area to protect himself, his hoard, and the *orb of Divination*. He uses his power to cast *foresight* to predict his adversaries' moves.

If the characters have encountered the offspring of Ossiazzxontyr, Eshkilrantossiazz, in Aglarion (see Tomb of the Constructor in Chapter 2 of the Crown of the Oathbreaker adventure module), the dragon oracle will reveal that he is aware of the transpired events in that location.

If the characters enquire about the means to resurrect Yshara the Soft-spoken, the dragon becomes intrigued, and if paid, he makes a divination.

"Fly through the planes to the bosom of the Redeemer and seek the Font of Heroes Reborn. Only one worthy of a hero's name in a hundred years will be granted Life anew by the Cherub of Second Chances who sees to the core of your being."

Ossiazzxontyr speaking his prophecy in a booming voice.

Characters who succeed on a **DC 15 Intelligence (Religion)** skill check can recognize the allusion to the plane of Life and positive energy, the divine realm of the Redeemer, the god of Life. Ossiazzxontyr can also deduce the multiplanar reference, and he smiles wisely as he reveals that he has the power to travel the planes. He offers to accompany the characters to this life-giving font to learn about such a place. Characters who succeed on a **DC 20 Wisdom (Insight)** skill check realize that the dragon might have selfish motives in seeking the Font of Heroes Reborn. If pressed, Ossiazzxontyr declares he is no hero that needs resurrecting and knows of no such people other than Yshara. If the characters decline his aid, Ossiazzxontyr will travel to the plane of Life by himself and seek out the font, trying to learn the secret of its power and gain it for himself.

1. POISONOUS TUNNELS

Background

Ossiazzxontyr eagerly employs the additional safeguard afforded by the gas that permeates the caves, using them to his advantage. The dragon always uses a different tunnel to move in and out of his lair.

Environment

Deep within the earth, a complex network of cave tunnels extends in multiple layers stacked atop one another. These passages are veiled in a thick shroud of acrid, sulfurous gas that fills the air. The walls of the tunnels are rough and uneven, bearing scars from the corrosive effects of the gas over time.

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Scene

The gas that fills the caves turns them into lightly obscured areas. A creature that starts its round in a cave covered by the poisonous fumes must make a DC 12 Constitution saving throw or become poisoned until the start of its next turn. A creature affected by this poison will experience severe coughing as the sulfurous gas irritates their lungs, causing them to become incapacitated while poisoned this way.

2. CAVE OF MORTAL PORTENTS

Background

Ossiazzxontyr has successfully withstood the ominous prophesies of his own downfall foretold by the *orb of Divination*, and by bonding with it, the dragon has become immune to its defensive powers.

Environment

The cavern is vast, with numerous tunnels above and below connecting to it from the south. Its floor is cracked and emits thick, yellow, sulfurous gases, causing the area to be lightly obscured.

Scene

The thick, noxious fumes of sulfur fill the cavern air, much like in the tunnels before (area 1). The smoke is so dense that it hangs heavily in the air, causing anyone in this area to struggle to breathe. To avoid being overcome by the poisonous gas, a character must succeed at a higher, DC 14 Constitution saving throw at the start of each of their turns.

The *orb of Divination* targets each creature within this cave every hour with a *grim prophecy* spell to protect itself from being discovered. The spell sends vivid visions of the target's own demise, causing serious psychological distress. The target must succeed on a DC 21 Charisma saving throw. On a failed save, the target takes 28 (8d6) psychic damage and has disadvantage on all ability checks, saving throws, and attack rolls for one minute due to the overwhelming trauma caused by the vision of their own death.

3. ORB OF DIVINATION

Background

Driven by an insatiable thirst for power and knowledge, after bonding with the *orb of Divination*, the lore master dragon spent countless years feverishly exploring both the events of the past and the possibilities of the future. He is driven by a mad desire to consume all knowledge, to learn everything there is to know about the world and its secrets. As a result, Ossiazzxontyr spends most of his time deep within the cave's confines, venturing outside only to feed for the briefest possible periods when he has successfully divined the presence of prey nearby.

The *bracers of archery* in Ossiazzxontyr's hoard were payment for the divinations the dragon provided for Lord Rhogar Zlatozar (see Introduction).

Environment

The cave's floor is cracked, and thick yellow smoke seeps from the crevices, causing the area to be lightly obscured. Against one wall, piles of books are stacked neat and organized, while scattered about on the ground are relics, vials, scrolls, and boxes. In the corner, the blackened skeleton of a once-long-haired figure rests, its dirty and tattered robes adorned with an ancient holy symbol of the Shining Light.

At the cave's far end, a 10-foot diameter globe of shimmering yellow light levitates, swirling with energy. The hum it emits is suggestive of the great power that fuels it.

Scene

The poisonous fumes (see area 1) are as heavy in this room as the one before. To avoid being overcome by the poisonous gas, a character must succeed on a DC 14 Constitution saving throw at the start of each of its turns.

The cave's entrance is trapped with a *glyph of warding* spell, which is nearly invisible and requires a successful DC 19 Intelligence (Investigation) skill check to be found. The glyph is triggered when a creature steps on it and is set as a spell glyph with a *black tentacles* spell (DC 19).

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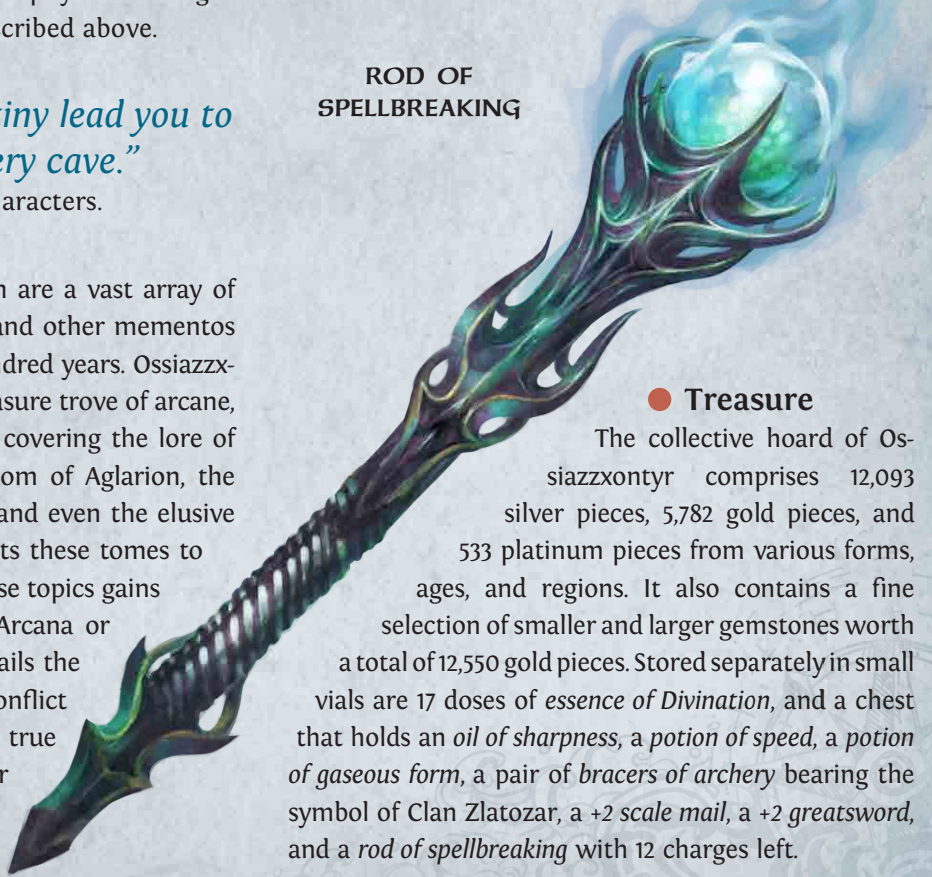
The *orb of Divination* inflicts upon anyone who enters the chamber visions of the world's inevitable doom, delivered by the crushing grip and the jaws of the Ebon Serpent. The artifact employs an *echoes of doom* spell, targeting all creatures save for Ossiazzxontyr, that dare to step inside the cave. Each target must make a **DC 21 Charisma** saving throw. On a failed save, the target takes 35 (10d6) psychic damage and becomes frightened for one minute. A target that fails its saving throw by 5 or more takes 70 (20d6) psychic damage and becomes paralyzed with fear for one minute. It also gains an indefinite madness with the flaw: "I find it hard to care about anything that goes on around me," which lasts until cured. On a successful save, the target becomes frightened for one minute. The orb continues to target any creature within the cave with the same vision and spell effect once every hour.

The characters will only encounter Ossiazzxontyr in this cave if they have managed to sneak up on him or if the dragon has retreated to gain the advantage of the poisonous fumes in combat. In either case, the dragon will attempt to utilize the powers of the orb, his own spells, and his formidable physical strength to eliminate any intruders as described above.

"The strands of your destiny lead you to a dire end, here in this very cave."
Ossiazzxontyr threatening the characters.

The relics collected by the dragon are a vast array of magical trinkets, mystical items, and other mementos that he has amassed over one hundred years. Ossiazzxontyr's collection of books is a treasure trove of arcane, planar, and historical knowledge, covering the lore of the Isles of Xantharos, the Kingdom of Aglarion, the City States of Drayl, and Vordan, and even the elusive Mountainfall. Anyone who consults these tomes to research knowledge related to these topics gains advantage on their Intelligence (Arcana or History) skill check. One book details the War of the Descendants, a fierce conflict between half-dragon clans and true dragons of Xantharos, battling for territorial dominance. Among the few survivors of this harrowing war was Asteryllivrax, an adult silver dragon. Xemmol'Rhax, the commander of the half-dragon armies, relentlessly hunted Asteryllivrax for years without success, creating a gripping tale of pursuit and survival. Among the tomes in Ossiazzxontyr's collection are the dragon's spell books, containing a comprehensive catalog of wizard spells ranging from 1st to 5th level, as found in the Player's Handbook and Appendix H: Spells.

The skeleton in the tattered robes is the exhumed body of Sarath, the legendary high priestess of the Shining Light, who was known for bringing an end to the two-thousand-year reign of the Dark Star and its dark celestial armies in the Kingdom of Aglarion almost a thousand years ago. Eshkilrantossiazz, the dragon's offspring, uncovered the remains of Sarath and brought them back to Ossiazzxontyr as a gift decades ago. The lore master dragon uses the earthly remains of the legendary hierophant to extract as much information as possible about the past through powerful divination magic.



ROD OF SPELLBREAKING

Treasure

The collective hoard of Ossiazzxontyr comprises 12,093 silver pieces, 5,782 gold pieces, and 533 platinum pieces from various forms, ages, and regions. It also contains a fine selection of smaller and larger gemstones worth a total of 12,550 gold pieces. Stored separately in small vials are 17 doses of *essence of Divination*, and a chest that holds an *oil of sharpness*, a *potion of speed*, a *potion of gaseous form*, a pair of *bracers of archery* bearing the symbol of Clan Zlatozar, a +2 *scale mail*, a +2 *greatsword*, and a *rod of spellbreaking* with 12 charges left.

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The collection of books, meticulously organized and cataloged, has a staggering weight of 600 pounds and has an impressive value of 7,500 gold pieces if sold to the right buyer. Additionally, the dragon's spellbooks have a combined weight of 40 pounds.

Experience

Award the party 5,000 experience points if they find *the orb of Divination*.

THE PLANE OF LIFE

Background

The plane of Life is the home of the Redeemer, the god of Life. In its native form, the Redeemer is an immense pulsating light on the top of a tall mountain over an effervescent landscape of bounty. It is home to all manner of life – beasts, monstrosities, plants, giants, and dragons. Angels of all types also inhabit the plane, serving the bidding of the Redeemer as caretakers of the realm. Petitioners, the souls of deceased humanoids who have been granted everlasting life, wander the plane and bask in the glow that is the Redeemer.

Environment

The planar domain of the Redeemer is a realm of positive energy, teeming with prolific lifeforms, verdant and vibrant. All beings seem to glow from the overflow of the life force that sustains them. The plane is covered by a lush jungle, filled with all manner of species and bursting with energy. All beings on the plane regain 15 hit points at the start of their turns as long as they have hit points remaining. Undead creatures suffer 15 points of radiant damage at the start of their turn while on the plane.

Scene

When entering the plane of Life, one swells with positive energy and bursts with newfound vigor. The plane can be a dangerous place due to the abundance of life forms. For every hour spent on the plane, there is a 1 to 10 chance on a 1d20 of encountering 2d4 **tigers, giant constrictor snakes,** or **giant scorpions.** If the roll was a 1 to 5, the characters encounter a petitioner or an angel (use the **deva** monster entry). Either can direct the characters to the Font of Heroes Reborn and Lili, the Cherub of Second Chances, six hours away on foot.

FONT OF HEROES REBORN

Background

The Font of Heroes Reborn is a sacred site with a pond of water that can resurrect those deemed worthy by Lili, the Cherub of Second Chances, an angel tasked to administer the blessing by the Redeemer. Lili takes her mission extremely seriously and is more than excited by the prospect of applying her blessing on the sacred waters after determining the worthiness of an individual. She has only done so a handful of times in her immortal existence. She usually dances by herself and hops from water-lily to water-lily on the pond, talks to snails, and watches ants go about their business.

Environment

The font is located in a small clearing by the foot of a tall hill, in a pond covered by purple water lilies and surrounded by strands of orchids and tall jasmine trees. A small winged angel sits on a water lily and seems to be conversing with a large snail on another patch. She has a small trumpet in her lap. The pond's waters are crystal clear and seem to glow with tiny particles of light.

The water of the pool is magical. Any creature that drinks from it gains the effects of a *potion of healing*. A creature can benefit from the healing powers of the pond once every ten minutes.

Scene

When she notices any arrivals to her pond, **Lili, Cherub of Second Chances**, flies up and introduces herself. Her mannerisms, voice, and expressions are childlike, however, when she speaks telepathically, her words carry a tone of immortality, wisdom, and an acute mind. She says she carries the grave responsibility of blessing the waters of the pond with her trumpet, but she can only do so once every one hundred years

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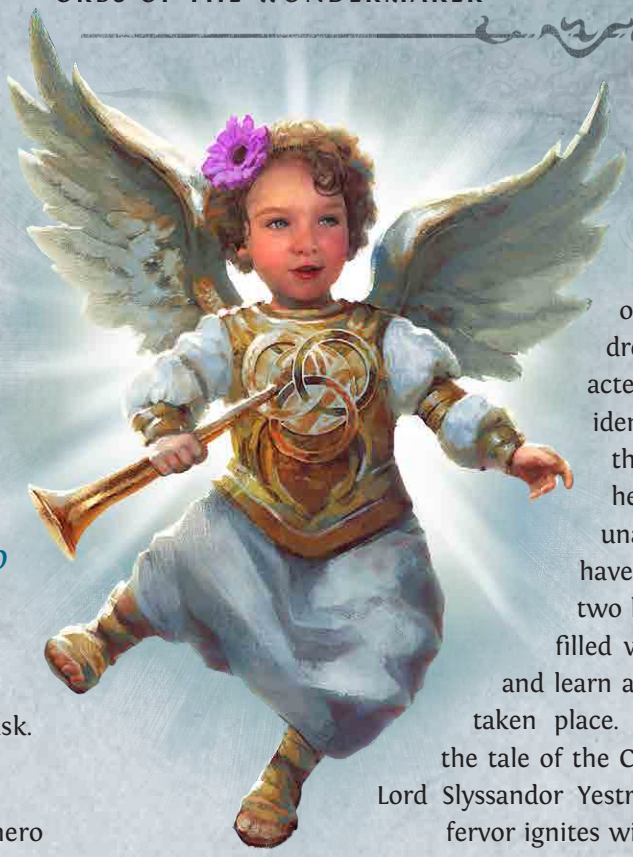
and only once she has deemed the person worthy of living a second life.

"Hi there! I am Lili and I am maaany years old! The Redeemer told me to find true heroes for a second life! Do you have one? It's been sooo long since anyone has come to visit me . . ."

Lili cheerfully brimming with energy before explaining her task.

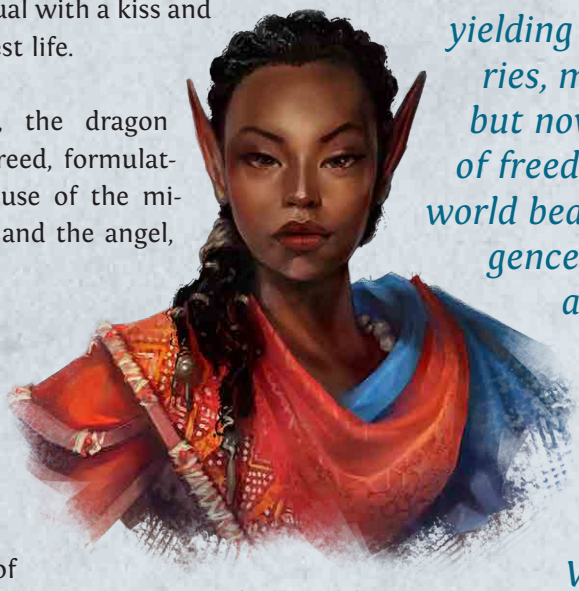


LILI, CHERUB OF SECOND CHANCES

Lili recognizes Yshara as a true hero of legendary renown. She sounds her trumpet and imbues the pond's waters with power that can resurrect any deceased creature submerged in it as if they were the target of a *true resurrection* spell. She welcomes the newly risen individual with a kiss and a hug and wishes them the best life.

If **Ossiazzxontyr** is present, the dragon watches with loathing and greed, formulating his plans to make good use of the miraculous powers of the pond and the angel, would his need arise.

Yshara's decaying corpse undergoes a miraculous transformation within the pond's tranquil water. Her dusky complexion regains vitality, and her veins throb with the surging flow of life-giving blood. Gradually, her consciousness awakens, and she emerges from the water with an unwavering gaze brimming with determination and loyalty, akin to that of a true champion.



YSHARA THE SOFT-SPOKEN

Surveying her surroundings, her eyes lock onto Lili, and she instantly comprehends the gravity of the situation. Stepping out of the pond, she addresses the assembled characters, seeking to learn their identities and understand their purpose in reviving her. Yshara is completely unaware of the events that have unfolded over the past two hundred years, and she is filled with eagerness to absorb and learn about everything that has taken place. As the characters relay the tale of the Children of the Coffle and Lord Slyssandor Yestryll's scheme, a spark of fervor ignites within her, and she eagerly implores the characters to guide her to Lord Slyssandor.

"I rise anew, not as a relic of the past, but as the embodiment of an unyielding spirit. For two centuries, my voice was silenced, but now, as I breathe the air of freedom once more, let the world bear witness to the resurgence of a leader whose legacy refuses to fade. The echoes of our revolt shall resound, inspiring the oppressed, striking fear into the hearts of tyrants. With me the revolution is reborn."

Yshara speaks to the characters in a soft, soothing voice.

This plotline continues in Chapter 4 (Calls of Unbinding).

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Experience

Award the party 3,900 experience points for resurrecting Yshara the Soft-spoken.

30. CITY OF A'RVANSHY

For a description and background of A'rvanshy, please read the related section in the Isles of Xantharos campaign setting.

Background

A'rvanshy is a city in ruins, taken over a century ago by Morgawr after the kraken's emergence from a thousand-year imprisonment. The city's defenders were slain by the kraken arch-necromancer and risen in undeath, now terrorizing their surviving kin, who have been left alive by Morgawr for use in its necromantic experiments and as bodies for its undead creations.

Environment

See the related section in Chapter 4.

31. STARHAVEN (SECRET LOCATION)

Background

The Knights of A'rvanshy are the sole surviving remnants of the great army that once defended the underwater kingdom of the deep-sea elves. Over the thousands of years since the fall of their great city, the elves have dedicated their lives to keep A'rvanshy's memory intact and have sworn to liberate their kin from the oppression of Morgawr. Only a few dozen knights are left, hiding away in their fort named Starhaven, built on the back of an immense starfish. Starhaven slowly crawls on the bottom of the Calhay Sea from one safe hiding place to the next, according to the direction of the group's deep-sea ranger ally, a half-orc named Kigga Monfalk. The knights ride giant seahorses behind their leader, First Trident Dorenthil Balendaal, a veteran mounted warrior of exceptional martial skills. Dorenthil's half-brother Krynant Silinel keeps a close watch on the city of A'rvanshy as a spy. He reports regularly to the knights about the movements of Morgawr's undead minions from the Abysmal Rift. The knights have another agent, Finvalur Oromae, an orphan of A'rvanshy, who travels between the Clan Carneelis estate (Calhay Sea location 20) and Starhaven on the back of his whale friend named Silverwave.

Morgawr's agent, a man named Sailor, accompanied by a group of ghoulish giant octopuses bestowed upon him by the kraken, has trailed the characters and Fin from Xantharos to Starhaven. They intend to strike when the knights and their guests least expect it.

Environment

Starhaven is a squat fort built on top of a starfish of immense size and constructed of giant coral stems located at a depth of 1,400 feet. The fort is composed of several structures that are connected by walk-through seaweed tunnels, allowing the starfish to move its appendages and travel unhindered on the seabed. The buildings are well-hidden by a layer of barnacles cultivated to blend into the hue of the starfish and the sea bottom underneath. It is almost impossible to make out the starfish and the structures on its back, requiring a **DC 20 Wisdom (Perception)** skill check to notice the animal. All areas of the fort are 15 feet tall and illuminated by hanging shells on which bioluminescent algae grow. The walls of the structures are not so sturdy and have AC 15, 30 hit points, a damage threshold of 5, and immunity to poison and psychic damage. All walk-through seaweed tunnels are open, except for the passage connecting areas 2 and 3, which is closed off by two layers of fish-bladder seals, allowing the elves to move to and from the Chamber of Air (area 3) while keeping the chamber airtight.

Scene

When the characters approach Starhaven, they are first met by a cautious group of six **Knights of A'rvanshy** riding **giant seahorses**, who point their riding tridents at them, ready to charge. If the characters arrive unaccompanied by an ally of the knights, one of the knights blows a conch horn, summoning the rest of the knights (use the **unit of knights of A'rvanshy** monster template), who swarm out of Starhaven in four rounds, led by **Dorenthil Balendaal**. If the characters are accompanied by Fin and Silverwave or any other contact of the knights, the sentries hail them in a friendly manner and invite the group inside the fort.

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DORENTHIL BALENDAAL

"What fortunate tides brought you to the last remaining bastion of our people? We are the ones who keep A'rvanshy's memory intact and hasten the day when our kin can finally be free of the vile kraken's dominion. We are the last Knights of A'rvanshy. Why have you come to Starhaven, and what can you do to aid our cause?"

Dorenthil Balendaal introducing the knights and asking the characters for aid in liberating his people.

In either case, First Trident Dorenthil Balendaal introduces himself and his organization, asking each character in turn about their lineages, deeds, and motivations. If the characters mention the *Shell Relic of A'rvanshy* and Morgawr's involvement, the First Trident becomes agitated and spits a string of Deep-sea Elvish curses before offering hospitality to the characters as honored visitors of the knights.

While Silverwave swims off in search of a field of plankton to feed, **Kigga Monfalk** directs Starhaven deeper into the Silent Pearls with a *speak with animals* spell before joining the knights inside the fort.

Kigga Monfalk (CR 7, 2,900 XP). Use the **scout** monster entry with the following modifications:

- Kigga Monfalk is *chaotic good*.
- She has 48 hit points.
- She has a swimming speed of 30 ft. and can breathe both air and water.
- She has darkvision 60 ft.
- She can speak, read, and write Aquan.



KIGGA MONFALK

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- ***Underwater Favored Enemy.*** She has a type of favored enemy: creatures with swimming speeds. She has the ability to track her favored enemies even underwater with no disadvantage.
- ***Underwater Natural Explorer.*** She has a type of favored terrain: underwater.
- ***Savage Attacks.*** When she scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- ***Home in the Sea.*** Attacking underwater does not impose disadvantage for her.
- ***Spear.*** *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or 20/60 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) when used with two hands. This attack replaces the scout's shortsword and longbow attacks.
- ***Relentless Endurance (Recharges after a Long Rest)***. When she is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.
- ***Spellcasting.*** Kigga Monfalk is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Kigga Monfalk has the following ranger spells prepared:
  - 1st level (4 slots): *animal friendship, cure wounds, speak with animals*
  - 2nd level (3 slots): *animal messenger, locate animals or plants*

The characters are led through the seahorse stables (area 1) into the Hall of the Knights (area 2) and Dorenthil Balendaal invites them and Fin to the Chamber of Air (area 3). He then bids the knights to set the table for dinner and bring the *nautilus of cornucopia*, a magical shell that he uses to create a *heroes' feast*. He explains that according to deep-sea elvish traditions, only the guests of honor may consume the magical food. At the same time, he and Fin will eat the meager fare that their kin in A'rvanshy are forced to eat every day—sea urchins, underwater fungi, and seaweed.

As the dinner is set, Fin begins a song on his accordion and sings The Hymn of the Guardian Sphere (handout #5) in a lamenting tune. Dorenthil Balendaal can translate the words of the song. During the feast, Dorenthil Balendaal enumerates his people's history and the deep-sea elves' plight in A'rvanshy under Morgawr's cruelty. He details the city's current layout, as reported by his half-brother Krynant Silinel, a spy for the knights in A'rvanshy. He can also translate the inscription on the *Shell Relic of A'rvanshy* and reveals that the shell's other half is inside A'rvanshy's hidden tomb, which was surely robbed. He asks the characters to return the relic to its rightful place to right this sacrilege.

With concern, he recounts that knights have occasionally heard wailing from inside the tomb since Morgawr's return. He promises to personally lead the characters to the Tomb of A'rvanshy (Calhay Sea location 32). He explains that deep-sea elves are sworn never to enter the tomb, lest they disturb A'rvanshy's deserved rest. He beseeches the characters to help liberate the city of A'rvanshy and defeat Morgawr in a joint effort. If the characters are willing to undertake this favor for the knights, Dorenthil Balendaal vows his trident and those of his knights to the cause of the characters, offering a **unit of knights of A'rvanshy** if ever they would need assistance.

As the feasting draws to a close, a conch horn sounds the alarm from outside. A moment later, large parts from the top of the hall and the Chamber of Air are torn away, and a gaping hole appears on the ceiling, through which the air of the chamber escapes in a string of bubbles, filling the area with water by the end of the first round. Outside, the forms of six **giant octopus ghouls** can be seen as they inject thick clouds of ink into the hall and the Chamber of Air once it fills with water. The areas become heavily obscured, and the knights succumb to the paralyzing effects of the ink, all except for Dorenthil Balendaal. Sailor (use the **assassin** monster entry with a trident instead of a shortsword and an alignment of *lawful evil*) will hide outside the fort and try to sneak attack anyone who exits through the holes in the ceiling.

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SAILOR

"The honor of destroying the last vestiges of the Knights of A'rvanshy has been granted to me by the great master, Morgawr. Your deaths will be the vehicles of my rise to favor and gifts of power from the ruler of the deep!"

Sailor gloating about his service to Morgawr and promises of power.

Giant Octopus Ghoul (CR 3, 700 XP). Use the **giant octopus** monster entry with the following modifications:

- The giant octopus ghoul's creature type is undead.
- It has blindsight 30 ft.
- It has damage immunity to poison.
- It is immune to being charmed, poisoned, and exhaustion
- ***Paralyzing Ink Cloud.*** Any creature other than an undead that starts its turn in the ink cloud of the giant octopus ghoul becomes poisoned for 1 minute. While poisoned this way, the creature must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Tentacle.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Treasure

Sailor wears a *cape of the barracuda.*

Experience

Award the party 2,300 experience points if they become allies with the Knights of A'rvanshy and secure their guidance to the Tomb of A'rvanshy.



CAPE OF THE BARRACUDA

1. SEAHORSE STABLES

Background

The knights keep two dozen giant seahorses in their stable, a grand chamber with the only gate to the outside. The animals are well-kept and in good spirits.

Environment

A grand gate opens to a large chamber, where the knights' giant seahorses rest between scouting and hunting missions. The animals' feed—tangles of kelp and bunches of sea cucumbers—are assembled in troughs in the chamber's corners.

Gate. The gate measures 15 by 15 feet, has AC 17, 60 hit points, a damage threshold of 5, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage. It can be locked from the inside using

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STARHAVEN



1 tile = 5 feet

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a latch. The latch can be opened with thieves' tools on a successful DC 20 Dexterity ability check or forced open with a successful DC 20 Strength ability check.

2. HALL OF THE KNIGHTS

Background

The knights gather for their meals and to discuss strategy in this grand hall.

Environment

This large hall features a gigantic table assembled from colorful live corals, capable of seating twenty people at a time. The walls are set with dazzling mosaics constructed from shells of various colors, depicting the city of A'rvanshy in its former glory, peaceful scenes of bliss, and pictures of calm seas and gentle waves. A large nautilus shell rests on the head of the table on a small mithral serving plate. The northern passageway is sealed airtight with a veil made from fish bladders.



NAUTILUS OF CORNUCOPIA

Treasure

The mithral serving plate is a round plate with a small stand decorated with leaping dolphins around its rim. It is worth 300 gold pieces. The shell is a *nautilus of cornucopia*.

3. CHAMBER OF AIR

Background

The Knights of A'rvanshy maintain a chamber filled with air, serving as a guest hall when any land-dwelling creature visits Starhaven.

Environment

The chamber is air- and watertight, serving as a comfortable guest suite. It is furnished with several bunk beds, a large table surrounded by chairs, a sofa, and a cupboard. The furniture pieces showcase an eclectic style that stands out from the underwater surroundings of the rest of Starhaven. These items have been collected over the years from Xantharos.

4. BARRACKS

Background

While not on sentry duty, training, or gathered in the Hall of the Knights, the knights rest in these spacious barracks.

Environment

Seaweed mats are used as bedding on beds made of corals. The knights don't possess many personal belongings and lead lives on the run, but a few mementos and personal effects are stored in beautiful shell nightstands next to each mat.

Treasure

There are a few rare jewels and semiprecious stones among the personal belongings of the knights, with a total value of 674 gold pieces. It takes 10 minutes to gather them.

5. TRAINING HALLS

Background

The knights seldom practice their battle formations outside Starhaven, lest they be seen and recognized. Most battle training occurs in the two training halls. One is dedicated to practicing charges on giant sea horseback, while the other is reserved for hand-to-hand combat.

Environment

The two training halls are furnished with targets made out of sea sponges. A prominent feature of each chamber is a large statue depicting an undead elf clad in simple white robes decorated with the spiraling holy symbol of the Wondermaker. These statues stand as guardians overseeing the training halls and can be recognized as depicting A'rvanshy himself.

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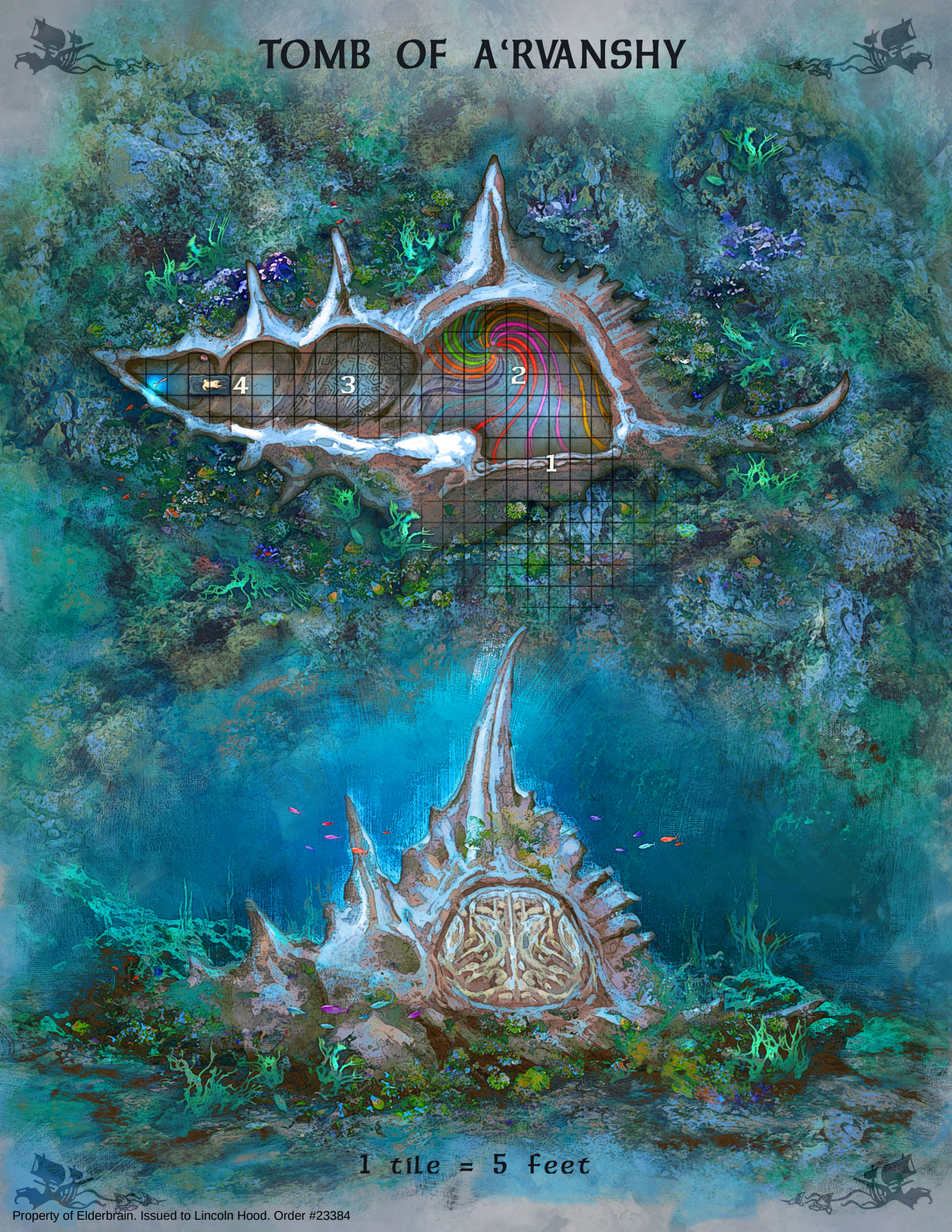
TOMB OF A'RVANSHY



1 tile = 5 feet

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32. TOMB OF A'RVANSHY
(SECRET LOCATION)

Background
The Tomb of A'rvanshy is a sacred place to the Knights of A'rvanshy, who are the only ones with knowledge of the tomb's location since the eradication of their underwater kingdom. The Knights of A'rvanshy keep the tomb a secret as part of their vows and have sworn never to enter, lest they disturb their leader's eternal rest.

Environment
A'rvanshy was laid to rest inside the shell of a gargantuan alabaster murex, a type of sea snail. The shell is about 100 feet long and lies half-embedded in the sea bed 1,000 feet beneath the surface.

Scene
Unless Dorenthil Balendaal leads the characters to the tomb, they must succeed on a **DC 22 Wisdom (Perception)** skill check to notice the shell while swimming within a distance of 300 feet. Dorenthil Balendaal leads the characters to the tomb and explains that he has vowed never to enter. He will remain outside at a respectful distance to guard the area while the characters enter.

As the characters approach the tomb's entrance, a **death jelly** emerges from behind the marine plants growing on the shell. This carnivorous creature preys on larger animals that swim too close to the tomb.



DEATH JELLY

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1. GATEWAY OF THE WONDERMAKER

Background

The gate to A'rvanshy's tomb was magically sealed thousands of years ago. When Miro Sandukar, Lord Rhogar Zlatozar's agent, looted the tomb over a year ago, he managed to bypass the gate's locking mechanism, but the gate closed behind him upon entry.

Environment

The 30-foot-wide gate of the shell is sealed tight by a massive gate formed from scrimshaw that has been seamlessly melded together by magic. It is engraved with pictures of underwater creatures to organically blend in with the rest of the shell.

Gate. The gate measures 30 feet across and has an Armor Class of 15, 120 hit points, a damage threshold of 5, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage. The gate's lock mechanism can be found with a successful **DC 15 Intelligence (Investigation)** skill check. It can be opened using thieves' tools with a successful **DC 20 Dexterity** ability check or by forcing it open with a successful **DC 20 Strength** ability check.

Scene

If the characters try to break down the gate or damage it, Dorenthil Balendaal will immediately intervene and request them to open it without force, with magic if possible.

2. THE ORBS OF THE WONDERMAKER

Background

The antechamber of the tomb is dedicated to the eight *orbs of the Wondermaker* and their potential to grant divine access to magic if the same person harnesses all eight.

Environment

Behind the gate, the shell of the murex spirals into a large antechamber, whose walls are decorated by intricate, colorful etched decorations. They depict eight orbs, each with a different hue and the markings of one of the eight schools of magic. Inscriptions in Deep-sea Elvish detail the boons that each orb can bestow upon a creature that attunes to their magic. A final mural displaying all eight of the orbs within the spiraling holy symbol of the Wondermaker describes the greatest boon of all – the Boon of Limitless Power (see Appendix A: Orbs of the Wondermaker).

Scene

Characters who speak both Aquan and Elvish can decipher the inscriptions and learn what spell is associated with each orb as its boon and the Boon of Limitless Power.

The inscription on the final mural reads: "One who has gained attunement to all eight schools of the Wondermaker will be bestowed with the greatest blessing—the power to weave multiple spells into existence simultaneously without restrictions."

3. PRAYERS TO THE WONDERMAKER

Background

Before being laid to rest in the giant shell, A'rvanshy used this chamber as his spell depository, collecting arcane and divine spells to which his deity granted him access.

Environment

The entire surface of this portion of the shell is covered in etched script – spell formulas, arcane runes, prayers, and geometric shapes used in spellcasting.

Scene

The chamber is a treasure trove for spellcasters, containing every spell from the wizard and the cleric spell lists from cantrips to 9th level spells found in the Player's Handbook and Appendix H: Spells (except for *expedite decomposition*). The scriptures are in Deep-sea Elvish, and creatures need to understand the writing to be able to copy the spells detailed here.

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4. A'RVANSHY'S TOMB

Background

A'rvanshy was laid to rest amid his possessions in the deepest reaches of the murex shell. The tomb has not been disturbed for eons, except for a recent raid by Miro Sandukar, who was sent here by Lord Rhogar Zlatozar to retrieve A'rvanshy's skull. Miro only managed to steal the *skull of the Archlich* and half of the *Shell Relic of A'rvanshy* before escaping the wrath of the ghost via his *dimension door* spell.

Environment

The skeletal remains of a humanoid are laid upon a slab of black basalt, decorated with the symbols of all tribes of the deep-sea elves united under their ruler A'rvanshy. The skeletal body is missing its skull and wears a white robe woven from elvish hair with the symbol of the Wondermaker stitched upon its chest in gold. Around the slab are several items: a staff with a large blue crystal upon its top, a vibrant purple prism stone, and one half of a giant oyster shell with half a sigil and Deep-sea Elvish runes on its surface.

Scene

Characters can attempt a **DC 20 Intelligence (Investigation)** skill check to deduce that the body and the items around A'rvanshy's bier were disturbed about a year ago. The other half of the *Shell Relic of A'rvanshy* reads the following text written in Deep-sea Elvish, which can be comprehended by anyone who reads and understands both Aquan and Elvish: "at the tower of the Caelhaa'y." Characters who succeed on a **DC 20 Intelligence (History)** check know that the ruins of the ancient drow civilization of the Caelhaa'y are located on the island known as Rajmahor's Verdict (Calhay Sea location 41).

If any of the characters touch A'rvanshy's remains or possessions found in the tomb, the **ghost of A'rvanshy** materializes above his skeleton and screams madly in an ear-splitting tone. The ghost attacks any creature that touches its possessions or its body. A'rvanshy's ghost is bound to the confines of the tomb, and if slain, it rejuvenates in five days until Morgawr is dead.



GHOST OF A'RVANSHY

"Ooooh Wondeeermaaaker, forgive my faaailure! The kraaaken must join meee in death! And the peeeople protected! I will not reeest until the saaacrilege is righted! Faaace the divine fury of the Wondeeermaaaaker!"

The ghost of A'rvanshy, wailing in wrath.

If the characters have had a hand in successfully defeating Morgawr, A'rvanshy's ghost materializes and speaks to them in a calm, otherworldly voice.



"Blessings of the Wondermaker be upon you for righting the sacrilege that was committed against my person and people. You have achieved what my magic could only forestall: the kraken is no more. Take my worldly possessions and use them as items of holy magic."

The ghost of A'rvanshy offering his treasures to the characters before departing to the afterlife.

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Treasure

A'rvanshy's corpse is dressed in his *robe of the archmagi*. The staff is a *staff of power*, while the purple prism is an *ioun stone of reserve*. The second half of the *Shell Relic of A'rvanshy* is decorated with large pearls like its other half and is worth 7,500 gold pieces.

Experience

Award the party 2,900 experience points for learning about the boons of the *orbs of the Wondermaker* and finding the other half of the *Shell Relic of A'rvanshy*.

33. SYNDICATE OF THE MINDMASTERS

Background

Deep beneath the surface of the Silent Pearls, an ancient aboleth conclave that calls itself the Syndicate of the Mindmasters, thrives in its insidious machinations. This group is composed of four malevolent aboleths, born from a lineage that stretches back to a time when their ancestors delved into forbidden alliances with fiendish entities. These ancient aboleths served the drow of the Caelhaa'y until the drow's downfall and learned from the mistakes of their former masters. The fanatical aboleths are fervent worshippers of Dadanhayan, the Overlord of Hellish Oceans, a dark and enigmatic being from Hell.



Within the depths of their hidden lair, the Syndicate of the Mindmasters delves into forbidden arts, seeking to unravel the deepest secrets of manipulation, mind control, and body-warping. They meticulously record their twisted knowledge, documenting the eldritch lore passed down by their fiendish master, Dadanhayan. They enthrall lesser creatures, bending them to their will and turning them into pawns to further their agenda. The Syndicate's ultimate objective remains veiled in secrecy, obscured by the depths from which it operates.

A two-headed young female merfolk named Pearl and Coral hides a safe distance from the aboleths' lair, occasionally trying to peek into their cave to find out something about them that could help the crustanoids of Reefside.

Environment

Carved into a colossal underwater cavern, the lair 2,300 feet below the surface, resembles an otherworldly library of unfathomable proportions. The walls of the 150-foot diameter open cave are carved from smooth, black stone, and adorned with intricate, arcane symbols and pulsating, bioluminescent moss. Arranged in a wide semi-circle around the heart of the chamber, a group of large crustanoids forms a protective barrier around the lair. Within the cave, four crustanoids are painstakingly making carvings on stone tablets. A vast collection of these tablets, adorned with intricate hieroglyphs and esoteric sigils, line the walls, forming an endless repository of knowledge. The murky waters in a 100-foot radius around and within the cave are heavy with a strange viscosity and provide an unsettling sight as if the liquid itself were saturated with thick saliva.

Scene

As the characters draw near the aboleths' lair, Pearl and Coral (use the **merfolk** monster entry) interrupts them and tells them about the horrors of the Syndicate's lair. They are genuinely worried about the well-being of the crustanoids and urge the characters to free them without harming them. They can show the way to Reefside (Calhay Sea location 34).

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PEARL AND CORAL

"Please, please, don't hurt them! They have been giggly-wiggly-thinky-thinky-mind-boggled, you know."

Pearl and Coral speaking in a hushed and serious tone.

The water contaminated by the aboleths' saliva is considered as a lightly obscured area. Creatures within the contaminated water are affected by the mucus at the start of each of their turns and must make a **DC 14 Constitution** saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Six **crustanoids** stand guard, forming a protective perimeter around the cave within a radius of 50 feet. They attack anyone who approaches the lair of the aboleths.

The four **aboleth warlocks** of the Syndicate of the Mindmasters, deeply connected to their fiend master, record their visions through telepathic bonds with four enslaved crustanoids who tirelessly etch these visions onto stone tablets. When the aboleths sense intruders, they abandon their activities, seeking to enslave anyone who dares to enter their lair and clash with their crustanoid bodyguards. They use their spells to weaken their enemies and protect themselves. As a last resort, the aboleths unleash their tentacle and legendary tail attacks, aiming to eliminate their foes with relentless ferocity.

Aboleth Warlock (CR 12, 8,400 XP). Use the **aboleth** monster entry with the following modifications:

- The aboleth warlock has 165 hit points.
- It speaks Deep Speech and Infernal.
- It makes Medicine skill checks with a +6 modifier.
- ***Dark One's Blessing.*** When the aboleth warlock can reduce a hostile creature to 0 hit points, it gains 10 temporary hit points.
- ***Dark One's Own Luck (Recharges after a Short or Long Rest).*** The aboleth warlock can call on its patron to alter fate in its favor. When the

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aboleth warlock makes an ability check or a saving throw, it can use this feature to add a d10 to its roll. It can do so after seeing the initial roll but before any of the roll's effects occur.

- ***Eldritch Blast.*** *Ranged Spell Attack*: +8 to hit, range 120 ft., one target. *Hit*: 9 (1d10 + 4) force damage.
- ***Spellcasting.*** The aboleth warlock is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following warlock spells:
  - Cantrips (at will): *eldritch blast, mage hand, true strike*
  - 1st-3rd level (2 3rd level slots): *comprehend languages, dispel magic, expeditious retreat, hellish rebuke, mirror image*, ray of enfeeblement, vampiric touch*

*The aboleth warlock casts this spell on itself before combat.

The library comprises a vast collection of over a thousand stone tablets, each meticulously inscribed with the secrets of Dadanhayan in Infernal. This extensive compilation of knowledge surpasses 50,000 pounds in weight. Characters who succeed on a **DC 18 Intelligence (History)** skill check know that Dadanhayan was a legendary aboleth devil who perfected rituals to alter subjects' forms.

Dreadful Knowledge of Dadanhayan. The Unholy Overlord of Hellish Oceans bestowed upon the devout aboleths the forbidden lore of mind and body manipulation. These twisted procedures, entailing the surgical and metaphysical manipulation of the subject's form, can be performed by any spellcaster who is proficient in the Wisdom (Medicine) skill. However, the use of the complete stone tablet library is required for proper execution. These vile practices, not without their price, grant those who wield the techniques the capacity to reap the following benefits, each of which can be applied to a creature only once:

- **Bloodline Sorcery.** This transformation allows individuals to progress within the sorcerer class as an Aboleth Bloodline Sorcerer. Achieving this state requires a treacherous 20-day ritual, consuming rare spell components worth 2,000 gold pieces and infusing one gallon of aboleth blood into the subject.

- **Physical Metamorphosis.** By reshaping the bodies of their subjects, this transformation introduces mutations in limbs, enhances physical attributes, and even induces monstrous transformations. It permanently grants the subject advantage on ability checks related to Strength, Dexterity, or Constitution (depending on the chosen enhancement) but imposes disadvantage on one of the other two ability checks. This blasphemous ritual requires a painful 12-day process and rare spell components worth 1,000 gold pieces.

- **Antibody Manipulation.** Harnessing the dark powers of hell, the subject of this transformation becomes resistant to biological threats that would typically afflict their physique. The subject permanently gains advantage on Constitution saving throws against poisons or diseases (depending on the chosen resistance) but suffers disadvantage on the other saving throw. This draining ritual requires an 18-day process and consumes rare spell components worth 2,000 gold pieces.

- **Enhanced Perception.** Through this unholy transformation, subjects obtain the ability to perceive the imperceptible. Permanently granting the subject blindsight in a 60-foot radius but afflicting them with disadvantage on Wisdom (Perception) skill checks, this gory metamorphosis requires a 6-day process and requires rare spell components worth 2,500 gold pieces.

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- **Quickened Metabolism.** This gruesome surgical intervention accelerates the regenerative capabilities of the subject's cells. The subject gains the ability to regain 10 hit points at the start of each of its turns as long as it has at least 1 hit point remaining, but its maximum number of hit points is permanently halved. This infusion-based transformation requires a harrowing 30-day process and consumes rare spell components worth 3,500 gold pieces.

Treasure

The aboleths have amassed 12,620 gold pieces worth of spell components.

Experience

Award the party 1,100 experience points if they save the crustanoids.

34. REEFSIDE

Background

Beneath the turquoise waves of the vast ocean, nestled amidst a sprawling coral reef, thrives a tribe of extraordinary beings known as the crustanoids. For generations, the crustanoids lived in peaceful seclusion in the village of Reefside, their days spent hunting and gathering the abundant resources bestowed upon them by the reef. Their chieftain, an imposing figure renowned for both strength and wisdom, adorned with vibrant shells and flowing seaweed, possesses an innate understanding of the reef's delicate balance.



While the crustanoids lived a humble life, a shadow lurked on the periphery of their existence. A colony of aboleths sought to exploit the crustanoids' unique talents for their sinister purposes. These aboleths, possessing mind-controlling abilities, enslaved some unsuspecting crustanoids, forcing them into servitude as guards and minions within their own domain.

Environment

In the shallows of the rugged shoreline, Reefside Village emerges as an ancient stronghold within the coral reef. Rough-hewn structures, fashioned from weathered shells and sturdy driftwood, display the crustanoids' resilience and resourcefulness. Intricate tribal patterns etched into the walls tell tales of their ancestral heritage and fierce guardianship of the reef. As the salty breeze whistles through the thatched roofs rising above the waves, the rhythmic beat of tribal drums resonates, echoing the deep-rooted traditions and untamed spirit that pervade this small settlement.

Scene

In the coastal town of Reefside, sixty-four adult **crustanoids** reside, with twice as many children and elderly individuals. A vigilant group of twelve crustanoids forms a protective circle around their village at the sight of intruders, prepared to confront any who display hostility or disrespect toward their territory.

At the helm of this community stands **Snapclap**, an unusually large crustanoid. While Snapclap warmly greets respectful visitors and engages in conversation, his speech is rather convoluted, making it challenging to decipher his intentions. He employs complex phrases and poses and answers basic questions at length before finally broaching the topic of the aboleths, whom he refers to as "terrorfish." Snapclap seeks the characters' aid in defeating these aboleths and rescuing his mind-warped tribespeople from their lair (Calhay Sea location 33).

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"Behold Snapclap, the mighty and wise, me, who presides over this realm, here, in front of you! Through my words, that dance in intricate patterns, fear not, for I extend a warm greeting to those who approach with respect. Terrorfish, a term we whisper in hushed tones to convey the malevolence and dread that has befallen my hapless brethren, have ensnared their feeble souls within the maddening embrace of their mind-twisting clutches. Oh, the horrors that unfold within the labyrinthine chambers of their abode!"

Snapclap introduces himself through a lengthy, meandering expanation.



SNAPCLAP

Expressing his gratitude, Snapclap promises a reward of fifteen pearls of varying sizes, amounting to a total value of 1,300 gold pieces, as a token of appreciation for the characters' assistance in defeating their enemies.

Snapclap (5, 1,800 XP). Use the **crustanoid** monster entry with the following modifications:

- Snapclap has 69 hit points and a Strength score of 20.
- He speaks Common.
- ***Claw***. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15).

Once the characters successfully rescue the abducted crustanoids from the clutches of the aboleths, they are hailed as revered heroes within the community. Should the characters inquire, the villagers eagerly express their willingness to join the ongoing war against the sahuagin or Morgawr. The villagers wholeheartedly embrace the characters' cause, recognizing the significance of their triumph and the dire need to confront both threats. The village lends a **unit of crustanoids** to the cause.

Experience

Award the party 1,800 experience points if they manage to secure the aid of the crustanoids against the sahuagin or Morgawr.

35. HABITAT OF THE DORMANT BRONZE (SECRET LOCATION)

Background

Srymusdyrjan, the ancient bronze dragon, withdrew into slumber in her lair over a decade ago, seeking to recover from a century of wakefulness. Before her retreat, she verbally confronted the adult blue dragon named Arhuznatyllax, who fearlessly challenged her presence, demanding payment amidst a territorial dispute. Srymusdyrjan dismissed the accusations and the grudge held by Arhuznatyllax, resenting his conniving alliance with Ossiazzxontyr, who stokes the blue dragon's deep-seated animosity.

Srymusdyrjan's bitterness is centuries old, arising from her abandonment by her mate, Thelarmas.

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He chose to pledge his loyalty to a human named Lord Eard Wytas "Dragonfriend" Arden, residing in the distant Kingdom of Aglarion and left her behind. This separation occurred hundreds of years ago, giving rise to Srymusdyrjan's feelings of resentment and solitude. Even though she has had other mates since then and even bore other offspring, she has severed all ties with the outside world and her young.

Ameson Dulch, a treasure hunter with a *wand of treasures* has found Srymusdyrjan's lair without realizing that the treasure is the hoard of a true dragon. He hesitates to dive down, as the distance to the treasure is at the limit of his diving range of 350 feet.

Environment

A small sailboat floats on the sea with sails lowered. Inside, a man in a deep-diving suit without a helmet is holding a gem-studded wand and concentrating on the waters below the boat.

Descending 320 feet below sea level, Srymusdyrjan's lair can be accessed through a couple of slender fissures on the surface of a rugged underwater coastal cliff. Despite its challenging passage even for tiny creatures, these fissures lead to an awe-inspiring undersea cavern, whose interior unfolds as a magnificent spectacle of life and beauty. The vast undersea cave reveals a mesmerizing expanse teeming with colorful and bioluminescent coral reefs, vibrant sea flora, and a diverse array of aquatic creatures gracefully navigating the depths.

Scene

When Ameson Dulch (use the **scout** monster entry with an alignment of *neutral good*) sees the characters approach, he quickly hides his wand and greets them. He explains that there is treasure beneath the boat, and he has already dived down once to determine that it is over 250 feet below. He hesitates to dive again because the maximum range of his suit is 350 feet. He is willing to brave the depths again if the characters accompany him and even split the treasure they find together.



AMESON DULCH

"I finally found the treasure I've been seeking! It's going to be deep, deeper than I've ever dived before. Could be a sunken ship, or some deep-sea elf ruins . . . Tell you what, I'll split the treasure with you even, if you help with the haul. It's always good to have diving mates to watch your back when going this deep."

Ameson Dulch guessing at the treasure and inviting the characters for a dive.

Finding the fissures that lead to the cave in the deep water requires a successful **DC 18 Wisdom (Perception)** skill check. The fissures are 20 feet long and can be traversed only by a tiny creature. As Srymusdyrjan (use the **ancient bronze dragon** monster entry with an alignment of *lawful neutral*) enters her slumber, she assumes the guise of a tiny cardinal fish, effortlessly levitating among the multitude of other fish, of which some are also peacefully sleeping within the cave. Blending seamlessly with her fish companions, she is indistinguishable from the school, her true nature hidden beneath the veil of an ordinary underwater dweller.

The ancient bronze dragon stirs from her slumber at the slightest disturbance, be it a soft noise or

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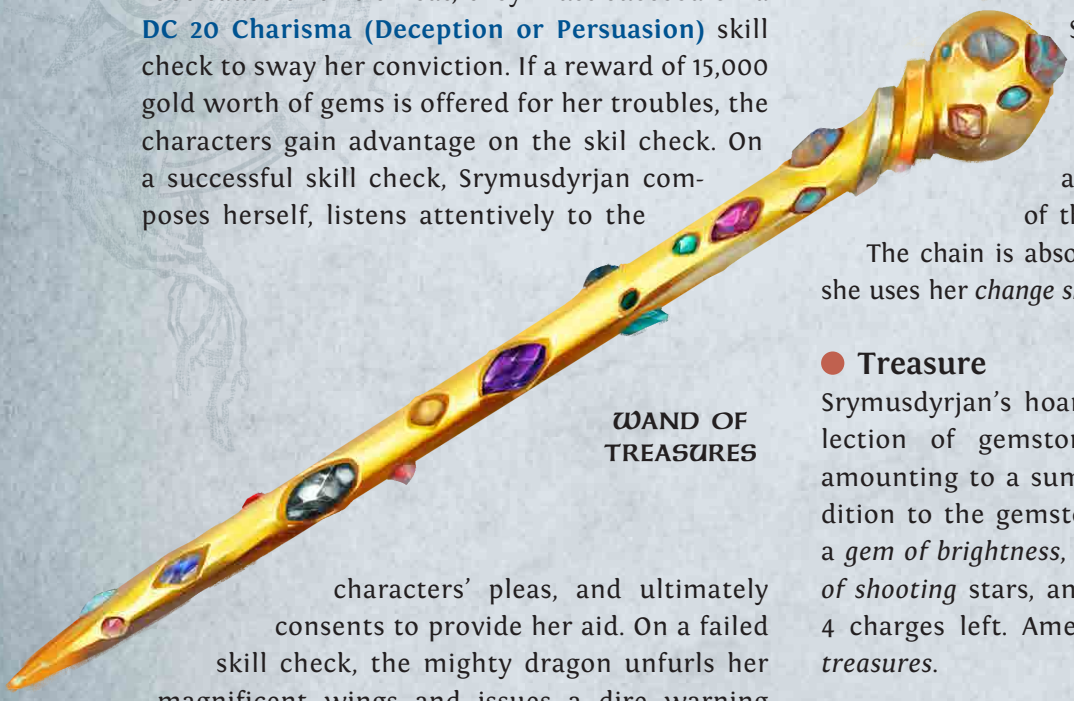
a threat to her surroundings. When faced with hostility or danger, she sheds her camouflage as a cardinal fish. She assumes her majestic original form, ready to confront and eliminate any peril that dares to encroach upon her lair.

Should a character approach the awe-inspiring dragon with the intention of persuading her to join the war effort against the sahuagin and assist the nobles of Xantharos in eliminating the root cause of this threat, they must succeed on a **DC 20 Charisma (Deception or Persuasion)** skill check to sway her conviction. If a reward of 15,000 gold worth of gems is offered for her troubles, the characters gain advantage on the skil check. On a successful skill check, Srymusdyrjan composes herself, listens attentively to the characters' pleas, and ultimately consents to provide her aid. On a failed skill check, the mighty dragon unfurls her magnificent wings and issues a dire warning of imminent annihilation should they persist in trespassing upon her sanctuary. Even when the characters gain her favor or manage to deceive her, she staunchly refuses to offer her assistance in any other matter, including engaging Morgawr in battle.



WAND OF TREASURES

"Awakened against my desires, yet bound by the ancient treaty, I will aid in safeguarding the island from the sahuagin, but only because of the Dragonpact that endures between the true bloods and the noble clans of Xantharos."

Srymusdyrjan grudgingly agreeing to lend aid against the sahuagin.

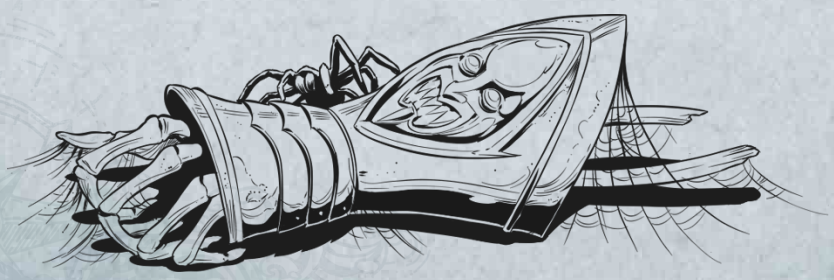
Srymusdyrjan wears her hoard affixed to a massive bronze chain that gracefully drapes behind her neck and front legs and is securely fastened in front of the base of her majestic wings. The chain is absorbed into her new form when she uses her *change shape* ability.

Treasure

Srymusdyrjan's hoard consists of a dazzling collection of gemstones, their combined worth amounting to a sum of 37,300 gold pieces. In addition to the gemstones, affixed to the chain are a *gem of brightness*, a *ring of feather falling*, a *ring of shooting* stars, and a *scarab of protection* with 4 charges left. Ameson Dulch carries a *wand of treasures*.

Experience

Award the party 1,800 experience points if they manage to secure the aid of Srymusdyrjan against the sahuagin.



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36. HEART OF THE SLUMBERING VOLCANO

For a description and background of Cyclone Peak, please read the related section in the Isles of Xantharos campaign setting.

Background

A'rvanshy deliberately selected a secluded island volcano as the site of the *orb of Evocation* due to its powerful energies, which could enhance the creation process. The volcano roared with fire and lava, and the orb's destructive powers were so formidable that only one person had managed to breach the cave within the volcano's heart. This individual was Elthiardren the Accurate, an ancient drow force-specialist wizard, who had discovered the orb's location over a thousand years ago and successfully overcame its defenses. Upon bonding with the orb and unlocking its secrets, Elthiardren succumbed to greed and began consuming the raw magical energies in the form of the orb's essence, which drove him mad. He relentlessly harvested the essence, planning to consume a large dose at once to rapidly gain immense powers granted by the process. However, the overwhelming drain of the magical essence took its toll, and in a swift and agonizing wave of self-consumption, Elthiardren was transformed into an eldritch manifestation of Evocation.

Centuries later, Hralweng, the renowned storm giant hunter, was banished to Cyclone Peak by the Eternal Mother, the deity of Nature. Since then, the once mighty giant has become despondent and devoid of motivation, burdened by the haunting presence of the spirits of the creatures it has slain, which now manifest as shambling mounds. Day in and day out, Hralweng is tormented by these vengeful spirits, a constant reminder of its past deeds and a source of unrelenting harassment. He is aware that there is a tunnel opening deep under his lake, but has been unable to explore it due to his size.

Environment

The apex of the volcano soars to a height of 15,000 feet, where perpetual lightning storms crackle and gather, unleashing bolts of electricity that pummel an inlet at about halfway up the volcano's slopes. The mountain's steep slopes are cloaked in lush jungle teeming with diverse wildlife. The booming thunder of the clouds drowns out any other sound on the island, which is veiled in a deluge of heavy rain.

Scene

As characters venture into the island's dense jungle, they will inevitably come across a group of six **shambling mounds** each day. These monstrous creatures materialize randomly within the jungle, emerging from obscure locations, and relentlessly make their way toward the volcano's peak, with a singular purpose: to descend upon Hralweng, the banished storm giant.

1. THE INLET OF THE GIANT

Background

The Eternal Mother punished the arrogance of Hralweng by exiling and binding him to Cyclone Peak. The giant turned morose and sour during the hundreds of years it has spent fighting the shambling mounds. A'rvanshy created the submerged tunnel that leads from within the inlet to the volcano's lava flows.

Environment

The inlet within the volcano sits majestically at an altitude of 7,000 feet above sea level, a hidden gem amidst the towering cliffs of the colossal volcano. The waters of the lake shimmer with an otherworldly glow, reflecting the eerie light of constant lightning strikes from the dark, boiling clouds above. The air crackles with electricity, filling the atmosphere with palpable energy.

In the lake floats a giant creature, his green skin and his armor glistening with a bright sheen with each flash of lightning. Floating on the water, facing

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HEART OF THE SLUMBERING VOLCANO



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the rain and the clouds above, the colossal figure exudes an air of power. His piercing eyes are fixed on the clouds and rain, seemingly unaffected by the constant electrical discharges.

The steep rock cliffs that encircle the inlet are awe-inspiring, their rugged surfaces weathered by volcanic activity and immense torrents over millennia. The sheer magnitude of the cliffs creates an imposing sight as if nature itself was guarding this mystical place. The scene is a symphony of visual and auditory sensations, with the lightning illuminating the dark clouds, the rain hissing as it falls into the lake, and the crackling of electricity filling the air.



HRALWENG

"Leave me be and let me suffer the Eternal Mother's curse alone! This is my mountain, my lake, and my fate. I do not need anyone's pity!"

Hralweng musing to the characters before his anger boils over.

Lightning Storm. Each creature that starts its turn over 5,000 feet on the mountain must make a 1d20 roll. On a roll of 1 to 4, the creature is hit by lightning and must make a DC 15 Dexterity saving throw. The creature takes 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one. Hralweng and the shambling mounds don't bother dodging the lightning.

Scene

Hralweng floats all day in the lake, pondering about his past glory and brewing his anger. A character must succeed on a DC 26 Dexterity (Stealth) skill check to move past him unnoticed. If Hralweng notices any intruders, he moves to intercept them and does not allow anyone to advance or submerge in the lake. He grows impatient quickly, but a character who succeeds on a DC 16 Charisma (Persuasion) skill check can convince the stubborn storm giant to allow them to explore the submerged tunnels if they promise to report their findings to him. If Hralweng catches anyone trying to sneak past him, he grows furious and attacks without hesitation until he forces the intruders out of the inlet. A character trying to convince Hralweng after being caught sneaking past has disadvantage on their Charisma (Persuasion) skill check, which can be tried only once.

Hralweng (CR 17, 18,000 XP). Use the **storm giant** monster entry with the following modifications:

- Hralweng has 345 hit points and has an alignment of *chaotic neutral*.
- His saving throws are Str +15, Con +11, Wis +10, Cha +10.
- His skills are Arcana +9, Athletics +15, History +9, Perception +10, and Survival +10.
- ***Natural Explorer.*** Hralweng's favored terrain is the mountain. When on a mountain, he has a +16 modifier on Perception and Survival skill checks, difficult terrain doesn't slow him down, and he can't become lost except by magical means.
- ***Multiattack.*** Hralweng makes three greatsword attacks.
- ***+1 Greatsword.*** *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit*: 31 (6d6 + 10) slashing damage and 7 (2d6) thunder damage.
- ***Rock.*** *Ranged Weapon Attack*: +15 to hit, range 60/240 ft., one target. *Hit*: 35 (4d12 + 9) bludgeoning damage.
- ***Spellcasting.*** Hralweng is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Hralweng has the following ranger spells prepared:
  - 1st level (4 slots): *cure wounds, detect poison and disease, hunter's mark**
  - 2nd level (2 slots): *darkvision**

*Hralweng casts these spells before combat.

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Treasure

Hralweng wields a *+1 greatsword* of huge size that can be wielded only by a creature of huge size or one with a Strength score of 29 or more.

2. THE SUBMERGED SPIRAL

Background

A'rvanshy crafted a purposeful, winding tunnel that leads to the heart of the volcano, creating a long, spiraling, and flooded entryway. Once the orb was activated, the area crackled with lightning energies, forming a protective shield to deter discovery. A'rvanshy left his magical warning to his people about the *orb of Evocation* and how to resist its effects.

Environment

The slender underwater tunnel measures 5 feet in diameter. Occasional bursts of lightning pierce through the darkness, casting light on small sections of the impeccably cylindrical conduit that appears to stretch endlessly.

Lightning Discharge. Each creature that starts its turn in the spiraling tunnel is hit by crackling lightning and must make a **DC 21 Constitution** saving throw. The creature takes 3 (1d6) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 10 or more is stunned for 1 round. A creature that wears metal armor has disadvantage on the saving throw.

Scene

The 400-foot-long tunnel is completely flooded with water from the inlet. When a creature ventures about 20 feet into the tunnel, a magic *mouth appears,* and a raspy voice speaks in Deep-sea Elvish that a character who understands both Aquan and Elvish can comprehend.

"Protect yourself against the element that burns, and be swift to avoid the destructive energies of the orb!"

The voice of A'rvanshy speaking its warning.

3. THE BRIDGE OF NO RETURN

Background

The bridge was erected by A'rvanshy with powerful magic to provide access to those who reach this section of the volcano's heart. The orb protects its secrets with the most destructive spells in this crevice, but Elthiardren, the drow force specialist wizard could deflect it with his force magic. Still, the bridge got badly damaged after the drow wizard's visit.

Environment

The walls of the giant crevasse are steep and rugged, formed from dark, scorched rock that seems to radiate

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heat. The crevasse is filled with a massive river of molten lava, at least 30 feet wide, flowing with a mesmerizing, otherworldly glow.

The source of the lava comes from smaller streams of lava that feed it from the northern side of the crevasse, adding to the intensity and heat of the fiery river. The lava moves with a relentless, almost twisting motion, as if it's a living, breathing entity in its own right.

On the southern side of the crevasse, several water streams cascade into the molten magma, creating clouds of steam that rise in thick plumes. The hissing noise from the steam meeting the lava is deafening, a constant reminder of the conflict between these two elemental powers.

Spanning over the chasm is a damaged, crumbling stone bridge that's seen better days. It is about 50 feet long, but parts have been blasted away, leaving gaps and cracks in its structure. The bridge looks ancient and weathered due to the ravages of time and the extreme environment. The cave's ceiling rises 50 feet above the bridge, and the river of lava is 50 feet below it.

The air crackles with searing heat and humidity as a billowing mist rises from the lava below, making the area heavily obscured at the level of the lava river and lightly obscured at the level of the bridge.

Scene

When a creature steps on the stone at the middle of the bridge, blazing orbs of fire appear from the ceiling and plummet to its surface, striking it with great force and multiple tremendous detonations. Each creature on or above the bridge must make a **DC 21 Dexterity** saving throw. A creature takes 35 (10d6) fire damage, 35 (10d6) thunder damage, and 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Once the damage is dealt to the bridge, it collapses at the end of the next turn and any creature that is still on it falls into the lava 50 feet below, taking 17 (5d6) bludgeoning damage from the fall and 55 (10d10) fire damage from the lava at the start of every turn while touching the lava. Scaling the cave wall to reach the shore of the fiery lava river requires a successful **DC 12 Strength (Athletics)** skill check. On a failed skill check, the character tumbles and falls into the lava unless they are able to grab and hold on to the cliffs by succeeding on a **DC 20 Dexterity** saving throw.

Crossing the fiery river of lava on foot is daunting, with the collapsed remnants of the bridge providing the only possible route. The bridge debris remains stable in the molten lava for ten minutes before sinking into the searing river. A series of three successful **DC 12 Strength (Athletics)** skill checks are required to leap over the gaps between the massive blocks of stone and reach the other side of the lava flow. On a failed skill check, the character falls into the river of lava.

4. LAVA FLOWS

Background

Elthiardren dispelled the *arcane swords* created by the *orb of Evocation* and made camp in this cave to recover.

Environment

Within the cave, a few deep streams of lava, each 5 feet wide, meander through the rocky terrain. While the air is not as scorching as over the river of lava, it is still noticeably hot. Signs of a past inhabitant are evident: a simple bedroll, a dry waterskin made of lizard's hide, and a cracked clay pot hinting that someone had made a temporary camp in this cave long ago. A character who succeeds on a **DC 15 Intelligence (History)** skill check can discern that the objects in the cave are crafted and adorned in the distinct style of drow elves.

Scene

Upon entering the cave, two *arcane swords* manifest and become active for 1 minute, randomly attacking creatures and relentlessly pursuing them if they

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attempt to leave, moving up to 40 feet on each of their turns. The *arcane swords* have an attack modifier of +13 and deal 16 (3d10) force damage on a successful hit. The *orb of Evocation* can manifest the two arcane swords once per day.

A character must succeed on a **DC 10 Strength (Athletics)** skill check to jump over the searing flow and cross one of the streams of lava. On a failed skill check, the character steps into the lava and takes 16 (3d10) fire damage.

5. TUNNEL OF RAGING FLAMES

Background

The *orb of Evocation* creates a searing inferno of fire that fills this tunnel.

Environment

The tunnel is bathed in a fiery red glow from the lava flow that courses through it, casting flickering reflections on the walls. Above, a raging *fire storm* unleashes a tempest of flames that roars like a monstrous beast, intermingling with the hissing and bubbling of the molten lava. The blazing lava flow and the roaring firestorm create a harrowing spectacle—a wall of shimmering air. At the end of the tunnel, an elevated platform emerges, with lava flowing out from numerous cracks on its 20-foot high wall. Above the wall, a vast cave opens up, beckoning with its dark expanse, shrouded in the red glow of the lava.

Scene

Each creature in the area of the *fire storm* must make a **DC 21 Dexterity** saving throw at the start of their turn. It takes 38 (7d10) fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

A creature that touches the lava takes 55 (10d10) fire damage at the start of their turn.

6. ORB OF EVOCATION

Background

Elthiardren, the drow evoker, was able to reach the *orb of Evocation* and bonded with the artifact before it would succeed in destroying him. In his mad greed for power, the drow consumed too much of the orb's essence and was turned into the eldritch manifestation that has haunted this cave ever since.

Environment

10-foot-wide and 20-foot-deep fissures crisscross the cave, revealing the searing glow of molten lava in their depths. In the midst of the broken ground of the cave, a glowing red orb of pure energy hovers in mid-air, casting a pulsating illumination that bathes the surroundings in crimson light. The orb seems to swirl with arcane pulses, exuding an aura of raw energy that crackles with untamed power.

A wizard's robe lies abandoned on the cave floor, its fabric tattered and stained with dust and soot. Next to it, a ring, once gleaming with the brilliance of red garnets, now bears signs of neglect, its gems dull from the passage of time. Not far from these items lies a hand crossbow, once a prized possession of elven craftsmanship, now resting unused, its once-elegant design marred by heat, a poignant reminder of its owner's fate in the desolate cave.

Scene

When a creature other than the eldritch manifestation approaches within 10 feet of the *orb of Evocation,* the cave starts to tremble violently, as the artifact unleashes an *earthquake* to deter intruders. The earthquake lasts 1 minute, but the orb can repeat it every hour if intruders are still present.

The ground in the area becomes difficult terrain and remains as such even after the *earthquake* ends.

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Each creature on the ground who is concentrating on a spell must make a **DC 21 Constitution** saving throw at the start of each of their turns. On a failed save, the creature's concentration is broken.

Each creature on the ground in the area must make a **DC 21 Dexterity** saving throw at the start of each of their turns. On a failed save, the creature is knocked prone. If the save fails by 5 points or more, the creature falls into one of the fissures taking 7 (2d6) bludgeoning damage from the fall and 27 (5d10) fire damage from the lava below. The lava deals 27 (5d10) fire damage at the start of each of their turns until they climb out by succeeding on a **DC 16 Strength (Athletics)** skill check.

As the area shakes violently, the cave's ceiling crumbles, sending large boulders hurtling down. Each creature in the area must make a **DC 21 Dexterity** saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a **DC 20 Strength (Athletics)** check as an action to escape.



ELDRITCH MANIFESTATION OF EVOCATION

An **eldritch manifestation (evocation)** that was formed out of Elthiardren, the drow force specialist wizard, resides in this cave, refusing to part from the presence of the enigmatic orb and floating in the air around it. The creature attacks anyone who enters the cave but doesn't leave it.

Treasure

The items Elthiardren carried before his transformation are a *ring of resistance (fire)*, a *robe of protection* (that functions as a *cloak of protection*), and a *+1 hand crossbow* that functions as an *oathbow*.

37. COURT OF COUNT BAPHARAAZ

Background

Count Bapharaaz was once a majestic blue dragon named Khraxryllyanthrax, the offspring of Gylrastyfroxthyas,

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who was revered for his mastery of arcane arts and feared even by his younger sibling, Arhuznatyllax (see Calhay Sea location 38). However, he fell victim to a powerful spell cast by the deep-sea elven necromancer, Arvastan Perlantasil. Using a scroll stolen from Morgawr, the necromancer permanently transformed the blue arcanist into a human as a punishment for his arrogance. Ever since, a seething hatred has festered within Count Bapharaaz's heart, directed at the deep-sea elves of A'rvanshy.

Not knowing the *dispel magic* spell and rapidly descending into madness due to his predicament, Count Bapharaaz soon fervently embraced his new identity. Unrestrained eccentricities and enigmatic mannerisms fueled his relentless desire for absolute dominion over both land and sea. The Count fostered a delusional bond with an imaginary entourage within the labyrinthine corridors of his twisted psyche. These ethereal attendees and loyal minions were mere figments of his wild imagination, both confidants and catalysts for his megalomaniacal aspirations. Leveraging his formidable intellect and mastery of the arcane, the count poured his dark talents into the creation of an *apparatus of the crab* known as "the Conqueror."

Count Bapharaaz is ready to embark on a treacherous path toward ultimate power. Guided by his imaginary entourage and wielding his malevolent creation, "the Conqueror," he is preparing to unleash chaos and destruction upon the realms of land and sea.

Environment

Perched along a rugged coastline of the Silent Pearls, an old abandoned fort stands as a mere shell of its former grandeur. Ruined side buildings scatter around, their crumbling facades hinting at a bygone era. The main building alone stands defiantly, its weathered walls showing the scars of time. Inside, remnants of past glory remain, though the rooms are incomplete, with some walls missing and replaced by rubble and dirt. Amongst the debris, fragments of ruined furniture whisper tales of forgotten opulence.

Hidden beneath the ruined fort, the cellar unveils a combined laboratory, library, treasury, and repair area. Within its dimly lit confines, shelves bear faded and tattered books filled with arcane knowledge. Count Bapharaaz, dressed in a shabby noble outfit smeared with oil and dirt, toils in the room, engrossed in creating something extraordinary. At the center of the cellar stands the *apparatus of the crab,* which Count Bapharaaz calls the "the Conqueror," guarding the grate leading to the sea.

Scene

When visitors dare to step into his presence, Count Bapharaaz's (use the **mage** monster entry) piercing gaze captures their every move, sizing them up with suspicion. With an air of authority, he issues commands to his imaginary collective of *unseen servants,* knowing that their invisible efforts will be mysteriously executed. With an enigmatic smile, he welcomes the characters into his realm, where their fate intertwines with his mad pursuit of power and conquest. He attacks only if provoked either physically or verbally, at which point he jumps into the Conqueror and uses it to destroy those who frustrate him.



COUNT BAPHARAAZ

"I will show you! Now you will taste the magnitude of my plan! Behold the might of the Conqueror!"

Count Bapharaaz driving himself into a mad rage as he jumps into his apparatus

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If the characters discover the secret of the *true polymorph* spell and successfully dispel it from Count Bapharaaz, **Khraxryllyanthrax** unleashes a hysterical laughter that echoes through the air. With an air of hostility, he takes flight, soaring high above to trace a few circles in the sky, relishing his original freedom. Yet, driven by his grand designs for world domination, he swiftly descends upon the characters, unleashing merciless havoc upon them.

Khraxryllyanthrax (CR 18, 20,000 XP). Use the **adult blue dragon** monster entry with the following modifications:

- Khraxryllyanthrax has 300 hit points.
- ***Spellcasting***. Khraxryllyanthrax is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Khraxryllyanthrax has the following wizard spells prepared:
  - Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
  - 1st level (4 slots): *mage armor, magic missile, shield, unseen servant*
  - 2nd level (3 slots): *misty step, suggestion*
  - 3rd level (3 slots): *counterspell, fireball, haste*
  - 4th level (3 slots): *greater invisibility, ice storm*
  - 5th level (1 slot): *cone of cold*

Treasure

The laboratory contains two alchemist's supplies, and one set of carpenter's, smith's, and tinker's tools.

38. LAIR OF THE AZURITE DRAGONGOD

Background

Arhuznatyllax, a malevolent adult blue dragon of pure vileness, claims dominion over this territory. This sinister creature is one of the offspring of Gylrastyfroxthyas, an ancient great wyrm who once ruled over a mysterious and secluded land shrouded in enigmatic sands. Arhuznatyllax, who is the younger sibling of Khraxryllyanthrax (see Calhay Sea location 37), bears an intense and unrelenting hatred toward his neighboring dragon, Srymusdyrjan, an ancient bronze of remarkable power and wisdom. The blue dragon's ire is directed specifically at the bronze's hoard, particularly the fabled *scarab of protection*, which he believes rightfully belongs among his father's cherished possessions.

Arhuznatyllax is surrounded by a devoted tribe of blue kobolds, who call themselves the Zealots of the Azurite Dragongod and revere him as a deity. These loyal followers provide their malevolent master with sustenance, treasure, and sacrifices. In this web of deception and manipulation, the blue dragon allied with Ossiazzxontyr, the cunning green oracle who possesses greater power and knowledge. Arhuznatyllax sees Ossiazzxontyr as a superior force but remains unaware that the green dragon uses his vast divinatory abilities to control and influence the blue's decisions and actions to serve his hidden agenda. Arhuznatyllax has already willingly surrendered all the magical treasures from his hoard to the green dragon in exchange for Ossiazzxontyr's counsel.

Environment

Deep within a lush hillock, Arhuznatyllax's cave unveils a hidden world—a bustling village of blue kobolds. Small totem poles, adorned with blue dragon carvings, punctuate the cave's interior. Scattered throughout the 20-foot-high cave walls, small recesses accessible via makeshift ladders serve as homes for the kobolds. The air is filled with a sense of communal activity as the kobolds go about their daily routines, their bustling presence creating a lively soundscape that echoes throughout the cavern. Half of the kobolds in the cave are armed and adorned in dragon-like attire, flaunting blue wings made out of cloth, dragon masks, and enlarged claws.

Arhuznatyllax's lair resides within an inner cave, concealed behind a winding tunnel that stretches a formidable length of 200 feet. Bright sand that glitters alluringly with silver and gold pieces, as well as precious gemstones, blanket the floor of this 50-foot diameter inner cave.

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ZEALOT OF THE AZURITE DRAGONGOD

If alerted by the commotion outside, the **adult blue dragon** remains in a state of patient ambush within his inner cave. He carefully assesses the situation, awaiting the pivotal moment when half of his kobolds have fallen in battle. Sensing the opportune time, the dragon finally emerges from his sanctuary, venturing into the tunnel. From this vantage point, he unleashes his devastating breath weapon, while still mindful of seeking the protection and advantage afforded by the tunnel's confines.

With the dedicated efforts of four medium-sized creatures laboring diligently for a full day, the sands of Arhuznatyllax's lair can be effectively filtered, unveiling the concealed treasure beneath.

Treasure

Arhuznatyllax's lair hides 19,518 silver pieces, 11,640 gold pieces, and 108 platinum pieces, minted by the kobolds and bearing the image of their master. It also contains a fine selection of smaller and larger azurite gemstones of all kinds worth a total of 8,140 gold pieces.

Scene

The village houses a total of forty-eight **zealots of the Azurite Dragongod,** among whom four wield *wands of magic missiles*. The wand-wielding kobolds unleash arcane projectiles upon intruders with gleeful delight, swiftly followed by a fierce melee charge from their numerous comrades. They protect Arhuznatyllax with their lives if necessary.

Zealot of the Azurite Dragongod. Use the **kobold** monster entry with the following modifications:

- The zealot of the azurite dragongod has 10 hit points.
- ***Dark Devotion.*** The kobold zealot has advantage on saving throws against being charmed or frightened.
- ***Dagger.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

39. THE GNAWED BONE

Background

Vrin Gray, an ambitious and cunning individual, had long harbored dreams of becoming a renowned pirate. However, unlike his comrades who relied on brute strength and skill with a blade, Vrin sought power through an altogether different means—necromancy. He honed his arcane abilities in secret, eager to prove his worth to the captain and crew of the Furious Tide. Still, the captain, a grizzled and superstitious old seafarer named Blacktounge Bartok, harbored a deep distrust for Vrin's sinister talents. Vrin's frustration mounted when the loyal and trusted first mate met an untimely demise during a raid on a merchant's vessel. With the first mate's position now vacant, Vrin believed it was

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finally his chance to prove himself and claim the respect he felt he deserved. But Captain Bartok, unwilling to entrust the ship's leadership to a necromancer, appointed a different crew member as the successor.

Utilizing his arcane knowledge and a deadly necrotic poison of his own creation, Vrin covertly poisoned the crew of the Furious Tide. As the crew succumbed to the poison, their lifeless bodies rose again, animated by Vrin's dark magic. The once-proud vessel, now renamed the Gnawed Bone, became a vessel of death, sailing the seas under Vrin's command. With his newfound crew of undead marauders, Vrin set his sights on a dual purpose: acquiring wealth and amassing more subjects to join his macabre fleet.

Environment

The Gnawed Bone emerges from the mist with a human captain dressed in dark clothing standing resolute behind the wheel. His eyes, cold and calculating, fix upon his prey with an unwavering gaze. The ship's timeworn hull bears the scars of countless battles, weathered and worn by the relentless sea. Skeletal figures populate the deck, a haunting crew of undead beings. Among them stand towering skeletons of minotaurs and zombie giants, remnants of formidable strength now reduced to bone. The skeletal crew moves with ethereal grace, their bony fingers gripping rigging and weapons with eerie precision.

Scene

Vrin Gray ceaselessly seeks to amass both wealth and an undead army. He harbors a hidden desire to acquire the vast knowledge and library possessed by Morgawr, yet trembles at the thought of venturing near the domain of the dreaded kraken. His primary hunting grounds lie in eastern channels into the Calhay Sea, where he strikes swiftly from the concealment of his *fog cloud* spells. His preferred targets are the vessels of outsiders or those belonging to young clans.

Vrin uses all of his 3rd and 4th level spell slots daily to cast *animate dead* to reassert control over his undead crew. His tactics involve his fifteen **rock-throwing ogre zombies** bombarding enemy ships with a barrage of rocks, creating a chaotic diversion. With the enemy weakened, he unleashes his devastating *cloudkill* spell, enveloping the targeted vessel in a lethal miasma. As the toxic fog wreaks havoc, his thirty **skeletons**, fifteen **minotaur skeletons**, and fifteen rock-throwing ogre zombies attempt to swiftly board the compromised ship.

Rock-throwing Ogre Zombies. Use the **ogre zombie** monster entry with the following modifications:

- Rock. *Ranged Weapon Attack*: +6 to hit, range 50/200 ft., one target. *Hit*: 15 (2d10 + 4) bludgeoning damage.



VRIN GRAY

"It's time to die, sea scum! Ye will find peace an' purpose as part o' me crew."

Vrin Gray threatening the crew of other ships.

Vrin Gray (CR 6, 2,300 XP). Use the **mage** monster entry with the following modifications:

- Vin Gray is *neutral evil*.
- ***Reanimator.*** Vrin Gray can animate and control the skeletons of large giants and monstrosities. He can control double the number of undead creatures usually allowed by spells.
- ***Spellcasting.*** Vrin Gray is a 9th-level spellcaster.

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His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Vrin Gray has following wizard spells prepared:

- Cantrips (at will): *chill touch, light, mage hand, prestidigitation*
- 1st level (4 slots): *false life, fog cloud, mage armor, shield*
- 2nd level (3 slots): *blindness/deafness, ray of enfeeblement*
- 3rd level (3 slots, all used): *animate dead, counterspell, fear*
- 4th level (3 slots, all used): *blight, greater invisibility*
- 5th level (1 slot): *cloudkill*

Gnawed Bone. Use the **galley** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Armored hull
- Enhanced damage threshold

Vrin Gray keeps his treasure in the stomach of an **ogre zombie** locked in his cabin. The treasure, unnoticeable by mere inspection of the undead giant, can be accessed through a gut wound a few inches in width.

Treasure

Vrin Gray's treasure is composed of a collection of precious gemstones worth 6,580 gold pieces, a *potion of water breathing*, a *potion of superior healing*, six pinches of *dust of dryness* in a silver container worth 200 gold pieces, and a pair of *dimensional shackles*.

40. VAULT OF THE GUARDIAN SPHERE (SECRET LOCATION)

Background

A'rvanshy discovered that a cave system near the ancient home of the devil-binding drow would be an ideal location to harness the raw energies of the magical school of abjuration. This location and the *orb of Abjuration* were discovered hundreds of years ago by a deep-sea elven druid named Kairiath, who recognized its immense value and dedicated her life to protecting it. She realized the danger that would come if it fell into the wrong hands, and her efforts have kept it safe all this time.

Before her passing, the venerable druid composed a song about the orb to keep its memory alive and accessible only to those who speak the language of the deep-sea elves. She titled it "The Hymn of the Guardian Sphere" (handout #5). Over many generations, the song has spread throughout the region, its origin long forgotten. This song is the only clue that could lead anyone to this hidden and long-forgotten place (see Finding the Orbs at the beginning of Chapter 3).

The Green God is a colossal plant creature that sustains itself on rain, sunbeams, and occasionally, the nutritional value of composted creatures. It does not have a distinct center, rather, it has numerous cores scattered across the island, which was once part of the Caelhaa'y drow family's home. Its sole purpose is to grow, and it has been thriving for over two millennia.

Environment

The Island of the Green God is a vast tangle of green vines, some of which are as thick as a grown man's waist, undulating languidly as far as the eye can see. The only sounds are those of the sea, wind, and insects.

At a certain spot next to the island, below the vines that reach into the sea, stands a crumbling archway. It is located 100 feet below sea level on an almost flat plateau of a rocky outcrop at the island's base, standing apart from the surrounding rocks. The archway reaches a height of 30 feet and is heavily overgrown with thick underwater vegetation, almost entirely hiding the rich engravings of deep-sea elvish motifs adorning its stone blocks. Behind the archway on the plateau lie the ruins of a once-majeused to rise tower. The tower, now in a state of decay, used to rise three levels high and cast a long shadow on the surrounding terrain.

Behind these crumbling structures is an approximately 60-foot-wide and -tall natural cave entrance almost completely veiled by the vines from above. Through a few gaps, bright rays of light stream out with a multitude of colors, creating a mesmerizing sight.

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An immense coral formation stretches for hundreds of feet below the plateau on the steep rocks. Its vibrant colors form a spectacular contrast against the island's green vines and the deep blue of the sea. The coral is teeming with aquatic life, creating a diverse ecosystem for a myriad of creatures.

OINTMENT OF INDESTRUCTIBILITY



Scene

A creature that sets foot on the Island of the Green God and is in direct contact with the vines of the immense life form is subject to its hunger. Such a creature must make a 1d20 roll, attracting the attention of the Green God on a roll of 1 to 5. If this happens, the Green God tries to slowly and clumsily entwine the character with one of its 2-foot-wide tentacles. A character targeted by the Green God must succeed on a **DC 8 Dexterity** saving throw. On a failed save, the target creature is grappled (escape **DC 23**). Until this grapple ends, the target is restrained, as the Green God pulls it into its body mass. At the end of the grappled creature's next turn, the grappled creature is swallowed.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Green God, and it takes 21 (6d6) bludgeoning damage at the start of each of its turns. A swallowed creature can escape the grapple or be freed by others from the grip of the Green God by succeeding on a **DC 25 Strength (Athletics)** skill check or dealing it 150 damage in one round.

The fallen tower was once the residence of Kairiath, a deep-sea elf druid. Some of Kairiath's household belongings can still be found scattered around, as remnants of a bygone era, but they are almost unrecognizable due to hundreds of years of exposure to the sea. However, his most cherished possessions were left behind in a small storage compartment beneath the tower's base on the outcrop, which has since been breached and now serves as a lair for sea animals.

A gargantuan sea cucumber lies in ambush in front of the cave entrance, patiently waiting for its prey. The **ravenous sea** cucumber blocks the cave entrance and attacks any creature it senses.

Treasure

The tower's overgrown storage area holds thirteen flawless pearls each worth 50 gold pieces, a beautifully carved, slim coral tiara inlaid with eight large peridots worth a total of 1,600 gold pieces, and a vial of *ointment of indestructibility*.

RAVENOUS SEA CUCUMBER



1. STAIRS OF PRISMATIC DESCENT

Background

A'rvanshy placed a *magic mouth* spell at the front of the caves to warn his kin about the protective powers of the orb.

Environment

A different colored wall of transparent magical energy, created by the *orb of Abjuration*, illuminates each step of the descending stairway ahead. They start with a vibrant shade of red and continue with the

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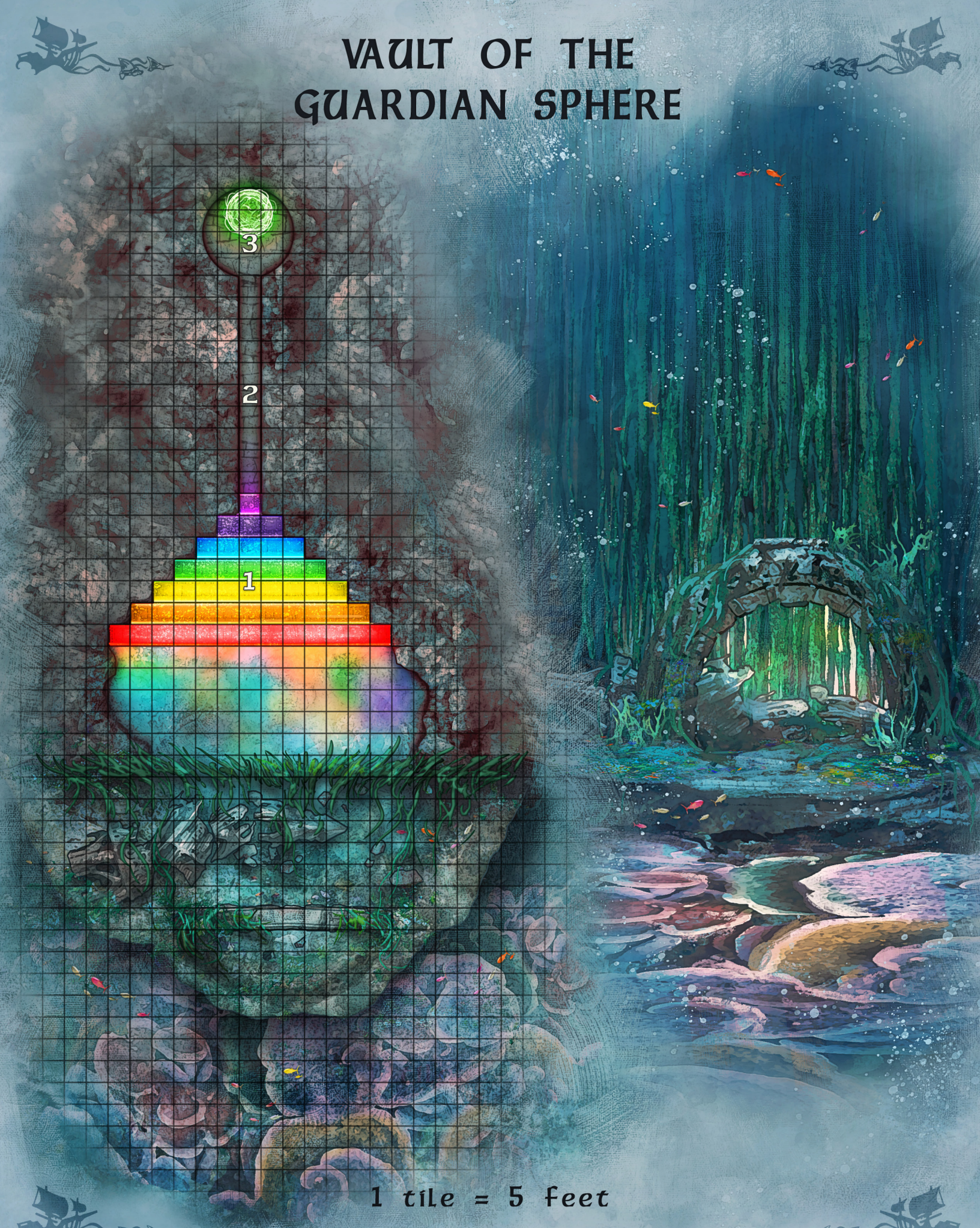
VAULT OF THE GUARDIAN SPHERE



1 tile = 5 feet

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hues of the rainbow: orange, yellow, green, blue, indigo, and violet. The stairs emanate a shimmering, bright glow that fills the surrounding space with a kaleidoscopic spectrum of blinding colors.

Scene

The *magic mouth* spell activates when a creature arrives at the cave entrance. A raspy voice that draws out its syllables speaks a sentence in Deep-sea Elvish that a character who understands both Aquan and Elvish can comprehend.

"Prepare to endure the prismatic rays as you descend! Inside, no magic will be of use to you."

The voice of A'rvanshy speaking its warning.

This area is underwater up to the bottom of the red wall. Water is displaced from the following steps and the areas behind them, even if the red wall is destroyed. If a creature that can see the wall moves to within 20 feet of it or starts its turn there, it must succeed on a **DC 21 Constitution** saving throw or become blinded for 1 minute.

Each step of the stairs is covered by a colored wall of energy similar to the *prismatic wall* spell, starting with red and ending with violet on the last step leading to area 2. A creature attempting to reach into or pass through one of the walls must make a **DC 21 Dexterity** saving throw or be affected by that layer's properties as described below. Once a creature has been affected by the properties of a layer, it can't be affected again by that layer for one hour.

The walls can be destroyed, one layer at a time, in order from red to violet, by means specific to each layer. Characters who succeed on a **DC 19 Intelligence (Arcana)** skill check know the specifics of the *prismatic wall* spell and what effects are needed to remove the walls. Once a layer is destroyed, it remains so for one hour and then reactivates. An *antimagic field* has no effect on the wall, and *dispel magic* can only affect the violet layer.

Red. The creature takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

Orange. The creature takes 35 (10d6) acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

Yellow. The creature takes 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

Green. The creature takes 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. A *passwall* spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.

Blue. The creature takes 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.

Indigo. On a failed save, the creature is restrained. It must then make a **DC 21 Constitution** saving throw at the end of each of its turns. If it successfully saves three times, the restrained condition ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a *daylight* spell or a similar spell of equal or higher level.

Violet. On a failed save, the creature is blinded. It must then make a **DC 21 Wisdom** saving throw at the start of its next turn. A successful save ends the blindness. If it fails that save, the creature is transported to the Astral Plane. This layer is destroyed by a *dispel magic* spell or a similar spell of equal or higher level that can end spells and magical effects.

If all seven layers are removed, the water rushes from area 1 into areas 2 and 3.

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2. CORRIDOR OF THE PSIONIC GLYPH

Background

The orb protects itself with one of the most destructive spells it can conjure.

Environment

A straightforward yet unnaturally uniform corridor, with 10-foot high walls precisely angled at ninety degrees, leads toward a circular room.

Scene

The *orb of Abjuration* maintains a powerful *glyph of warding* that resets every hour in the middle section of the corridor. The glyph is nearly invisible and can be found with a successful **DC 21 Intelligence (Investigation)** skill check. When triggered by a creature moving over the glyph, it erupts with magical energy in a 20-foot radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a **DC 21 Intelligence** saving throw. A creature takes 49 (11d8) psychic damage on a failed save, or half as much damage on a successful one.

3. ORB OF ABJURATION

Background

A'rvanshy tapped into the divine realm of the school of abjuration, conjuring forth a formidable node that was the last one A'rvanshy created. The lich was certain that the orb, pulsating with the *essence of the Wondermaker* itself, would possess the ability to fend off any attempts at discovery.

Environment

The unassuming circular chamber features a level floor of smooth stone and an unbroken circular wall rising ten feet. Despite its unremarkable appearance, the room holds only one object of note: a pulsating, swirling green orb of energy radiating a mesmerizing glow.

Scene

A powerful *symbol* spell activates in front of the *orb of Abjuration* as soon as a creature approaches within 25 feet of it. The glyph is nearly invisible and can be found with a successful **DC 21 Intelligence (Investigation)** skill check. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. Each target must make a **DC 21 Constitution** saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful save. The symbol reactivates after an hour.

The *orb of Abjuration* perpetually generates a sphere of *antilife shell,* spanning a radius of 20 feet, which refreshes every hour. The reset occurs randomly during the first hour of discovery, with a brief moment where it can be detected by a creature who leans against its force or succeeds on a **DC 21 Intelligence (Investigation)** skill check. A character must notice the reset and act on an **Initiative roll of 21** or higher to approach the orb before the reset. If the characters miss the event, they must wait for an hour before another chance presents itself.

Experience

Award the party 5,000 experience points if they find the *orb of Abjuration*.

41. PLEASURE TOWER OF BYNTHYL VEN'DRAATH

For a brief description and background of Rajmahor's Verdict, please read the related section in the Isles of Xantharos campaign setting.

Background

The Pleasure Tower of Bynthyl Ven'draath is but a small remnant of a larger drow palace of the once great Caelhaa'y family, now in ruins. This tower is all that remains of the splendid private quarters of the high summoner, Bynthyl Ven'draath Caelhaa'y, who suffered the same fate as the rest of his drow family: condemned to eternal torture under the hands of Rajmahor, the General of the Scythe, a pit fiend of great renown.

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On the Border Ethereal (see page 48. of the Dungeon Master's Guide), hidden from the eyes of those who walk the Material Plane, the spacious ruined courtyard of the palace is occupied by a fearsome pit fiend and its loyal devil underlings. Rajmahor oversees the methodically orchestrated torture of the drow who once subjugated them from its throne in a vast ruined courtyard. The pit fiend governs the courtyard and the few remaining intact structures with an iron fist, commanding its infernal minions in their unholy work. The drow, now ghosts, formerly oppressors of these fiendish creatures, are subjected to wrathful retribution as Rajmahor ruthlessly exacts revenge. As a grim testament to their hubris and cruelty, the drow face the consequences of their past actions in a twisted reversal of fate.

Environment

The remains of the once majestic palace are arranged in a semi-circle around a vast courtyard spanning 500 feet in diameter. The ruins exhibit remnants of drow architecture, with intricate and exquisite designs etched into the weathered stone walls and crumbling archways, hinting at their former splendor. Within the courtyard, a few remaining rooms and corridors extend from the main structure.

On the Material Plane, the ruins exude a dark and foreboding aura, infused with dark magic and plagued by ghostly echoes. The few surviving dusty rooms and archways lack furnishing; their ornaments have been chipped away by nature's relentless forces and faded with time. The ruins stand in eerie silence, void of the natural sounds of animals, save for vermin scurrying about as the sole inhabitants of this desolate place.

On the far side of the palace ruins, a 120-foot-tall tower stands defiantly next to a cliff, withstanding the test of time and the forces of nature, its weathered exterior showcasing its endurance. An 80-foot long sky bridge once connected the tower to the palace high above the ground, but now it is partially collapsed. Part of the bridge starts from the collapsed ruins and has a gaping hole accessible to anyone who climbs up to it. Debris has blocked all other entrances to the tower. The enclosed interior of the bridge measures 10 feet on all sides. Within the bridge, a floating disk of pulsating energy hovers, slowly carrying anyone who steps on it toward a well-preserved stone door adorned with intricate carvings depicting drow elves indulging in intimate and hedonistic acts with devilish creatures. With a gentle push, the simple stone door swings inward with ease, revealing a dimly lit chamber beyond.

Each room within the tower has a height of 20 feet and is magically sound-proofed. The walls of the tower block travel from the Ethereal Plane.

Each of the tower's oval-shaped rooms is equipped with a vertical levitation shaft that allows creatures to move between levels, ascending or descending, with a speed of 20 feet per round by merely thinking of a direction.

1. THE OVERLOOK OF EUPHORIA

Background

The overlook is a unique room in the tower, boasting windows that provide a panoramic view of the ruins of the once magnificent palace complex that was the ancestral home of the ancient Caelhaa'y drow family. The overlook offers a breathtaking view, where drow elves used to indulge in hedonistic pastimes while enjoying the scenic panorama. The tower is designed for indulgence and excitement, with opportunities to feather fall from the balconies to the courtyard, adding an element of excitement and thrill.

Environment

The oval-shaped room's glassless windows allow the air to flow freely. The lights from the outside create intriguing and ever-changing shadows that dance across the walls, adding a sense of mystery to the space. The room's walls are adorned with old chipped frescoes depicting drow figures being serviced by devils. The view from the windows reveals the grandeur that once was, now marred by decay and destruction. Crumbling towers, broken walls, and overgrown courtyards serve as a somber reminder of the fallen glory of the Caelhaa'y lineage. The soft sound of wailing echoes through the circular hole in the floor, which is illuminated by a mysterious and haunting bright blue light, adding an

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PLEASURE TOWER OF BYNTHYL VEN'DRAATH



1 tile = 5 feet

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eerie atmosphere to the room. The window frames of the oval-shaped room are enchanted with magic that bestows the effects of a *feather fall* spell upon any creature that jumps or is pushed out through them. Additionally, the windows allow creatures in the room to see into the Border Ethereal.

Scene

As the characters peer through the open windows, their initial view of the barren ruins quickly shifts, allowing them to peer into the Border Ethereal, where visibility is limited to 60 feet, but sounds can be heard from afar. They can hear the anguished drow ghosts being tormented in the courtyard by the devils. Unbeknownst to the characters, they are also visible but, more importantly, audible from the Border Ethereal. A character who succeeds on a **DC 15 Intelligence (Arcana)** skill check recognizes the realm outside the windows as the Border Ethereal.

On the Border Ethereal. The **ghost** of Ahti Caelhaa'y, a drow wizard, is tormented by three gleeful imps, who order him to jump out of the window. Despite its ability to fly, the spectral drow obeys, screaming as he plummets to the ruins below, his form seemingly crushing upon impact from the fall. The ghost rejuvenates and reappears in the room one hour later, only to be subjected to the same torture by the sadistic imps once again.

The imps, caught in their nasty game, argue and quarrel amongst themselves as they wait for the ghost to reform. They can observe everything on the Material Plane from the Border Ethereal but don't act against the characters as long as they are on the Material Plane. However, they quickly attack any creature outside their ranks that dares to enter the room through the Ethereal Plane.

If combat ensues in the room, the devils on the courtyard will take notice and the four **chain devils** on the backs of four **nightmares** will come to investigate. They will try to capture the characters and take them to Rajmahor for judgment.

2. THE APHRODISIAC APOTHECARY

Background

Bynthyl Ven'draath Caelhaa'y stored his most exquisite and dangerous concoctions in this room and used them to enhance pleasure and heighten arousal. The room is designed for sensory exploration and experimentation, allowing guests to indulge in aphrodisiacs.

Environment

This opulent oval chamber is adorned with shelves of exotic elixirs, aphrodisiacs, and beautifully crafted containers and vials, some of which lie scattered around. A tasting station in the center of the messy room allows guests to sample the potent concoctions created by the drow wizard, Bynthyl Ven'draath Caelhaa'y, under a grand painting of the wizard in the nude, reclining and waving with a smile in an open palanquin carried by four bearded devils. The room exudes an air of indulgence and intrigue with its array of potions and elixirs, intricately crafted containers, and provocative artwork.

A half-drow lies sprawled on the floor, his breath labored and his eyes tightly shut. Foam froths at the corners of his mouth, attesting to his distressed state. Despite his condition, he clings to life, evident from the rise and fall of his chest. His attire speaks of an intrepid explorer who had journeyed far to reach this place, wearing light armor and wielding a curved sword. Long black hair frames his face, while a short black beard adorns his chin, lending him a rugged appearance.

Scene

The unconscious half-drow is a psywarrior wizard explorer named **Nathariel Wolf** who ventured all the way from the western continent to pursue his drow heritage and unravel the mysteries of the Caelhaa'y family, his drow lineage. Nathariel entered the tower and made it to this level, where he decided to sample a dose of Blissful Balm, which eventually knocked him out for the day.

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Nathariel Wolf (CR 7, 2,900 XP). Use the **mage** monster entry with the following modifications:

- Nathariel Wolf is a half-drow, has darkvision to 60 ft., has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He has 68 hit points and is *neutral good*.
- ***Multiattack.*** Nathariel Wolf makes two *+1 scimitar* attacks.
- ***+1 Scimitar.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage and 3 (1d6) psychic damage.

Unaware of the events that transpire on the Ethereal Plane within the tower or beyond in the courtyard, the half-drow explorer, Nathariel, is eager to delve deeper into the mysteries of this place once he regains consciousness. His thirst for knowledge drives him to accompany the characters, driven by a curiosity to uncover the secrets hidden within the tower.



NATHARIEL WOLF

"My drow ancestors used to live here. I want to uncover all of their secrets."

Nathariel explains his motivations.

The frame of the painting has an inch-wide and 8-inch tall secret compartment that can be noticed with a successful **DC 20 Wisdom (Perception)** skill check. The compartment is still trapped with a *glyph of warding* spell, which is nearly invisible and requires a successful **DC 18 Intelligence (Investigation)** skill check to be found. The glyph is triggered when the compartment is opened and is set as a spell glyph with a *suggestion* spell. A creature targeted by the *suggestion* spell must make a **DC 18 Wisdom** saving throw. On a failed save, the creature is compelled to sample all the different substances in the room.

On the Border Ethereal. The terrified moaning of a high-pitched male voice and the soft whimpering of a younger female can be heard lingering in the air from time to time.

"Thou must partake, taste, and experience the diverse substances in this room. Yield to the sensory wonders that abound, and immerse thyself in the pleasures that await thee!"

A strangely high-pitched voice speaks in an archaic drow dialect of Common.

Treasure

The painting is worth 250 gold pieces to the right buyer. The secret compartment in the frame of the painting holds a *wand of enemy detection*.

The shelves of this room are lined with an array of containers and vials, holding both non-magical substances with lesser effects and rare alcoholic beverages. Among them is a large crystal decanter, worth 300 gold pieces, filled with Moonbrew, a shimmering drow liqueur with a strong taste. Two delicate glass bottles of Shadowmist Sake, worth 425 gold pieces, catch the eye with their smoky, iridescent sheen, adorned with silvery motifs and sealed with clean white bone stoppers.

The more potent concoctions are three doses of **darkfire elixir**, two doses of **mindflayer extract**, one dose of **courageous cordial**, two doses of **joyful jolt**, three doses of **desire dust**, eight doses of **blissful balm**, and six doses of **respiratory tonic**. The substances are labeled in Elvish and require the use of an alchemist's

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supplies and a successful DC 17 Intelligence (Arcana or Nature) skill check to identify their effects.

Darkfire Elixir. This fiery potion is brewed from rare and dangerous ingredients found in the depths of the Dark Below. When consumed, it grants advantage on Charisma and Constitution saving throws against magical effects created by infernal creatures for one hour. Once the effect wears off, the creature must also make a DC 16 Constitution saving throw. On a failed save, while in sunlight, the creature has disadvantage on attack rolls and Wisdom (Perception) skill checks that rely on sight for one day.

Mindflayer Extract. This potent serum is distilled from the brains of mindflayers. When ingested or injected, it grants damage resistance against psychic damage and advantage on Intelligence and Wisdom saving throws against charm, mind-affecting, psychic, or psionic spells or magical effects for one hour. Once the effect wears off, the creature must also make a DC 18 Wisdom saving throw. On a failed save, the creature gains a long-term madness determined randomly.

Courageous Cordial. This potent liquid boosts the drinker's confidence and bravery. It grants advantage on Charisma and Wisdom saving throws against being frightened and intimidation for one hour. The creature also becomes reckless and overconfident. Attack rolls against the creature are made with advantage for the duration.

Euphoric Jolt. When consumed, this potent concoction induces a state of extreme happiness and euphoria. It grants advantage on Charisma ability checks related to persuasion, performance, or social interaction for one hour. Once the effect wears off, the creature must also make a DC 15 Charisma saving throw. On a failed save, the creature becomes depressed, unmotivated and has disadvantage on all Charisma ability checks for one day.

Lust Dust. When inhaled or ingested, this rare and expensive powder enhances the senses, granting the user advantage on Perception checks and increasing their libido for one hour. Once the effect wears off, the creature taking the dust must also make a DC 15 Constitution saving throw. On a failed save, it gains three exhaustion levels.

Blissful Balm. When applied to the skin, this salve induces a state of euphoria and heightened sensations for one hour. The creature has disadvantage on saving throws related to pain for the duration. Once the effect wears off, the creature must also make a DC 12 Constitution saving throw. On a failed save, the creature becomes unconscious for one day.

Respiratory Tonic. This elixir allows the drinker to hold their breath for ten times longer than usual for one hour. Once the effect wears off, the creature must also make a DC 15 Constitution saving throw. On a failed save, the creature can hold its breath for only half the time it could normally do for the next hour.

3. CHAMBER OF DARK DELIGHTS

Background

The Chamber of Dark Delights is a lavish and opulent room designed for intimate encounters, exploration, and indulgence in kinks and fetishes. Bynthyl Ven'draath Caelhaa'y used phase driders as subjects of his experiments in this chamber. Rajmahor allowed the creatures to carry out their revenge as punishment for Bynthyl's actions. They use their abilities to phase in and out of the Material Plane, inflicting torment from unexpected angles on Bynthyl as a form of poetic justice for their mistreatment.

Environment

The room is adorned with damaged plush furnishings, torn exotic silks, and lit by dim magical candles that create a sensual atmosphere. The room features a large, circular bed with blood-stained silk sheets and pillows as the centerpiece, used by past guests in indulging the pleasures of the flesh. The room is furnished with dusty torture equipment, such as chains, whips, shackles, and a wide assortment of blades and needles catering to those who enjoy the darker side of pleasure.

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Scene

Four **phase driders,** observing the room from the Border Ethereal, attack the characters from all angles as they enter the room. Using their ability to phase in and out of the Ethereal Plane, they launch surprise attacks from unexpected directions. One of them casts *faerie fire* on the characters before they all close in to attack twice with their swords and once with their venomous bites.

Phase Drider (CR 7, 2,900 XP). Use the **drider** monster entry with the following modifications:

- ***Ethereal Jaunt.*** As a bonus action, the phase drider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.
- ***Bite.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 5 (1d4 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

On the Border Ethereal. The phase driders spend most of their time on the Ethereal Plane where they frequently torture the **ghost** of Bynthyl Ven'draath Caelhaa'y, usually using the torture equipment available in the room on the Material Plane.

"A moment's respite to clear my head . . . just a brief moment . . . I can't seem to remember . . . I need time . . . Oh, eternal time . . . how the mighty have fallen!"

Bynthyl Ven'draath Caelhaa'y confused and wailing in Elvish as the driders pierce his flesh.

4. THE DEN OF FORTUNE

Background

This room served as a place for gambling, with both gold and favors of various sorts being wagered.

Environment

Soft magical light flickers, creating shadows that dance across the vacant gambling tables and chairs. Large gold coins bearing the faces of drow nobles, weathered playing cards of exceptional quality, and devil-bone dice lie scattered on the floor and the furniture. The room's walls are adorned with faded tapestries that depict scenes from Caelhaa'y family lore. Most of these tapestries showcase the cruel acts of the drow, as they revel in the despoilment of other creatures aided by their dominated devils. The faint sounds of shuffling cards and wailing anguishes of pain fill the air.

Scene

Aside from the scattered treasure, the room holds no other notable items or features.



BYNTHYL VENDRAATH CAELHAA'Y

On the Border Ethereal. A dozen drow **ghosts** are seated at the tables displaying exhaustion and defeat. A sophisticated shape-changing horned devil named **Nemeil**, disguised as a tiefling wearing an elaborately decorated formal uniform, resides in the room. It observes the characters from the Border Ethereal but cannot shift to their location on the Material Plane. Nemeil moves between tables, loudly announcing new games and using a wide-bladed knife to enforce the stakes. The devil throws dice or deals cards, and if a drow ghost loses, some of their fingers are severed, dissipating into thin air as they cry out in pain.

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Nemeil. Use the **horned devil** monster entry with the following modifications:

- ***Shapechanger.*** Nemeil can use its action to polymorph into a small or medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment Nemeil is wearing or carrying isn't transformed. Nemeil reverts to its true form if it dies.

The devil's grin widens as it spots the characters, and it extends an invitation for them to join the game at one of the tables. It waves its hand, commanding some of the ghosts to float to other tables to make room for the newcomers, which they do obediently. Nemeil offers a game of cards where the characters have to bet a drop of their blood and could win the blessings of Hell.



NEMEIL

"Welcome to our humble room of games! Comfort yourselves and join me in a game of Bless or Bane. The bets are low, but the stakes are high!"
Nemeil's voice rings out in a smooth, enticing tone.

A creature who joins the game of chance must succeed on a **DC 12 Intelligence** ability check. On a successful ability check, the creature wins the game and gains the benefits of a *bless* spell until it finishes a long rest. On a failed ability check, the creature is affected by a *bane* spell until it finishes a long rest.

If the characters refuse the offer, the Nemeil's smile fades, and it turns back to the ghosts with renewed enthusiasm, eagerly engaging them in the game once again, its wide grin returning as it continues to deal cards and roll dice with animated gestures. It will only attack the characters if it is attacked first.

Treasure

There are 200 large pieces of drow coins, each worth 5 gold pieces. For the right buyer, these coins' numismatic value amounts to 2,000 gold pieces in total.

5. THE FEAST HALL

Background

This grand feast hall was once a place of lavish banquets, where the drow nobility would gather to indulge in exotic - and sometimes disturbing - delicacies and drinks.

Environment

The once opulent feast hall now lies in decay, its grandeur replaced by a haunting scene of neglect. The air is heavy with the stench of rot and decay, a sickly sweet odor that makes one's stomach turn. The remnants of a long-forgotten feast are scattered across the tables, now transformed into mold and thick foul liquid, emitting a putrid smell just like the once exquisite silver vomiting buckets that now lie tarnished. Magical lights flicker in the air.

Scene

Aside from the scattered silverware, the room holds no other notable items or features.

On the Border Ethereal. Eight **chain devils** force-feed larvae to eight drow **ghosts**, watching with twisted satisfaction as the ghosts writhe in agony, their spectral forms contorting in pain. The ghosts emit anguished cries, their faces twisted in torment as the larvae consume them from within. The chain devils

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have no means to cross to the Material Plane but immediately attack if they see anyone who is not a devil enter the room on the Border Ethereal.

Treasure

The silverware depicts devils in various intimate poses and is worth a total of 375 gold pieces.

6. THE BOUDOIR OF INSIDIOUS MELODIES

Background

The opulent nobles of the Caelhaa'y family and their esteemed guests would lounge in decadence, listening to mesmerizing music that floated through the air, played by the floating red cube in the middle of the room.

Environment

This lavish chamber is adorned with deep violet walls and plush, velvet draperies that absorb sound, creating an intimate and acoustically-rich environment. Soft, ambient lighting from enchanted crystals casts a seductive glow, illuminating the room with a tempting allure. The walls are decorated with artistic depictions of musical instruments, hinting at the pleasures to come. At the heart of the room lies a circular stage with a one-foot diameter floating red cube seemingly made of stone.

Scene

When a creature touches the floating red cube, it transmutes its emotions into music, affecting all creatures within a 30-foot radius, each tune lasting 3 minutes.

Red Cube of Reverberating Emotions. The red cube is magical in nature and cannot be removed from the stage. It has AC 17 and 26 hit points. A creature that can hear the music of the red cube must make a **DC 14 Charisma** saving throw or become charmed. A charmed creature can suffer from the following effects, depending on the mood of the creature whose feelings were transmuted into the music:

- **Sadness.** The charmed creature has disadvantage on Charisma ability checks as long as it hears the music playing.
- **Happiness.** The charmed creature gains advantage on Charisma ability checks as long as it hears the music playing.
- **Fear**. The charmed creature is frightened as long as it hears the music playing.
- **Anger.** The charmed creature starts to rage as long as it hears the music playing as per the barbarian class feature.
- **Disgust.** The charmed creature has disadvantage on Constitution saving throws as long as it hears the music playing.

On the Border Ethereal. A dozen drow **ghosts** writhe in agony as a cacophony of sounds fills the air within the room. A creature that enters the room on the Border Ethereal must make a **DC 15 Constitution** saving throw or become deafened for one day.

7. THE POOL OF ECSTASY

Background

This pool room was once a place of decadence and hedonism, where the drow noble family of Bynthyl Ven'draath would host the final stage of a series of extravagant parties and revelries. The water in the natural pool was mixed with potions to enhance the senses of those who submerged in it.

Environment

The ceiling of this room is 40 feet high. The room features a large, 30-foot-deep natural rock pool filled with enchanted water that shimmers with a mysterious, iridescent glow. The pool is surrounded by a circle of stone benches carved in the form of devils on all fours, holding the seats on their backs. Behind the benches, the floor is decorated with intricate mosaics depicting scenes of debauchery involving drow and devils. A mesmerizing display of underwater fountains shoot jets of colored water into the air at random intervals.

Hissing noises of twelve small-winged humanoids fill the room. Their bodies constantly emit thick puffs of steam, creating a misty and otherworldly atmosphere.

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Scene

The water is still infused with potent drow potions that heighten the senses and stimulate pleasure. The room is filled with the chaotic bickering of twelve **steam mephits,** each trying to outshout the others in a heated argument, their voices accompanied by the constant hiss of steam escaping from their bodies. They were bound to this room by the drow summoner thousands of years ago to serve as heating and entertainment. The elemental creatures have explored the tunnels that lead to the cave of the *orb of Necromancy* but have always retreated. The steam mephits will first ask anyone who enters the room to release them from their binding and will attack anyone who provokes them and attacks them in their "kingdom."

A 5-foot-wide natural cave tunnel starts from the bottom of the natural cave pool, and the water inside is stagnant and still, with no flow or movement. The water-filled passage winds and turns for 300 feet, gradually descending deeper into the earth with no light source, leaving the path shrouded in darkness.

On the Border Ethereal. Brimtongue, the **night hag,** watches from the Border Ethereal, assessing the characters and analyzing their tactics. She eagerly plans her approach for a few rounds, seeking vulnerabilities to exploit.

On the Ethereal Plane the room is packed with the skulls and bones of the victims of the night hag. The fiend turned the pool into a soup of bones in which she keeps drowning the **ghost** of Louhi Caelhaa'y, a young female drow wizard. Brimtongue has been an advisor and agent of Rajmahor for a long time, all the while making her lair in this room on the Border Ethereal. The night hag is not interested in wiping out the steam mephits on the Material Plane and has not even bothered exploring the pool's depths, even on the Border Ethereal.

Treasure

Brimtongue's lair on the Border Ethereal contains a golden skull decorated with two large emeralds in its eye sockets worth 840 gold pieces, a large octopus-shaped silver hair comb worth 130 gold pieces, a packet of *dust of sneezing and choking*, and a *potion of supreme healing*.

8. ORB OF NECROMANCY

Background

A'rvanshy, the archmage hierophant leader of the deep-sea elves, carefully chose Rajmahor's Verdict as the ideal location to bring the *orb of Necromancy* into existence. Knowing the dangers that lurked on the Ethereal Plane above, the lich infiltrated the ancient forgotten tunnels of the drow beneath the island and found one that led to the underwater cavern bypassing the tower.

After creating the orb, A'rvanshy spent weeks extracting its essence in large quantities. He carefully harnessed the orb's power, channeling its essence for use in the impending battle against the sahuagin armies and the forces of the Dark Star.

With the essence of the orb in his possession, A'rvanshy left his magical warning to his people at the tunnel's beginning under the tower about the *orb of Necromancy* and returned to his city. However, before teleporting away, he demolished the undersea entrance that had allowed hidden passage under the island.

Environment

The 5-foot wide water-filled tunnel twists and turns for 300 feet, leading to a submerged 30-foot tall cave with a small air bubble at the top. The cave is dark, covered in algae, and filled with murky water.

The tunnel eventually opens into a natural cave, with a thin air bubble at the top providing a pocket of breathable air. The cave and the surrounding waters are shrouded in darkness, with no natural illumination. Further into the cave is a black globe of energy swirling with powerful and mysterious energies.

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The tunnel shows signs of a collapsed section in the middle, with debris scattered about. It appears as if something had forcefully blasted it from the inside to cause it to collapse.

Scene

The *magic mouth* spell activates when anyone swims 30 feet into the tunnel at the bottom of the natural cave lake. A raspy voice that draws out its syllables speaks a sentence in Deep-sea Elvish that a character who understands both Aquan and Elvish can comprehend.

"The orb will weaken and eventually absorb your life essence. It has shifted to the Border Ethereal, so you must find your way home from there."

The voice of A'rvanshy speaking its warning.

When a creature ventures 100 feet into the tunnel, the orb first manifests an effect similar to the *eyebite* spell's sickening version. Each creature at this section of the tunnel must make a **DC 21 Wisdom** saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks for one hour.

When a creature ventures further into the tunnel, at 200 feet, the orb manifests the flesh rot version of a *contagion* spell. Each creature at this tunnel section must make a **DC 21 Constitution** saving throw. On a failed save, the creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

The entrance to the cave is a one-way portal to the Ethereal Plane where the *orb of Necromancy* is also located.

On the Border Ethereal. Creatures that enter the cave gradually experience the fogs of the Border Ethereal surrounding them. A creature can escape the Border Ethereal only by spells or magical effects that allow planar travel or by leaving the island.

When a creature enters the cave, the orb targets each creature with a *finger of death* spell. Each creature must make a **DC 21 Constitution** saving throw. The creature takes 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of its next turn as a **zombie**. The orb continues to target each creature within the cave with the *finger of death* spell once every hour.

A tormented **ghost**, once a powerful drow wizardess and the first wife of Bynthyl Ven'draath Caelhaa'y, has managed to escape her tormentors and found refuge in this cave. Seeking solace and safety, the spirit of Lurafay Sarlyss Caelhaa'y hides in the dark cave where the devils never venture, haunted by her past and consumed by fear in a perpetual torment of her own. The ghost of the drow wizardess recoils from anyone approaching her and uses her horrifying visage to frighten them away. If pressed, she tries to possess someone and flee the island.



LURAFAY SARLYSS CAELHAA'Y

"Pleeease, nooo! Get awaaay from meee! I can't staaand the shaaame . . . I said fleee or perish!"

Lurafay Sarlyss Caelhaa'y shrieking in terror as the characters approach.

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Experience

Award the party 5,000 experience points if they find the *orb of Necromancy*.

THE COURTYARD OF DAMNATION

Environment

On the Material Plane, the courtyard stretches out as a desolate expanse, bereft of its former grandeur, reduced to rubble and debris encircling a flat area. The scattered ruins contain remnants of once magnificent structures, their rooms gaping open, their shattered balconies and collapsed floors facing the courtyard. Broken statues of colossal drow figures stand as solemn monuments to a bygone era, while other areas are reduced to nothing but piles of rubble.

Scene

In the Material Plane, the courtyard lies abandoned and empty, devoid of any signs of life or creatures.

On the Border Ethereal. The courtyard, located 1,000 feet from the Pleasure Tower of Bynthyl Ven'draath, reverberates with the haunting cries of anguish and suffering. The pit fiend and its malevolent minions are bound to the Ethereal Plane by their superiors to carry out their retribution with calculated cruelty, tormenting the spectral drow who were once their oppressors.

Rajmahor, the General of the Scythe, sits atop a throne crafted from the skulls of the drow, whose spectral forms writhe in eternal agony under the relentless strikes of the devil's thundering whip. Groups of chain devils drag in more ghostly drow, their wails of anguish filling the air as they are being hauled in front of the hulking fiend.

The spectral figures of the Caelhaa'y drow appear as tormented nobles, their once opulent attire now in tatters, their armor marred by wounds and exhaustion. The ghosts of the Caelhaa'y drow are bound by their infernal contract to follow the devils' every command. Their eyes are filled with perpetual terror, rolling in a never-ending cycle of fear and anguish.

There are a host of devils in the courtyard:

- Twelve **bearded devils.**
- Four **barbed devils.**
- Four **chain devils** on four **nightmare** steeds.
- An **ice devil** named Ykreen, who is Rajmahor's captain.
- Two **horned devil** bodyguards and advisors.
- **Rajmahor, General of the Scythe.**

The fiends are spread out in the fog of the Border Ethereal, unable to see each other in the foggy haze of the Border Ethereal unless they are within 60 feet of each other.

The fiends show no mercy, relentlessly slaying the ghosts that rejuvenate after being killed, only to rise again at full hit points within an hour. The fiends' brutality and lack of restraint leave no room for the ghosts to find respite or escape, as the cycle of death and rebirth repeats in a gruesome and never-ending spectacle of violence.

Rajmahor, General of the Scythe (CR 20, 25,000 XP). Use the **pit fiend** monster entry with the following modifications:

- Rajmahor wields a medium-sized *nine lives stealer scythe* that has five charges. This replaces its claw attack.
- Rajmahor wields a whip. This replaces its mace attack.
- ***Nine Lives Stealer Scythe.*** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit*: 15 (2d4 + 10) slashing damage. On a critical hit against a creature that has fewer than 100 hit points, the target must succeed on a DC 15 Constitution saving throw or be slain instantly as the scythe tears its life force from its body (a construct or an undead is immune). The scythe loses 1 charge if the creature is slain. When the scythe has no charges remaining, it loses this property.
- ***Whip.*** *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage plus 21 (6d6) thunder damage.

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Any creature that comes near the devils on the Border Ethereal must make a **DC 14 Dexterity (Stealth)** skill check or risk being heard by Rajmahor's minions. The devils can detect noises normally despite the plane's 60-foot limitation on vision due to the fog of the Border Ethereal.

Rajmahor and its minions are constantly occupied with tormenting the drow spirits but are ready to respond with their forces if they detect intruders. Rajmahor remains seated upon its throne, issuing orders to its minions to subdue the intruders and present them for judgment. The devils, following their master's command, do whatever it takes to reach the characters and gain control over them.

Treasure

Rajmahor carries a *nine live stealer scythe* with 5 charges left.

Rajmahor's Infernal Contract

Scene

If the characters defeat Rajmahor's forces, the devil, undeterred, faces them with a confident smirk. It proposes a bargain, its crimson eyes glinting with cunning as it presents an offer:

"Impressive! You have proven yourselves worthy opponents, indeed. But why settle for a mere victory when you can gain so much more? I offer you a deal, a chance to reshape your destiny and revel in unimaginable power. Let us negotiate."

Rajmahor's voice dripping with honeyed charm and his eyes gleaming.

If the devils defeat and capture the characters, they bring them before Rajmahor. The pit fiend then interrogates them, seeking to extract information about any exploits or advantages from which it and its minions can benefit. Its questions are laced with cruelty and cunning as it seeks to extract every morsel of valuable knowledge from the captives.

"Well, well, well, it seems you've fallen into my grasp. But fear not, for I am a generous master. I offer you a chance to earn your freedom if you're willing to pay the price. Let us negotiate the terms."

Rajmahor says, his voice oozing with wicked delight, its breath hot with the scent of brimstone.

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In both scenarios, Rajmahor confidently asserts its authority and drafts a contract that will bestow power upon the characters in exchange for their departure from the island, with the condition that they are never to return.

The fiend artfully presents an alluring proposition in the form of a contract that it summons from thin air. Rajmahor presents the contract, which it calls the Omnipotent Glyphs of Leverage, either as a peace treaty if its forces were defeated in combat or as a bargain for the characters' lives if its forces were victorious.

The infernal contract offers each character the following benefits:

Boon of Service. As an action, you can summon a barbed devil that follows your commands and disappears after one hour. Once you use this boon, you can't use it again until you finish a long rest.

Boon of Life. As an action, you can restore someone to life as with the *raise dead* spell. Once you use this boon, you can't use it again until you finish a long rest.

Boon of Riches. As an action, you can create an item worth up to 1,000 gold pieces. Once you use this boon, you can't use it again until you finish a long rest.

Boon of Might. As an action, you can increase one of your ability scores by six points for 8 hours. Once you use this boon, you can't use it again until you finish a long rest.

Upon preliminary examination, the contract appears devoid of overt stipulations or disclosed remunerations. However, a character who carefully reads through it may attempt a **DC 17 Intelligence (Investigation)** or **Wisdom (Insight)** skill check to unveil the latent clauses and deduce the implicit implications, as per the legal tenets of the document:

A character who affixes their signature to the contract shall be irrevocably bound to the obligation of delivering the souls of six good or lawful evil intelligent humanoids to Rajmahor each week through ritual sacrifice. A character bound by the infernal contract who does not deliver the required souls on time suffers grave consequences on the seventh day and until they fulfill their obligations. Such characters suffer vivid nightmares and as a result, they gain no benefit from resting, and their hit point maximum is reduced by 10 (3d6) after each long rest. If this effect reduces the character's hit point maximum to 0, the character dies, and its soul becomes Rajmahor's asset. The reduction to the target's hit point maximum can only be removed by a *wish* spell.

A character may attempt to negotiate the contract with a successful **DC 22 Intelligence (Investigation)** or **Wisdom (Insight)** skill check. On a successful skill check, the character skillfully outwits the pit fiend and can cleverly insert misleading information into the contract, which **Rajmahor** will sign. In such a case, the pit fiend realizes his mistakes, revokes the granted boon, and terminates the contract after its first use. Additionally, Rajmahor will appear beside the characters with his two **horned devil** bodyguards on the first use of the contract and attack them as retribution for such deception.



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FLOATING SANCTUARY



1 tile = 20 feet

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42. THE FLOATING SANCTUARY

Background

The Floating Sanctuary is a boat town on the waters between Rajmahor's Verdict and the southern Rockhorn Isles, established over fifteen years ago by Ulrich Lunayrus, a wereshark pirate who pillaged the coasts of the Ixxtar Wilds from his ship, the Jaws of Death. At first, a few smaller vessels and barges were fastened to the Jaws, and soon, a floating fortification formed around the ship. This boat town has grown over time with the addition of new vessels. The Floating Sanctuary features an inn and a shop of magic items created for aquatic environments, making it a favorite spot for pirates, merchants, and explorers, who can barter their loot for drinks and trinkets. Lately, several vessels carrying liberated slaves from Xantharos have also made their way to the sanctuary and opted to stay as residents.

Environment

The Floating Sanctuary is a collection of several dozen vessels centered around the Jaws of Death, Ulrich's three-masted sailing ship. The ships range from small fishing barges and dinghies to larger sailing ships and rowboats, all connected by wooden walkways fashioned from palm trees and thick coils of rope. The entire town is enclosed by a 30-foot-high wooden palisade that floats on the water and has a single 50-foot-wide gate.

Palisade and Gate. The palisade and gate of the Floating Sanctuary is a circular wooden enclosure with a narrow walkway on the inside ramparts and four ballista towers. Each 10-foot section has AC 17, 120 hit points, a damage threshold of 5, immunity to poison, psychic, and piercing damage and damage resistance to slashing damage. The gate is locked on the inside with a cross-bar. It can be forced open with a successful **DC 22 Strength** ability check.

Scene

There is always a sentry on the crow's nest of the Jaws of Death, who alerts the town with a bell when noticing the arrival of a ship or dangerous sea predator. Ulrich Lunayrus and his twenty enforcers (use the **sailor** monster entry) take battle positions behind the ballistae on the walls and call out the arrivals. When the characters approach the gate, Ulrich Lunayrus lets them know that they demand 2 gold pieces per day for each person to stay at the Floating Sanctuary and 100 gold pieces for a ship to dock within the enclosure. Ulrich explains the rules of his town: he takes a 10 percent cut off of all merchandise sold in the town and will not tolerate slavery nor violence, except for bare-knuckle boxing at the Tipsy Turtle Inn. If these rules are broken, the punishment is expulsion. If he sees potential in the characters and their ship, Ulrich Lunayrus will invite them to a private meal on the Jaws of Death to make his case.

ULRICH LUNAYRUS



"Hark, me hearties! Welcome ye be to the floatin' sanctuary, even scallywags an' some landlubbers be welcome here. Know this, me lads, in this 'ere sanctuary, all be free an' equal, except for me 'umble self —Ulrich Lunayrus. If ye choose to dock with us, ye be expected to share a portion o' yer cargo with the commons. Violence an' slavery be strictly forbidden, savvy? An' if ye find yerself enjoying our company ye might just consider joinin' forces with our crew, strengthenin' our ranks."

Ulrich Lunayrus making introductions.

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1. THE JAWS OF DEATH

Background

Before founding the Floating Sanctuary, Ulrich Lunayrus led a life of piracy, preying on Xantharosian cargo vessels on the island's eastern shores. When he grew too audacious, Clan Fralkyn led a hunting party against the Jaws of Death and almost sank the ship. It was saved by a violent storm and barely escaped. Since then, Ulrich Lunayrus has borne a grudge against the half-red dragons of Clan Fralkyn and offers daily prayers to the god of Nature for intervening and saving his life. Ulrich Lunayrus set up the Floating Sanctuary as a place specializing in trade and water scouting, and as a safe harbor for those looking to skirt the law and trade their loot for drink.

Environment

The Jaws of Death, a three-masted sailing ship, is nestled at the center of the Floating Sanctuary, surrounded by smaller vessels. It was once painted pitch black, but the varnish has long since faded from its hull and masts. About one hundred people have found a home in the Sanctuary, mostly ex-pirates, merfolk, and escaped slaves. They all display fierce independence and a passion for life.

Scene

If the characters choose to dock in the Floating Sanctuary, carry valuable goods, or display their wealth and prowess, **Ulrich Lunayrus** invites them onto his ship and offers drinks and snacks. Ever wishing to grow and strengthen the town with additional ships, he tries to persuade the characters to join the Sanctuary and offers a permanent place for the character's ship in his town. In exchange, he asks for just 5 percent of all merchandise they bring to the town for sale in their future business endeavors. He offers to purchase rare goods in bulk. Twenty sailors make their home on the Jaws of Death, most of them former crew and mates of Ulrich Lunayrus, steadfastly loyal to their captain and protector.

Ulrich Lunayrus. Use the **dread stinger** monster entry with the following modifications:

- Ulrich Lunayrus is a wereshark. Replace all instances of stingray with shark. He can polymorph into a hunter shark.
- ***Blood Frenzy.*** Ulrich Lunayrus has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- ***Bite.*** (Shark or Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereshark lycanthropy. This action replaces the dread stinger's Sting action.

Treasure

The hold of the Jaws of Death is packed with mundane, non-perishable cargo for sale or trade: bales of silk worth 3,400 gold pieces, dried chili worth 760 gold pieces, racks upon racks of wine and rum worth 5,670 gold pieces, and dried frankincense worth 1,290 gold pieces. Only Ulrich Lunayrus has access to the hold, which is locked with a standard padlock.

Ulrich Lunayrus stores his personal wealth in a nondescript crate amidst the scores of crates in the hold, packed with his valuables: 6,786 gold pieces, various gemstones worth 3,460 gold pieces, and a *feather token (fan)*. The crate is locked with a standard padlock. Ulrich Lunayrus carries the key to both padlocks.

2. JEWELS OF THE SEA

Background

Sassina is an adult bronze dragon in merfolk form, who found refuge in the Floating Sanctuary about seven years ago. She is the offspring of Srymusdyrjan and Thelarmas. However, both her dragon parents abandoned her; her father flying off to the distant land of Aglarion and her mother descending into centuries of depression and seclusion as a result. In her younger years, she was part of the Fangs of Order but was violently driven from Xantharos three hundred years ago when she reached adulthood, losing an eye in the fight against a group of young Fangs. She saved her hoard and led a life of piracy until she recently came to the floating town and set herself up as a

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trader. It is the perfect guise for her to grow her hoard. She makes regular journeys to Xantharos to replenish her stock and specializes in magic items used for naval explorations.

Environment

The Jewels of the Sea is a small dinghy that is packaged with all manner of items related to life at sea: nets, fishing rods, hooks, watertight scroll cases, watertight bulls-eye lanterns, water-resistant parchment and ink, navigator's tools, cartographer's tools, and the like.

Scene

Sassina is an **adult bronze dragon** (with an alignment of *neutral*) in the form of a merfolk. She keeps her true form secret and is a very cautious individual, at first gauging the intentions or motivations of all people she meets. She barters her goods rather than selling them outright, with a 10 percent markup on the standard prices. She is obsessed with growing her hoard and acquiring new magic items. She has a special affinity for brownish gemstones like golden beryls, smokey quartzes, fire agates, brown garnets, moonstones of a beige color, and the rare brown diamond. Sassina knows where Srymusdyrjan made her lair but warns the characters to be wary of her mother's moods and respect of her seclusion (Calhay Sea location 35).

She also has a sizable collection of maps of the Calhay Sea and Xantharos, showing all publicly known locations, which she sells to anyone interested, for 100 gold pieces. The shop's magic items are stored below decks, as is Sassina's hoard.



SASSINA

"Here you will find jewels worthy of a life at sea, magic to tame the tides and swim like a fish. Show me your goods! Perhaps you have items or gems worth a trade. Gems of a brownish hue are my favorites!"

Sassina offers to barter with the characters before listing her inventory

Treasure

Sassina has several wands and potions stored in a strap on her person: three *potions of greater healing*, a *wand of wonder*, a *wand of polymorph*, and a *wand of lightning bolts*. She stores her hoard in a *bag of holding*, containing 6,740 gold pieces worth of gemstones of various sizes and values, mostly her favorite brown-colored ones, including a brown diamond and a fire agate, both worth 1,000 gold pieces.

The shop's inventory is the following:

- *potion of water breathing* (3)
- *potion of swimming* (2)
- *scroll of alter self* (2)
- *scroll of control water* (2)
- *scroll of freedom of movement*
- *scroll of commune with nature*
- *scroll of control weather*
- *scroll of sleet storm*
- *gloves of swimming and climbing*
- *ring of water walking*
- *elemental gem (water)*
- *feather token (anchor)*
- *wave-crusher boat*



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WAVE-CRUSHER BOAT

3. TIPSY TURTLE INN

Background

Argus Goodbarrel is a boisterous and jolly giant of a half-orc who runs the only place of hospitality in the Floating Sanctuary, named the Tipsy Turtle Inn. He loves the happiness and community that sharing a drink can bring, so he loves his job. Argus was actually a member of the Dread Stingers, a werestingray lycanthrope himself, who was threatened with death for sparing innocent passengers on a looted vessel. He came to the Floating Sanctuary nine years ago and took over as the innkeeper after the previous owner passed four years ago. He keeps his curse a secret and retreats to the open waters if he feels the urge to transform.

Argus has connections to find and acquire things, especially through merfolk contacts in town. He is willing to trade for food, drink, and lodging. He loves exotic things, no matter how random or eccentric, and has a particular fondness for pearls. The inn is famous for its ever-flowing *ale*, which Argus pours from a *decanter of endless ale*, and for the bare-knuckle boxing bouts.

Environment

The Tipsy Turtle Inn is a large rowboat whose hold has been converted into a tavern and whose crew quarters serve as cabins for rent. There is a circular hole in the center of the hold, open to the sea below. Admiral Squidly, a giant octopus tamed and befriended by Argus, often comes to the pool for feed and is sometimes grabby with the patrons, snatching their belongings if left unattended.

Scene

Argus (use the **dread stinger** monster entry) stands behind the bar and welcomes newcomers to a drink from his famous decanter. With nostalgia, he says he loves his decanter but misses his favorite tankard, which was his father's and was stolen by Zavasha Indrioza and the Rusty Nail (Calhay Sea location 6). Argus would be willing to part with the *decanter of endless ale* in return for his tankard but warns that the Dread Stingers are a dangerous bunch. Characters who succeed on a **DC 10 Wisdom (Insight)** skill check can notice that Argus is more familiar with the Dread Stingers than he lets on.

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ARGUS GOODBARREL

"Oh, what a fine tankard it was . . . and what I wouldn't give to get it back. It was the only keepsake from my father until Zavasha Indrioza stole it from me. May the waves swallow her with the rest of the Stingers!"

Argus Goodbarrel reminiscing about his favorite tankard before offering the decanter for its return.



THARGUN REDWOOD

The inn is the second home of Thargun Redwood, a **bard** with an endless repertoire of sea shanties. Thargun usually sits at the bar, half-inebriated, and hums his favorite song—The Hymn of the Guardian Sphere. He doesn't understand the song's meaning but loves its sad melody. Thargun sometimes launches into a grand performance when patrons gather in the evening, jumping onto the bar and even leaping from table to table.

A corner of the hold features a square podium encircled by ropes, where bare-knuckle boxing bouts occur. The current champion is Xardyr (use the **gladiator** monster entry), a gruff middle-aged half-elf who enjoys the free drink and considerable pay for the bloody spectacles. Challengers must pay 50 gold pieces worth of valuables to compete and the bouts last until someone forfeits. Argus will take side bets with 1:1.5 odds.

The open pool in the middle of the inn is the home of Admiral Squidly, a **giant octopus**. Admiral Squidly is a friendly creature unless attacked.

Treasure

Argus always carries his *decanter of endless ale* (as *decanter of endless water*). He keeps his profits in a metal strongbox under the bar. It contains 1,500 gold pieces worth of gemstones and pearls, 643 gold pieces, 871 silver pieces, and 431 copper pieces.

43. THANSTYNDURLYATH'S LAIR
(SECRET LOCATION)

Background

In the depths of the Calhay Sea resides Thanstyndurlyath, a legendary ancient dragon of the deep. This formidable creature embraces a life of absolute seclusion, finding solace in the darkest recesses of its watery domain. Driven by an insatiable hunger and a relentless desire to amass wealth, Thanstyndurlyath has become a force to be reckoned with.

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The deep-sea dragon has honed its hunting prowess throughout the centuries, cunningly targeting ships that dare to traverse its treacherous waters. With a nefarious purpose, this neutral evil being revels in the destruction it unleashes upon unsuspecting vessels, delighting in the spoils of its conquests.

Despite its fearsome reputation, Thanstyndurlyath's existence has been one of solitude and melancholy. The dragon had experienced the fleeting touch of companionship only once in its millennium-long existence when it recently engaged in a brief and fateful encounter with a fellow dragon.

THANSTYNDURLYATH



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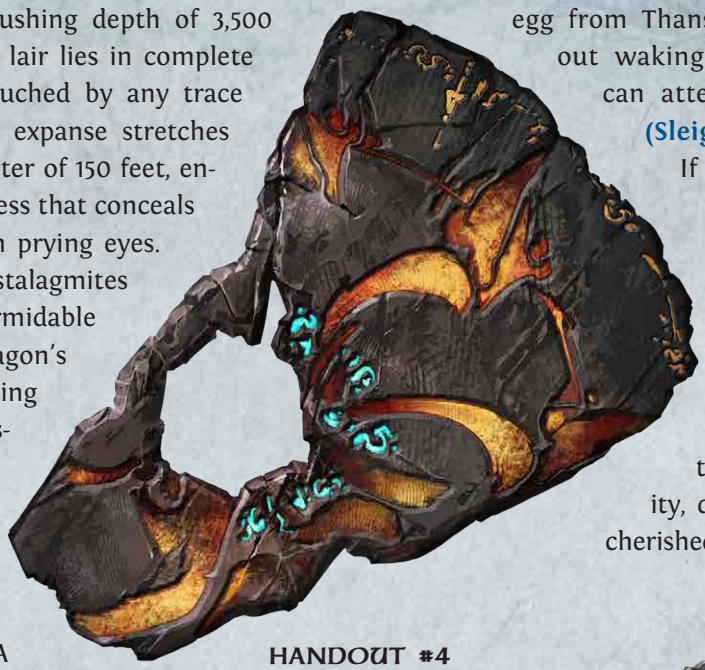
Environment

Nestled deep within an extensive network of underwater caves at a crushing depth of 3,500 feet, Thanstyndurlyath's lair lies in complete darkness, a realm untouched by any trace of light. The cavernous expanse stretches ominously with a diameter of 150 feet, engulfed by eternal blackness that conceals its intricate details from prying eyes. Jagged stalactites and stalagmites intertwine, forming a formidable maze that guards the dragon's coveted treasures, casting eerie shadows that whisper secrets lost in the abyss. At the center of the maze is a clear space surrounded by rock formations to a distance of 40 feet. A majestic, dark blue egg, four feet tall and weighing over 200 pounds, is nestled amidst a sprawling mound of gleaming gold and platinum. It is covered by fine, iridescent draconic scales.



HANDOUT #4 - PUZZLE PIECE B

Scene

In the depths of her cavernous lair, **Thanstyndurlyath** slumbers, coiled protectively around her precious egg. She spends most of her time in tranquil repose, her serpentine form guarding the fragile life within. Characters who enter the chamber must succeed on a **DC 24 Dexterity (Stealth)** skill check to avoid waking Thanstyndurlyath. Characters who wish to lift the heavy egg from Thanstyndurlyath's coil without waking the slumbering dragon can attempt a **DC 24 Dexterity (Sleight of Hand)** skill check. If either check fails, she rises from her sleep with primal fury, launching herself at the trespassers with unyielding aggression. Refusing to communicate, Thanstyndurlyath battles with unrelenting ferocity, defending her lair and the cherished egg until her last breath.



SILVERFANG

Treasure

Thanstyndurlyath's hoard contains 12,954 gold pieces and 614 platinum pieces of various origins, shapes, and sizes, a collection of various gemstones worth 9,560 gold pieces, an *elven chain*, a *trident of fish command*, a magical spear named *Silverfang*, and a piece of a flat black crystal, which seems to be a fragment of a larger piece. It has an engraving on it written in Deep-sea Elvish that reads: "Wyrmheart Volcano" and it is worth 1,200 gold pieces (see handout #4 – puzzle piece B).

Experience

Award the party 1,800 experience points if they manage to secure the deep-sea dragon's egg.

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RECKONING OF THE DEEP

In the dark and foreboding city of A'rvanshy, the sea elves live in constant fear of the necromancer Morgawr and its undead minions. Amidst the oppression, a group of rebels has formed, determined to overthrow Morgawr and restore freedom to the city. With the aid of the Knights of A'rvanshy and the characters, they can finally execute their plan to weaken Morgawr's forces and rally the oppressed deep-sea elves to their cause, leading to Morgawr's defeat and the liberation of the city.



THE SAHUAGIN WAR

As a result of the character's actions, the Scaled Council convenes and votes in favor of the united war against the sahuagin threat. Lord Rhogar Zlatozar is tasked with commanding a slave army levied by all the clans for this singular purpose. However, this army still cannot deal with the underwater epicenters of the sahuagin—their spawning grounds spread around the Isles of Xantharos. The Council calls on the characters to rally potential allies to confront the sahuagin and deal with the savage fish-creatures in their lairs.



THE ASPECT OF CONJURATION

The god of competence, the Efficient Master, is impressed by the characters' skills and grants them a bejeweled platinum tablet, revealing an ancient pact between Clan Zlatozar's founder and A'rvanshy, hinting at an *orb of the Wondermaker*. As the forces of Clan Shatterwind and Clan Yestryll, along with the characters' allies, march towards the Bay of Scintillating Ripples, the formidable dragon ships of Lord Rhogar Zlatozar and his troops stand ready to defend the fort at all costs. The upcoming battle will decide the destiny of the land as they confront the ancient enchantments and secrets of Fort Zlatozar. Yshara, having knowledge of the *orbs of the Wondermaker* and their power, sees them as a solution to end enslavement in Xantharos. But will the characters make the sacrifice to liberate the Isles and break the chains of slavery once and for all?

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Chapter 4



Shattering of Chains

Characters should be level 20
when they start Chapter 4 of Torrents of the Spellhoarder.

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RECKONING OF THE DEEP

For a description, history, and background of the City of A'rvanshy, please read the related section in the Isles of Xantharos campaign setting.

Background

The city of A'rvanshy is a dark and foreboding place crawling with undead. Morgawr and its minions use necromantic practices to raise the dead deep-sea elves and use them as an army to oppress the living. The deep-sea elves of A'rvanshy live in constant fear of the necromancer and its undead slaves, never knowing when they might become the next victim of their dark magic.

Despite the danger, the deep-sea elves of A'rvanshy continue to persevere, utilizing their innate resilience and resourcefulness to survive in the harsh environment. They maintain a strong sense of community and tradition, working together to protect and support one another in the face of adversity.

Unfortunately, not all of the deep-sea elves of A'rvanshy remain loyal to their kind. Some have succumbed to the temptation of power and immortality offered by Morgawr and have chosen to serve the kraken. These traitors assist Morgawr in its necromantic practices and oppressive rule over the city. They are often tasked with keeping the other deep-sea elves in line by reporting any signs of rebellion or dissent to their kraken master. In return for their services, they are given access to more resources and better living conditions than their peers.

The traitorous sea elves, led by the necromancer Arvastan Perlantasil, are regarded with disdain and suspicion by the other inhabitants of the city. They are seen as collaborators who have betrayed their kin for personal gain, exacerbating the challenges faced by those trying to survive in A'rvanshy. Nevertheless, they remain a powerful and influential faction within the city, fiercely loyal to Morgawr, making them a formidable force to be reckoned with.

Amidst the turmoil and oppression in A'rvanshy, a small but determined band of rebels has formed. This clandestine group of rebels operates in secrecy, utilizing a vast network of underwater caves and tunnels to evade Morgawr's watchful eye. They have developed a complex system of communication using symbols and codes known only to them,

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allowing them to coordinate their efforts without detection.

The rebels maintain direct contact with the Knights of A'rvanshy, a group of elite warriors who have taken up residence outside the city. The knights are sworn to protect the deep-sea elves of A'rvanshy and have long opposed Morgawr's rule. They provide the rebels with weapons, supplies, and strategic guidance, enabling them to execute increasingly daring missions against the necromancer and its malevolent followers.

Despite the risks involved, the rebels are growing in number and strength with each passing day. They represent the best hope for a brighter future in A'rvanshy, and they will stop at nothing to achieve their goal of overthrowing Morgawr and restoring freedom to the city.

Environment

A'rvanshy is an underwater city nestled 9,300 feet below sea level within the deep crevices of the Abysmal Rift, shrouded in natural darkness. It is inhabited by deep-sea elves who have adapted to the harsh and unforgiving environment of the abyssal depths. The city's homes are exquisitely crafted from rocks and organic materials, seamlessly blending with the surrounding environment. Some dwellings are located within larger, more secluded caves, providing a sense of safety and privacy.

A'rvanshy is dominated by a large circular indentation on a massive outcropping, rising above the rest of the city. This outcropping serves as the lair of Morgawr, from where it rules over the city with an iron grip. The waters surrounding the city are clouded with tiny particles of decomposed bodies, creating a murky and unsettling atmosphere. These particles also feed the wildlife and vegetation in the area, making the city a fertile but eerie place.

Scene

Gulantraxio, the colossal zombie dragon turtle, swims in large circles 500 feet above the city, ready to attack any creatures that come near. While it's not difficult to pass by the zombie dragon turtle, it automatically notices creatures swimming in the open into the city from above or those who fail a **DC 8 Dexterity (Stealth)** skill check trying to sneak past it on the seabed.

Gulantraxio (CR 18, 20,000 XP). Use the **dragon turtle** monster entry with the following modifications:

- Gulantraxio is an undead type creature and is *neutral evil*.
- It has 511 hit points, a speed of 10 ft. and a swimming speed of 30 ft.
- It has an Intelligence, Wisdom, and Charisma score of 4.
- It makes Constitution saving throws with a +13 modifier.
- It is immune to poison and being poisoned.
- It understands Aquan and Draconic but can't speak.
- ***Undead Fortitude.*** If damage reduces Gulantraxio to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Gulantraxio drops to 1 hit point instead.



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- ***Enervating Breath (Recharge 5–6).*** Gulantraxio exhales an enervating wave of energy in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 52 (15d6) necrotic damage and a level of exhaustion on a failed save, or half as much damage and no exhaustion level on a successful one. Creatures that fail their saves by 5 or more gain 1d3 levels of exhaustion instead of one. This ability replaces the dragon turtle's steam breath ability.

LIBERATION OF A'RVANSHY

Background

If the characters have formed an alliance with the valiant Knights of A'rvanshy, it won't be long before the knights seek their aid in the noble cause of liberating the deep-sea elves residing within the city of A'rvanshy.

Scene

Drawing upon their intimate knowledge of the city, its defenders, and potential allies, the Knights of A'rvanshy present the characters with a strategic array of options to undermine the opposition and weaken Morgawr's forces:

- **Luring Morgawr away**: The knights issue a cautionary warning, explaining that having Morgawr remain within the city will make it exceedingly challenging to proceed with the plans without encountering the kraken. They look to the characters for suggestions on how to lure the kraken out of the city. If offered information on the *Shell Relic of A'rvanshy*, the Tomb of A'rvanshy, the *orb of Necromancy*, or any of the other orbs, Morgawr immediately moves to investigate. A character composing a message or presenting a deceptive story to Morgawr must succeed on a **DC 14 Charisma (Deception)** skill check to fool the kraken.

- **Reactivating the Phasebreaker Ward (area 8):** In order to keep Morgawr from instantly teleporting back to the city, this magical artifact must be reactivated. Lacking a source of divine power, the ancient magical ward has been dormant since the destruction of A'rvanshy. It creates a magical effect that negates teleportation in a 25 mile radius. It can be reactivated by invoking a sacred prayer to the god of Magic within its hallowed presence.

- **Investigating Morgawr's Throne (area 1):** The lair of the kraken might provide more information about its weaknesses or plans. Morgawr's unholy and gruesome spell book should be destroyed along with the Necrofier, a nefarious mechanism used to create undead. The Knights of A'rvanshy have no knowledge of the clone tank.

- **Destroying Maarsha (area 2):** Maarsha the Bilespitter, a formidable high-priest mummy lord devoted to the god of Death, holds a powerful position of authority. Accompanied by her loyal entourage of four mummy acolytes, she has demonstrated the ability to establish communication with Morgawr in the past.

- **Sealing the merrow wight cave (area 3):** Many of the merrow wights, brought to the city by the kraken, have taken refuge in a vast cavern beneath Morgawr's Throne. The knights have discovered vulnerable points in the colossal formation above the cave. While breaching these points would not bring down the immense structure, it could unleash a torrential cascade of boulders upon the merrow wight lair, potentially resulting in the demise of numerous creatures and sealing it off.

- **Destroying Arvastan Perlantasil (area 4):** The Master of Zombies, a wizard of modest power, oversees a dwelling shrouded by an unceasing horde of zombies, their presence hauntingly lingering around its perimeter. Within the depths of the easily accessible abode, his loyal agents congregate in a lower chamber, their activities veiled in mystery.

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The Knights of A'rvanshy stand as steadfast allies to the characters, offering unwavering support in their endeavors. They provide invaluable strategic counsel and willingly engage in battles against hordes of zombies and merrow wights that have overrun the city while the characters focus on dealing with the strategic locations. Additionally, the knights shoulder the responsibility of safeguarding the rescued inhabitants, ensuring their safe passage to secure locations. This collaborative approach grants the characters the freedom to choose their preferred tasks, knowing that the knights have their backs. Together, they forge a powerful alliance, pooling their strengths and determination to achieve the swift and triumphant liberation of the deep-sea elves of A'rvanshy.



KNIGHT OF A'RVANSHY

In addition, the knights understand the deep-sea elven population's plight within the city. They convey that the oppressed deep-sea elves will only rise against their oppressors if Morgawr's forces suffer substantial damage. Weakening the enemy's ranks and demonstrating the possibility of liberation are crucial to rallying the deep-sea elves to join the cause. The knights reveal their intention to summon the deep-sea elves to a clandestine underground meeting place (area 8) housing the Phasebreaker Ward. There, they will inform them of the impending war against their oppressors, marking a pivotal moment to unite the disillusioned deep-sea elves. Sharing vital information about the plans, the allies involved, and the collective strength they possess, they will forge strong bonds and rebuild the trust within the community.

When the strategic locations are dealt with and the living population of the city rises against its undead, the characters must face Morgawr when the kraken eventually returns. If the Phasebreaker Ward is active, the characters will have two hours to prepare for the kraken's arrival from the point where Maarsha or Arvastan Perlantasil alert it, or its clone tank is damaged. If he is present, Dorenthil Balendaal volunteers to swim at the characters' side, but does not want to risk his people's lives, who will most likely still be engaged in fighting the city's undead hordes. **Morgawr** approaches the city and its Throne with boiling wrath at having its domain invaded and unleashes its might upon the intruders.

Experience

Award the party 10,000 experience points if they liberate the city of A'rvanshy.

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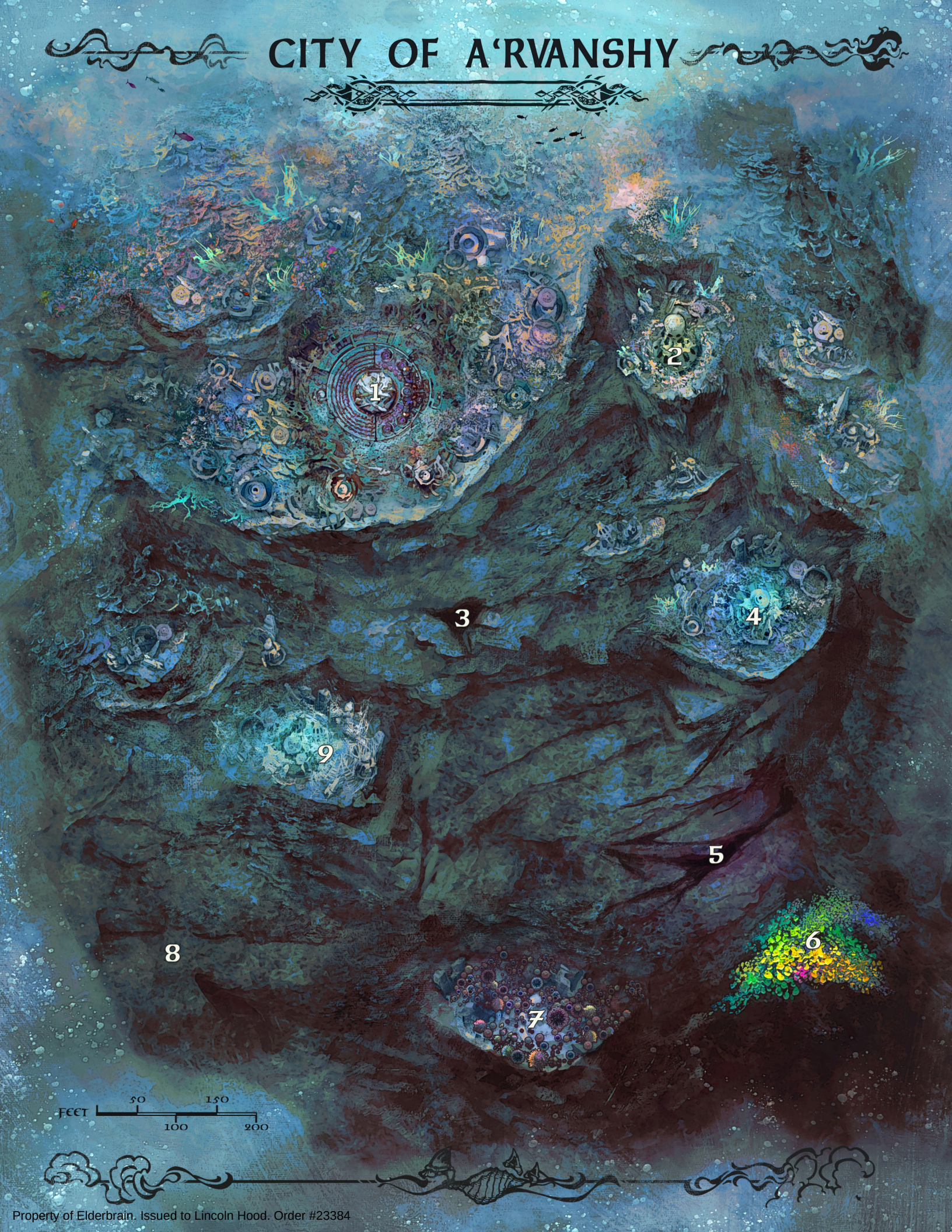
CITY OF A'RVANSHY



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1. MORGAWR'S THRONE

Background

Morgawr's Throne was once the grand palace of A'rvanshy, a place of beauty and wonder of delicate deep-sea elven design. The palace was a hub of learning and discovery, where great minds came together to unlock the mysteries of the deep and uncover the secrets of the universe.

But all of that changed when Morgawr rose from its gemstone prison. The kraken necromancer saw the palace and its inhabitants as nothing more than a source of magical knowledge and power that it could use to further its own twisted goals. With ruthless efficiency, Morgawr and its minions overthrew the inhabitants of A'rvanshy and destroyed the palace, leaving nothing but ruin in its wake.

Today, Morgawr's Throne stands as a grim monument to the kraken's tyranny and the deep-sea elves' tragic fall from grace. The ruins are home to the undead forms of those who perished in Morgawr's conquest, and the once-beautiful palace is now a place of darkness and horrific despair.

Environment

Morgawr's lair is divided into three distinct sections: a central area dominated by a huge bone dome, and two hemispherical side areas. On one side, a motionless crowd of naked deep-sea elven undead stands in eery silence, while the other side resembles a twisted laboratory or apparatus, complete with hinges, levers, containers, tubes, and other nefarious equipment.

Scene

In Morgawr's absence, ten **merrow wights** guard the area.

Merrow Wight (CR 3, 700 XP). Use the **merrow** monster entry with the following modifications:

- The merrow wight's creature type is undead and it is *neutral evil*.
- It has damage immunity to poison and condition immunities to exhaustion and poison.
- ***Sunlight Sensitivity.*** While in sunlight, the merrow wight has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.
- ***Multiattack.*** The merrow makes two attacks: one with its bite and one with its claws or harpoon. It can use its Life Drain in place of one claw or harpoon attack.
- ***Life Drain.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit*: 9 (2d4 + 4) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the merrow wight's control, unless the humanoid is restored to life or its body is destroyed. The merrow wight can have no more than twelve zombies under its control at one time.

If **Morgawr** is present, it attacks intruders on sight, using its devastating spells and powerful attacks to maximum effect, while calling in ten of its **merrow wights, Gulantraxio**, the zombie dragon turtle, four **mummies** and their high-priest, **Maarsha the Bilespitter** (see area 2), the sea hag mummy lord, to fight by its side.

1a. CLONE TANK

Background

Morgawr, realising its mortal existence is finite, has created a clone of itself, hoping to extend its time among the living until it can uncover a way to transform itself permanently into an aspect of Necromancy.

Environment

The clone's vessel is a gigantic, 50-foot tall dome fashioned out of the jaw bones of blue whales, which hosts a suspended, seemingly lifeless copy of Morgawr's body. The vessel has a smooth surface that lacks any windows or openings.

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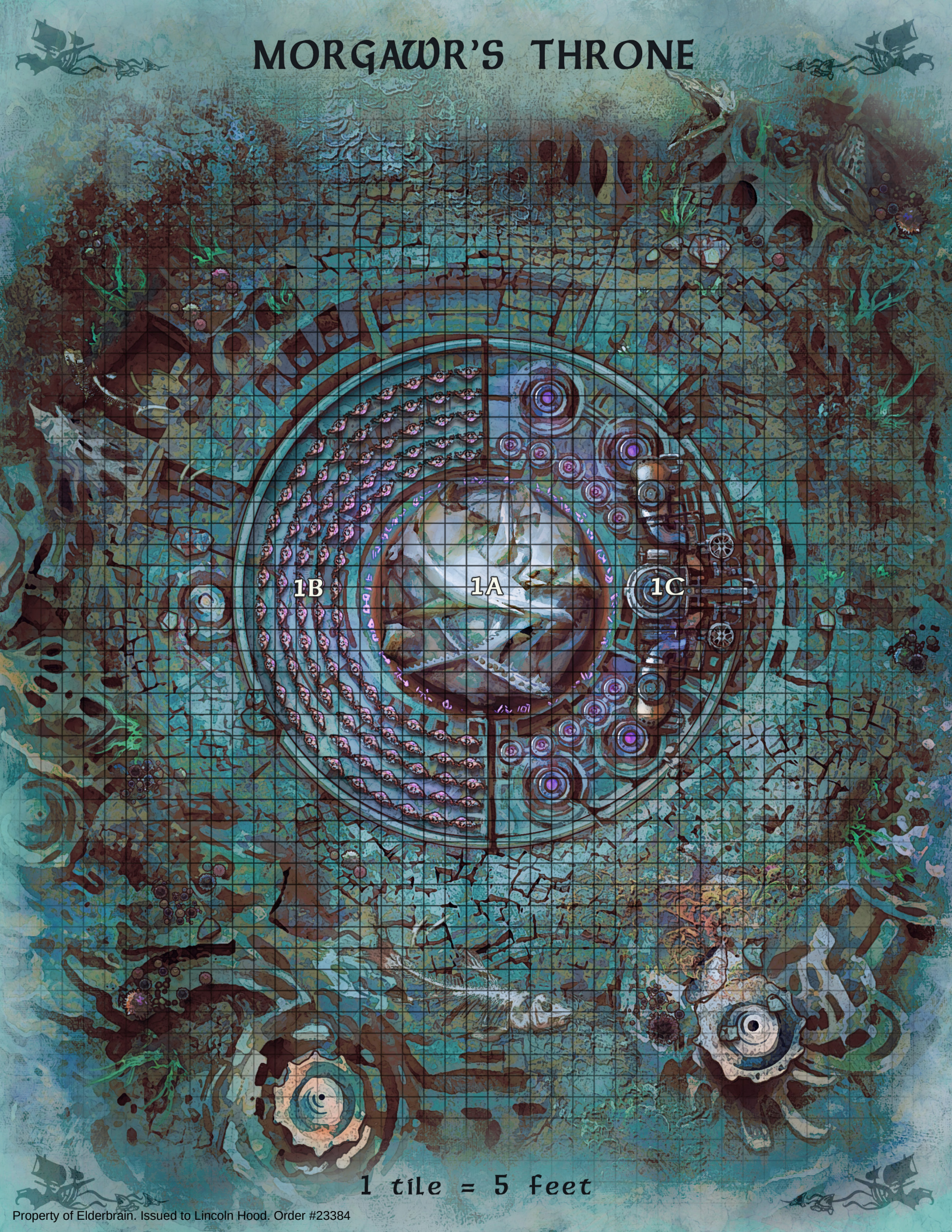
MORGAWR'S THRONE



1 tile = 5 feet

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The dome of whale bones has AC 15, 200 hit points, a damage threshold of 10, and it is immune to psychic and poison damage. Within, the clone of the kraken has AC 18, and 560 hit points, damage immunity against lightning, and against bludgeoning, piercing, and slashing damage from non-magical attacks.

Scene

Characters who study the runes around the dome can make a **DC 18 Intelligence (Arcana)** skill check to deduce that the dome is, in fact, a vessel for a *clone* spell and surrounded by an active *teleportation circle* spell. If the current *clone* is destroyed, Morgawr will not be able to create a new one until it casts the clone spell and the required 120-day incubation period has passed.

Unknown to the characters, **Morgawr** has cunningly implemented a *contingency* spell upon its clone tank, which activates an *invisibility* spell on the kraken, should the tank's dome get damaged. In such an event, the kraken swiftly casts a *teleportation circle* spell, transporting itself back to its secure location. If, by chance, the *teleportation circle* spell fails, Morgawr resorts to a *teleport* spell to arrive close to A'rvanshy, from where it swims through the depths. The kraken undertakes the journey from the outer reaches of the Phasebreaker Ward's area, situated 25 miles away from the city, in two hours. A character who has knowledge of Morgawr's swimming speed and succeeds on a **DC 12 Intelligence** ability check can calculate the time it takes the kraken to reach the city from outside the teleportation ward.

1b. THE UNDEAD LIBRARY

Background

Morgawr's grim spell book is a haunting sight, its pages etched into the scarred backs of countless deep sea-elven zombies. These undead creatures serve as unwilling pages, forced to bear the weight of the necromancer's dark knowledge in a most gruesome manner.

Environment

A crowd of rotting deep-sea elven bodies stands shoulder-to-shoulder, their countenances expressionless as they face the circular wall. Upon closer inspection, it becomes clear that a series of magical runes and illustrations have been etched or burned into their backs, forming a complex web of lines and scars.

Scene

There are one hundred deep-sea elven **zombies** on the platform. Twenty of the zombies, bearing the highest level of spells on their backs, lash out and swarm on anyone who comes within 20 feet of them, alerting **Morgawr** with their loud and hungry moaning and roaring if the kraken is in the city.

Treasure

The horrifying spell book contains every wizard spell from 1st to 9th level spells listed in the Player's Handbook and in Appendix H: Spells. The necromancy spells in the spell book are so comprehensively documented that learning them takes half the cost and time it usually takes a wizard to learn a new spell. If the characters have destroyed ten or more zombies, the 9th-level spells from the spell book become unavailable. If the characters have destroyed all twenty of the attacking zombies, the 8th and 9th-level spells from the spell book become unavailable.

1c. THE NECROFIER

Background

Morgawr has created a sizable magical apparatus that allows it to extend its influence over the undead it creates. It uses it to generate a seemingly infinite supply of undead minions created primarily from the city's population. The necromancer does not allow Maarsha to use its magical device.

Environment

An intricate apparatus envelops the walls of this rugged formation, forming a graceful semicircle. Crafted from metallic plates, it showcases an array of numerous tools that extend from its surface. Moreover,

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it incorporates additional components, including tubes, vials, and glass containers, through which murky fluid courses and some of which seem to be crafted from organic materials.

Scene

The necrofier can be activated and used by any creature that provides the necessary components and can cast spells that create undead creatures.

Necrofier. This foul magical device is made up of tubes, injectors, cogwheels, and organic parts and allows a spellcaster to animate or reassert control over twice the number of undead creatures when casting the *create undead* spell or similar magic to create undead with the necrofier. Three times per day, it can also reassert permanent control over an undead that has been created with it. A single use of this feature requires the dead body of a humanoid and 100 gold pieces worth of spell components, consumed by the apparatus during the process.

2. TEMPLE OF THE DEAD

Background

Maarsha has long remained a shrewd, enigmatic, and reclusive force within the depths of the Calhay Sea. This sea hag priestess was resurrected as a mummy by her coven centuries ago after falling to the blade of a heroic deep-sea elf named Aa'rynn. As a mummy lord hag, she has outlived her sisters and maintained a discreet existence, preying on the unfortunate and devoting herself to meditation and prayers to the Inevitable, the deity of Death.

However, Maarsha's seclusion was disrupted when Morgawr sought her out, issuing a menacing threat of destruction unless she aligned with its forces. Recognizing the potential for enhanced power and resources, Maarsha astutely seized the opportunity and reluctantly accepted the invitation. In exchange, Morgawr bestowed upon her a small retinue of mummy servants, created from the corpses of deep-sea elf clerics, who also serve as protectors for the kraken in the event that Maarsha should choose to rebel against it.

Environment

The substantial rock protrusion that houses the temple is adorned with a remarkably detailed pattern, featuring macabre depictions etched into its surface. A colossal stone skull takes center stage, towering at a height of 10 feet. Displayed around it are offerings of putrefying internal organs sourced from the deep-sea elves, attracting a constant swarm of small aquatic creatures eager to feast upon them. Encircling the skull, a gathering of humanoid beings, enshrouded in decaying burial bandages, sit in a tight circle and murmur mournfully.

Scene

Maarsha the Bilespitter, accompanied by her four **mummies**, dedicates a significant portion of her time in fervent prayer to the Inevitable. While Maarsha and the mummies dutifully adhere to Morgawr's directives, the sea hag mummy lord harbors a tendency to retreat if she perceives the kraken to be on the brink of defeat. Maarsha immediately casts a *sending* spell to alert Morgawr of an attack on the city.



MAARSHA THE BILESPITTER

"May the Inevitable guide me to become the instrument of your doom and presenter of your souls for final judgement. But your deaths shall not be without pain and suffering. My last gift to you in life."

Maarsha the Bilespitter calling on the Inevitable to help slay the characters.

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Maarsha the Bilespitter (CR 16, 15,000 XP). Use the **mummy lord** monster entry with the following modifications:

- Maarsha has a swimming speed of 40 feet.
- She speaks Aquan, Common, and Giant.
- She has the *sending* spell prepared instead of *animate dead*.
- ***Horrific Appearance.*** Any humanoid that starts its turn within 30 feet of Maarsha and can see her true form must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Maarsha is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Maarsha's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the Maarsha's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Maarsha.
- ***Death Glare.*** Maarsha targets one frightened creature she can see within 30 feet of her. If the target can see Maarsha, it must succeed on a DC 16 Wisdom saving throw against this magic or drop to 0 hit points.
- ***Illusory Appearance.*** Maarsha covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Maarsha takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Maarsha could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 19 Intelligence (Investigation) check to discern that Maarsha is disguised.

Treasure

Maarsha wears ancient gold jewelry worth a total of 1,300 gold pieces and a *pearl of power*.

3. MERROW HIVE

Background

The merrow wights, created by Morgawr, have been designated as enforcers within the city. Even in their undeath, they are still driven by their hatred for the deep-sea elves. Their primary duty entails patrolling the city and ruthlessly eliminating anyone who attempts to enter or exit. Additionally, the kraken occasionally assigns them missions of significance and relies on their presence as bodyguards when necessary. Morgawr reasserts control over all zombies created by the merrow wights through its Necrofier (see area 1c).

Environment

The undead merrows' lair is a dark, 60-foot-deep vertical cave. It is a composter of carcasses, dead organic material, bones, and debris. The water is dark and murky, and the taste of death and decay lingers around it in the waters. An immense, cone-shaped rock formation looms majestically above the cave, commanding attention. Its surface is marred by colossal cracks, resembling enormous fissures trailing its entire expanse. The most prominent intersect at various points, creating a network of almost free-standing blocks.

Scene

A group of twelve **merrow wights** is always present in the cave. They ferociously attack any living creature that enters the area.

The rocky formation above the gateway, serving as Morgawr's Throne, bears deep cracks and exhibits extreme instability due to the intense magical rituals performed upon it. A character who examines the fractured surface and succeeds on a **DC 14 Intelligence (Nature)** skill check can discern three particular vulnerable points on the stone. These critical spots, once destroyed, would trigger a cascading

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landslide of colossal boulders, effectively pummeling the merrow wight hive. The three weak spots, cracks in the stone that need to be widened, each have AC 17, 50 hit points, damage threshold of 10, damage resistance to bludgeoning, slashing, and piercing damage, and immunity to poison and psychic damage.

The merrow wights are quickly alerted to loud sound waves generated as the cracks expand, responding within two rounds. If they detect any activity from the characters, they engage them in combat. Such a battle has the potential to attract the attention of **Morgawr, Maarsha**, or **Gulantraxio**, each of whom can arrive within 2d4 rounds.

As each vulnerable spot is obliterated, a substantial portion of the colossal rock succumbs to gravity, cascading downward onto the cave below. A creature caught in the avalanche of gigantic boulders must make a **DC 20 Dexterity** saving throw or take 99 (18d10) bludgeoning damage and become prone, pinned under the weight of a gigantic pile of rocks. A creature buried by the rocks takes 22 (4d10) bludgeoning damage at the start of each of its turns.

The destructive force ravages everything in its path, eventually filling the cave to its upper half, slaying half of the merrow wights, and sealing the rest within.

A cave-in immediately draws the attention of **Morgawr** and **Maarsha**, who arrive within 2d4 rounds.

Experience

Award the party 1,800 experience points if they seal the cave of the merrow wights.

4. Dwelling of the Master of Zombies

Background

Arvastan Perlantasil, an aged and once-revered deep-sea elven necromancer, had long been scorned by his kind, even before Morgawr's resurgence. As his light dimmed with the passage of time, Perlantasil increasingly delved into the dark arts of necromancy. Seizing this opportunity, Morgawr cunningly appointed him as both a pupil and majordomo, effectively harnessing the old elf's knowledge and skills.

Under Morgawr's command, Perlantasil now exercises authority over the living deep-sea elves, serving as a legate for Morgawr's desires. He maintains his power through formidable magical abilities, an extensive network of spies, and the support of the undead. Perlantasil has been entrusted with a significant contingent of zombies, which aid in menial tasks such as tending to food farms, capturing living deep-sea elves, and rooting out any suspicious activities within the rank of the living.

Environment

Arvastan Perlantasil's house is a three-story structure meticulously carved into the rugged rocks with a base diameter of 60 feet. Encircling the house is a small gathering of deep-sea elven zombies, eerie and near-motionless.

Within the dwelling, each level serves a distinct purpose. The first level presents a foreboding and shadowed audience chamber designed to instill a sense of intimidation. Here, Perlantasil holds meetings and receives visitors, employing the atmosphere to his advantage.

Ascending to the second level reveals a more fortified environment devoid of any openings except for the magically sealed entrances from the levels above and below. This space acts as Perlantasil's personal sanctuary, safeguarding his most private affairs and providing a retreat from prying eyes.

The topmost floor accommodates a study room brimming with shelves of arcane tomes and scholarly works. It serves as both a repository of knowledge and a practical workspace, complete with a modest laboratory for magical experimentation. The room is adorned with furnishings tailored to facilitate and enhance the study of the magical arts.

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Scene

Arvastan Perlantasil typically spends his time within the seclusion of his personal chambers, occasionally venturing into his laboratory for magical pursuits. He shows little interest in addressing the concerns and challenges faced by the deep-sea elves, usually neglecting their needs and issues.



ARVASTAN PERLANTASIL

"The master has granted me unrivaled powers of necromancy, which can also be yours if you recognize your folly and surrender now. Otherwise, death and undeath will be your punishment."

Arvastan Perlantasil boasting of Morgawr's power and warning dire consequences

Arvastan Perlantasil (CR 6, 2,300 XP). Use the **mage** monster entry with the following modifications:

- Arvastan Perlantasil is *neutral evil*.
- He has a swimming speed of 30 feet.
- He speaks Aquan and Elvish.
- He has darkvision up to 120 feet radius.
- ***Fey Ancestry.*** Arvastan Perlantasil has advantage on saving throws against being charmed, and magic can't put him to sleep.
- ***Amphibious.*** Arvastan Perlantasil can breathe air and water.
- ***Spellcasting.*** Arvastan Perlantasil is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Arvastan Perlantasil has the following wizard spells prepared:
  - Cantrips (at will): *chill touch, light, mage hand, prestidigitation*
  - 1st level (4 slots): *detect magic, false life, mage armor, shield*
  - 2nd level (3 slots): *blindness/deafness, ray of enfeeblement*
  - 3rd level (3 slots): *counterspell, sending, vampiric touch*
  - 4th level (3 slots): *black tentacles, blight*
  - 5th level (1 slot): *arcane hand*

When confronted by outsiders, the necromancer adopts an aggressive stance, launching offensive spells against them without hesitation. He staunchly refuses to relinquish his power and position, demonstrating an unwavering determination to protect them at all costs. Rather than entertaining the notion of collaboration or surrender, Perlantasil would prefer to meet his demise than compromise his authority.

In the event of an attack, he hastily attempts to establish contact with Morgawr or its minions, seeking assistance and reinforcement to combat the threat posed to his dominion.

The dwelling is surrounded by a horde of one hundred zombies. Arvastan Perlantasil can issue commands to up to eighteen of the **zombies** each day. The necromancer uses the undead in combat as a meat shield and to hinder opponents in any way possible.

There are always six of **Perlantasil's spies** in the audience hall, evil deep-sea elven collaborators who are ready to act on any aggression and carry out the necromancer's will. Among Perlantasil's network of spies, a renegade double agent and half-brother of Dorenthil Balendaal (see Calhay Sea location 31) named Krynant Silinel (use the **Perlantasil's spy** monster entry with an alignment of *neutral good*) operates covertly, driven

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by a dual purpose. Krynant's primary objective is to safeguard his people, the deep-sea elves, while simultaneously gathering crucial intelligence on the plans and actions of both the necromancer and Morgawr. Krynant displays exceptional skill in concealing his true allegiance, successfully camouflaging his affiliation within the spy network. When confrontations escalate into combat, Krynant swiftly disengages from the rest of the spies and attacks them from behind. The deep-sea elven rebel helps the characters in any way possible if he learns they are there to liberate his people with the Knights of A'rvanshy.



KRYNANT SILINEL

"Finally, the time has come for action! In the name of A'rvanshy, kill these traitors to our people!"

Krynant Silinel shouting to the characters if combat ensues.

Perlantasil's Spy (CR 1, 200 XP). Use the **spy** monster entry with the following modifications:

- Perlantasil's spy has a swimming speed of 30 feet.
- It speaks Aquan and Elvish.
- Perlantasil's spy has darkvision up to 120 feet radius.
- ***Fey Ancestry.*** Perlantasil's spy has advantage on saving throws against being charmed, and magic can't put it to sleep.
- ***Amphibious.*** Perlantasil's spy can breathe air and water.

The necromancer's quarters are protected by heavy stone doors sealed shut with *arcane lock* and protected by *glyph of warding (explosive runes)* spells.

Treasure

Arvastan Perlantasil's laboratory contains rare herbs and minerals worth 2,740 gold pieces. The necromancer carries a *staff of withering*.

5. MERFOLK'S NEST

Background

Merfolk have been inhabitants of the city since its inception and harbor a deep loyalty towards the deep-sea elves, who have faced similar circumstances in the past. Oppressed by the kraken's rule, the merfolk have become increasingly withdrawn, while the elves perceive them as a vulnerable minority needing heightened protection during these precarious times. Born under Morgawr's reign, many merfolk have only heard tales of freedom and blissful existence from the deep-sea elves, who enjoy long lives in stark contrast to their fleeting lifespans.

Environment

The merfolk nests are nestled within a sprawling crevice, its depths concealing numerous families residing in modest caves carved into the rocky walls. Within these caves, a gentle glow emanates, casting a faint light that bathes the entire chamber. Delicate tendrils of vegetation extend outward, their vibrant hues accentuated by the soft illumination from within.

Scene

The merfolk exhibit a cautious demeanor, avoiding interaction with any creature that approaches the entrance of their territory, save for the deep-sea elves. They remain withdrawn until the elves unveil their plan to rise against their undead oppressors. Even then, the merfolk harbor apprehension and fear regarding the potential consequences of engaging in such a violent action.

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However, a character who can speak Aquan and succeeds on a DC 20 Charisma (Persuasion) skill check can aid the deep-sea elves in persuading the merfolk to contribute a capable combat group when the time for action arises. A **unit of merfolk** joins without hesitation if they see a **unit of deep-sea elves** fighting the forces of Morgawr.

Experience

Award the party 1,800 experience points if they secure the aid of the merfolk.

6. MUSHROOM FARM

Background

Arvastan Perlantasil employs zombies to cultivate a unique species of aquatic mushrooms renowned for their exceptional nutritional value. These mushrooms are exclusively grown for Perlantasil and his loyal deep-sea elven servitors, who greatly benefit from their nourishing properties.

Environment

On a sprawling field, an array of vibrant mushrooms with slender stalks and large caps creates a picturesque sight. Amidst this lush vegetation, a few zombies stand seemingly without purpose, their movements sluggish as they occasionally pluck the larger mushroom specimens. They place the harvested mushrooms into a sizable basket at the edge of the mushroom field.

Scene

Guarding the mushroom field, a dozen **zombies** roam with a singular purpose: to fend off any creature daring to touch the precious fungi. With a relentless resolve, these undead entities launch attacks against any intruder who dares to interfere with the growth and cultivation of the mushrooms.

7. SEA URCHIN GROUNDS

Background

The deep-sea elves cultivate flourishing and vast sea urchin colonies upon a rugged plateau. Despite their adversity, the elves persist in their dedication to tending their precious stock of sea urchins, securing their survival amidst the intermittent visits from the agents of the Master of Zombies who claim their resources.

Environment

The deep-sea elves reside on a rocky plateau beneath the ocean's depths, their homes nestled amidst small caves and towering rock formations. Dilapidated structures bear the weight of time, their weathered surfaces hinting at former grandeur. Within this underwater landscape, sea urchin colonies thrive, their vibrant spines contrasting against the subdued hues of the surrounding environment.

Scene

Ten **deep-sea elves** tend to and collect the sea urchin at all times. The deep-sea elves swiftly scatter as soon as anyone approaches, their lives fraught with fear at the prospect of being sighted alongside unwelcome intruders in their underwater city.

8. COVERT COVE

Background

This elusive location remains privy to the most audacious deep-sea elves and the esteemed Knights of A'rvanshy, who sporadically convene within its confines. Accessible through a network of concealed subterranean caverns connected by a labyrinth of tubular tunnels, this covert haven offers unseen entry and swift dispersion. Nestled within the central cave rests the dormant Phasebreaker Ward, a creation of A'rvanshy, crafted to fortify the city against the encroachment of celestial forces unleashed by the Dark Star over two millennia ago.

Environment

The passageways wind and meander, forming a mesmerizing maze beneath the ocean depths. Bioluminescent organisms coat the walls, emanating a soft, ethereal glow illuminating the path ahead. The tunnels vary in size, with some spanning several feet in diameter, providing ample room for the rebel deep-sea elves and the Knights of A'rvanshy to traverse.

Nestled within the central cave lies the enigmatic Phasebreaker Ward, a grand stone obelisk adorned with

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intricate engravings depicting the divine symbols of the Wondermaker and prayers of potent protection. The central cave also serves as a spacious gathering point, its dimensions stretching over hundreds of feet in width and height. Exotic features include vibrant corals and aquatic plants that adorn the cave's walls, casting a riot of colors in the dimly lit underwater environment.

Scene

The Phasebreaker Ward, dormant yet responsive, can be reactivated for a single day. The deep-sea elves are willing to interpret the inscribed prayers on the Phasebreaker Ward, or allow anyone with a religious background to perform formal prayers to reactivate its powers. Such a ceremony can be performed by a character who succeeds on a **DC 13 Intelligence (Religion)** skill check.

Phasebreaker Ward. Rising 30 feet in height and spanning 10 feet in width, the Phasebreaker Ward stands as an imposing obelisk adorned with intricate symbols of profound divine significance, dedicated to the Wondermaker, the god of Magic. It can be activated for 24 hours by reciting the protective prayers inscribed on its surface in Deep-Sea Elvish. When active, it emanates a potent effect, enveloping a radius of 25 miles akin to the formidable *forbiddance* spell. Within this range, it repels celestial and infernal creatures, and disrupts all attempts at teleportation or interdimensional travel.

The discreet call of the Knights of A'rvanshy clandestinely summons a formidable gathering of battle-ready deep-sea elves, swiftly assembling within the cave's concealed confines within a mere hour. The amassed throng, surpassing a hundred in strength, stands resolute, wielding gleaming spears and donned in sturdy armor, prepared to launch an assault on their oppressors should their adversaries be weakened to a specific degree. They form two **units of deep-sea elves** and burst out of the caves to fight the hordes of zombies if three of the following conditions are met:

- Maarsha is dead.
- Arvastan Perlantasil, the Master of Zombies is dead.
- The cave of the merrow wights is sealed.
- Morgawr is dead.

Experience

Award the party 1,800 experience points if they can rally the deep-sea elves.

9. CORPSE GROUNDS

Background

Maarsha utilizes a secluded plateau, adorned with forsaken abodes, as a chilling sanctuary to tend her sinister vault of corpses for Morgawr, employing the *gentle repose* spell regularly. These lifeless remains serve as a valuable asset for the sea hag's kraken master, providing a plethora of resources for creating lesser undead and conducting various macabre necrotic experiments.

Environment

Upon this secluded plateau, remnants of abandoned sea-elven dwellings lie in ruin, their once-grand architecture a testament to brighter times. Enveloping the decaying structures, strands of silk created by giant centipedes weave a haunting tapestry, draping the forsaken homes in an otherworldly embrace. The silken-shrouded buildings hide fresh, eerily preserved corpses carefully arranged within. These hundreds of lifeless forms bear an unsettling freshness, defying the natural course of decay, each preserved with an uncanny precision that hints at an unknown power at work.

Scene

The corpses are protected from aquatic predators by the silken webbings of aquatic giant centipedes (use the **giant centipede** monster entry with water breathing). There are a total of twenty-four giant centipedes crawling on and around the former residences. They will only attack creatures once threatened or if their webs are disturbed.

The silk strands of these aquatic giant centipedes are highly poisonous. The webbing covers most of the walls and every opening, making it hard to enter without touching them. A creature that tries to pass the webbing without touching it must succeed on a **DC 12 Dexterity** saving throw or take 14 (4d6) poison damage and become poisoned for ten minutes. A creature poisoned this way also becomes paralyzed.

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THE SAHUAGIN WAR

AMBITIONS AWAKENED

Background

In her previous existence, Yshara was acquainted with the existence of the *orbs of the Wondermaker* and unraveled some secrets of their formidable power. She discovered the collective might of the eight orbs, known as the Boon of Limitless Power, which grants the ability to extend multiple spells across any area and an unlimited number of targets. However, before her defeat by the Xantharosian armies two hundred years ago, she was unaware of the orbs' whereabouts, leaving her unable to pursue them. Now, she presents them as a potential solution to end the enslavement in Xantharos, despite her lack of knowledge regarding their current locations.

Scene

Once Yshara learns that the characters are already familiar with several orbs, she becomes incredibly excited, seeing the Boon of Limitless Power as a potential solution to reach every enslaved person with a poem through a *sending* spell and grant them the power to liberate themselves. She reasons that the boon could also infuse all enslaved people with courage using the *heroism* spell and broken chains using the *freedom of movement* spell. However, these are just her enthusiastic suggestions, as many other spells could offer aid to the oppressed.

Recognizing the significance of their quest, Yshara and Lord Slyssandor reach a unanimous decision. Alongside their search for the elusive remaining orbs, they are resolute in their mission to rescue as many people as possible from the clutches of the sahuagin. In light of this, Lord Slyssandor Yestryll becomes a staunch advocate for war against these scourges from the sea. Time becomes a pressing concern as they strive to swiftly locate any missing orb, all while ensuring the liberation of those under sahuagin threats.

JOINT OPERATIONS

Background

Upon successfully retrieving Thanstyndurlyath's, the deep-sea dragon's, egg for Lady Yryll Wyltress, she swiftly convenes the Scaled Council as promised. During this audience, the council members reconvene

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to vote again on the critical decision concerning the war effort against the sahuagin armies.

Lord Zhoulann Fralkyn, Lord Droonart Shatterwind, and Lord Rhogar Zlatozar vote in favor of the war as does, to everyone's surprise, Lord Slyssandor Yestryll, after reconsidering the safety of the oppressed slaves that die during the sahuagin raids. Once the deep-sea dragon's egg is handed over to Lady Yryll Wyltress, she also votes in favor of the war effort. Only Lady Sentrix "the Coil" Astrillax remains neutral. When the Council reaches a majority vote, it designates Lord Rhogar Zlatozar the Dauntless as the commander of the united clan armies. The Scaled Council then identifies three spawning pools located around the Isles of Xantharos (Calhay Sea locations 4, 15, 22) and tasks the half-gold paladin with constructing an army to defend against a land incursion and to eradicate the source of the threat lurking in the depths of the Calhay Sea.

Lord Rhogar Zlatozar possesses numerous motivations for instigating the conflict between the sahuagin and the clans of Xantharos. The half-gold summoned a couatl named Aztatlacate, a loyal servant of the Dark Star, and dispatched this celestial creature to the zealous sahuagin who devoutly worship the Darkness Within. His purpose was to guide them toward the Fangs of Xantharos, where they would discover the essence of the Dark Star upon the ancient fey dragon's fangs. The couatl was entrusted with the task of inciting the sahuagin to harvest their deity's divine essence, infusing their spawning grounds with its power, and providing their bloodthirsty vampiric masters with captives they could seize within the lands of Xantharos. His primary objective was to acquire the necessary funds for war expenses, enabling him to fulfill the substantial payments demanded by the planar creatures he summons, rather than simply aiming to seize leadership over a vast army.

The fervent lord firmly believes that the nation of Xantharos would experience immense advantages under his leadership as an aspect of Conjuration. He delusionally envisions utilizing his boundless wellspring of power to effectively employ conjured creatures for the greater good. His overarching objectives involve imposing his religious beliefs upon the nation, convinced it would benefit from the refined utilization of magic, surpassing the short-sighted methods employed by the ancient Caelhaa'y drow. Those unable to fully comprehend the profound importance of the divine rule of magic bestowed upon its chosen vessel may soon encounter the formidable assembly of enslaved warriors now under his command.

Environment

The magnificent audience chamber within the Throne of Xantharos is arranged to welcome the distinguished lords, ladies, their loyal attendants, and astute council advisors. Despite its customary chill and emptiness, the chamber is bathed in radiant sunlight through the tall windows, casting a bright glow throughout the hall.

Scene

Zenurim, the succubus, masquerading as Lord Rhogar Zlatozar, states that in four weeks she would be able to delegate fifteen **units of Xantharosian slave warriors**, five at each location where the Scaled Council has detected the spawning pools of the sahuagin. Zenurim knows that while these standing armies will prove to be effective in protecting the shores from the relentless waves of sahuagin assaults, they are unable to eliminate the root cause of the threat. She is aware that with each new wave of sea devils emerging, the ground forces will be gradually weakened.



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To deal with the sahuagin within their lairs, the Scaled Council needs units capable of underwater combat. Zenurim turns to the characters for advice.



"It is time to demonstrate your value as advisors to the council. I am asking you, who do you suggest as capable allies to confront the sahuagin in their own territory?"

Lord Rhogar Zlatozar, assessing the characters' connections.

The characters may propose the Knights of A'rvanshy (Calhay Sea location 31), the deep-sea elves and merfolk of the city of A'rvanshy (Calhay Sea location 30), the crustanoids of Reefside (Calhay Sea location 34), Srymusdyrjan the ancient bronze dragon (Calhay Sea location 35), or even the Dread Stingers (Calhay Sea location 6) as potential allies. In response, the succubus appears to consider these options. She asks probing questions about the characters' connections to the deep-sea elves and their ability to secure aid from the knights.

If the characters suggest acquiring the services of the Dread Stingers (Calhay Sea location 6), the succubus pretends to be skeptical but invites the characters to explore this possibility and learn about the pirates' demands in exchange. Zenurim offers 5,000 gold pieces' worth of precious gemstones each time the pirates assist in a military campaign against one of the underwater sahuagin spawning pools.

The characters or Zenurim may propose seeking out Srymusdyrjan, the ancient bronze dragon renowned for her deep-seated bitterness and irritability. Srymusdyrjan has been slumbering for over a decade now in her underwater lair, and she usually does so for over three decades. The succubus can pinpoint the whereabouts of Srymusdyrjan's lair on the Calhay Sea map (Calhay Sea location 35), but warns the characters about the wrath of the ancient dragon. The fiend attempts to persuade the characters to awaken the dragon by presenting a tribute of three large emeralds, each worth 5,000 gold pieces. While Srymusdyrjan may not be the most agreeable companion, the valuable gift is likely to please the dragon, and her unwavering sense of justice will not permit her to overlook her obligation to the Dragonpact and the sahuagin's invasion.

A character who succeeds on a **DC 26 Wisdom (Insight)** skill check can discern that the succubus impersonating Lord Rhogar Zlatozar is assessing their alliances but is committed to securing as much support as possible against the sahuagin threat.

Treasure

Lord Droonart Shatterwind pays each character 10,000 gold pieces' worth of precious gemstones if they convince the council to initiate a full-scale war against the sahuagin.

Experience

Award the party 8,400 experience points if they manage to please Lady Yryll Wyltress and achieve a majority vote within the council.

THE ART OF WAR

In a mass combat situation, units of creatures combat each other. Creatures can attack and interact with units as they would with normal creatures, with the following modifications:

Size

Each unit is considered as a single creature. A gargantuan unit consists of 50–100 medium creatures, while a huge unit consists of 25–49 medium creatures. Less for creatures of larger size.

Actions

Units resolve actions at an initiative count of 10 on each round simultaneously. Units can take the Dodge, Dash, or Disengage action in combat, and they can take a short or long rest to regain hit points. Some terrain features or environmental effects might provide

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a unit with advantage (flanking position, higher ground) or disadvantage (fog, dense undergrowth) on their attack rolls and ability checks.

Effects

Non-damaging and non-healing spells, or effects and conditions that have a single target or an area of effect affect a unit only if the unit's entire space fits in the area of the effect or if the effect affects any number of creatures. Effects that modify the damage of an entire unit are multiplied by 8. Spells that deal damage or cause a target to regain hit points work normally on a unit. Individual creatures within a unit can be considered as multiple targets for the purposes of non-area spells that have multiple targets, such as the *mass cure wounds* spell.

Unit Damage

A unit automatically deals melee or ranged weapon damage to another unit even on a missed attack roll. On a successful hit, a unit deals double damage to another unit instead of its normal damage, and it deals triple damage on a critical hit.

SPITE OF THE SPELLHOARDER

Background

If Zenurim informs Lord Rhogar Zlatozar that the players are searching for the *orbs of the Wondermaker*, the half-gold paladin becomes resentful and develops a plan to exploit this information to his advantage. He was only aware of the existence of the *orbs of Conjuration* and *Divination*, but upon discovering news about more orbs, his curiosity becomes an all-consuming obsession.

Lord Rhogar Zlatozar regards the pursuit of all *orbs of the Wondermaker* as a sacred duty, convinced that he alone is deserving of such knowledge and that he must be the one to wield their power. He desires to exploit the characters' quest to obtain all the orbs, but keeps his intentions hidden. The lord instructs Zenurim to monitor the characters' progress and report the location of each orb uncovered.

Scene

From this point on, **Zenurim** stealthily tracks the characters' journey, hiding in the Ethereal Plane where she cannot be detected due to her *nondetection* ability. She observes the characters from within the 60-foot range of her vision to the Material Plane from the Ethereal Plane.

Once Zenurim acquires the whereabouts of an *orb of the Wondermaker*, she reports back to Lord Rhogar Zlatozar at his fortress (Calhay Sea location 16) by flying through the Ethereal Plane. In such a scenario, the half-gold lord utilizes the *skull of the archlich* and uses the orb's magic to transform into an aspect of the Wondermaker, allowing him to summon a powerful **pit fiend** using a *gate spell*. He then negotiates with the devil, procuring its services to safeguard the newly discovered orb from all intruders for the next 99 years. At every location abandoned by the characters, a new pit fiend takes up position, ready to guard the area.



SKULL OF THE ARCHLICH

After Zenurim reports the characters' discovery of all seven orbs of the Wondermaker or if Fort Zlatozar is attacked,

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Lord Rhogar Zlatozar summons **Marla-Thra, the Conjoined Suppressors**—a pair of conjoined marilith twins. He strikes a deal with them, binding the demons to hunt down the characters. Marla-Thra, under Zenurim's guidance, tracks and ambushes the characters in a suitable location, ideally far from civilization.

TIDES OF CRIMSON

Background

Amidst the preparation for war, Lord Rhogar Zlatozar dispatches messengers to the esteemed leaders of the ancient and adult clans, meticulously orchestrating the collection of the long-awaited war tribute. A sum of 100,000 gold pieces' worth of precious gemstones is demanded from the ancient clans, while the adult clans are tasked with providing half that amount, be it in the form of gemstones or armed forces.

Environment

The Seat of Scales experiences an influx of dragon ships from around Xantharos, bringing armed contingents housed in clan warehouses and large tents around the Maw. The slave soldiers rarely leave their confines and are strictly monitored by their commanders.

Scene

A mere week after the message was sent, the clans fervently begin mobilizing their troops towards the Seat of Scales. At the same time, **Zenurim** in the guise of Lord Rhogar Zlatozar, deftly coordinates the gathering army from the confines of his residence within the city. In due course, he orders the deployment of five **units of Xantharosian slave warriors** to the shores facing each spawning ground (Calhay Sea locations 4, 15, and 22), appointing a group of five seasoned **veterans** and a captain (use the **bandit captain** monster entry with Intimidation +4 instead of Deception +4) to assume command of each unit before returning to the Zlatozar estate. Within the span of a week, the army units successfully reach their assigned destinations, establishing sprawling military encampments along the sea's shoreline.

Lord Rhogar Zlatozar beseeches the characters to reach out and urgently summon their underwater allies to any one of the spawning grounds. The Xantharosian forces are entrusted with the crucial task of holding their ground against the encroaching sahuagin troops, while the characters can plan underwater assaults after the arrival of their allies. The lord devises a strategic maneuver, suggesting the characters tackle the sahuagin spawning grounds in a calculated progression from one to the next, systematically eliminating each threat until all three are decisively eradicated.

Zenurim, as the lord, is personally present on the shores with eight **mystic templars** to coordinate with the characters and their allies.

In case of a triumphant campaign

In the event of a triumphant success across all three underwater missions, Zenurim in the form of Lord Rhogar Zlatozar extends his sincere congratulations to the characters for their exemplary leadership and organizational prowess in mobilizing the troops. Expressing his profound gratitude, he pledges the eternal appreciation, unwavering allegiance, and steadfast support of the esteemed Xantharosian nobility to each participant. He also gifts the characters 10,000 gold pieces' worth of gems as a sign of the gratitude of the Xantharosian clans. Lord Rhogar Zlatozar returns to his estate with nine surviving **units of Xantharosian slave warriors** to set his grand scheme in motion to conquer the nation of Xantharos.

In case of a failed campaign

In case the underwater divisions were defeated, Zenurim in the form of Lord Rhogar Zlatozar returns to his ancestral estate with three surviving **units of Xantharosian slave warriors** to set his grand scheme in motion to conquer the nation of Xantharos.

Experience

Award the party 8,400 experience points if they participate in successfully defeating the sahuagin armies.

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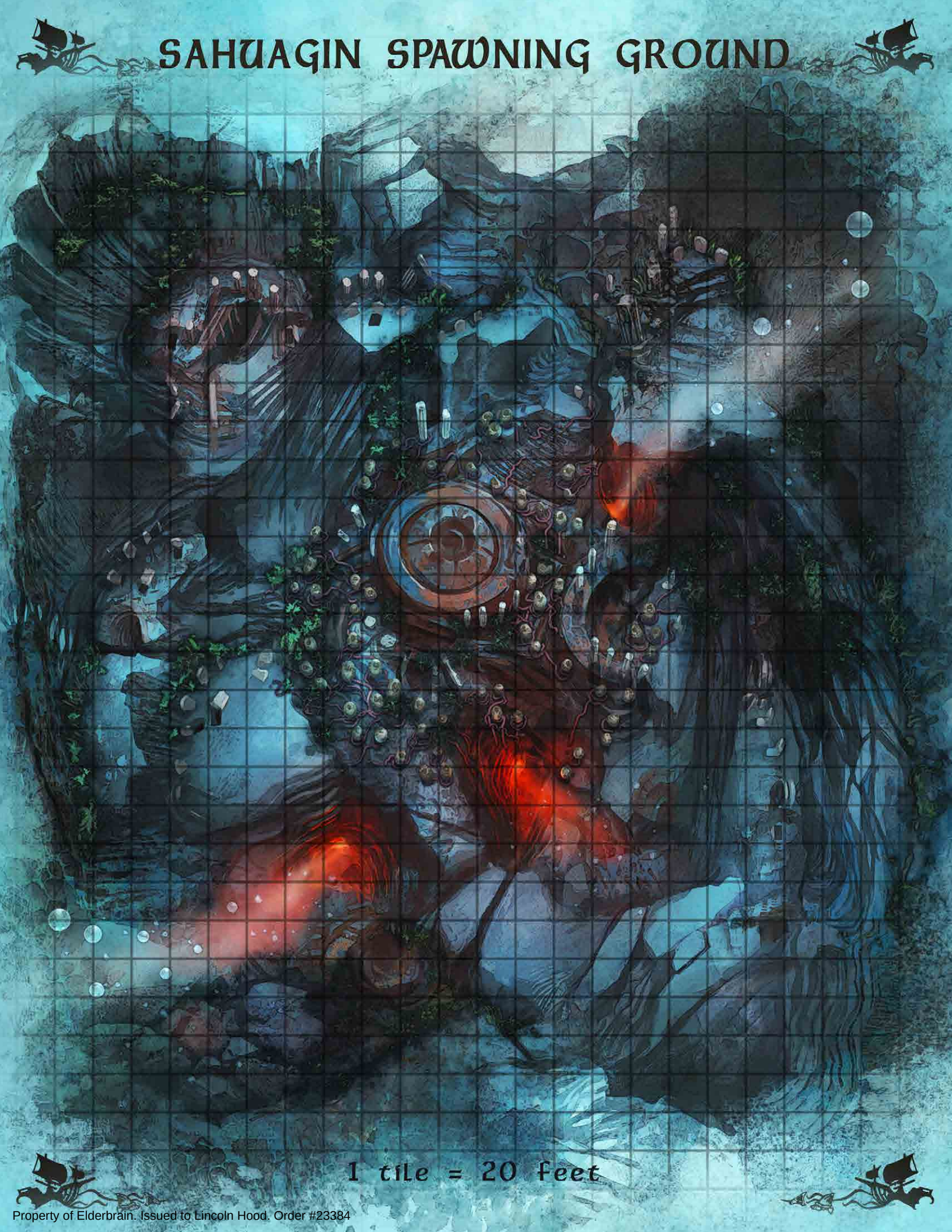
SAHUAGIN SPAWNING GROUND



1 tile = 20 feet

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THE ASPECT OF CONJURATION

SACRED CONQUEST

Background

Having executed his plan to deliberately weaken the ancient clans through their commitment to the war effort against the sahuagin, Lord Rhogar Zlatozar stands prepared to reap the rewards that await him. The Lord has amassed a substantial reserve of the coveted essence contained within all of the *orbs of the Wondermaker* under his influence. Through collecting war tithes from various clans, he has summoned and commanded his otherworldly servants to safeguard his person, fortified his ancestral estate with an array of ships and well-trained ground troops, and stockpiled the necessary resources to sustain his forces for the foreseeable future. The unwavering loyalty of his devoted clerics, mages, and mystic templars, dedicated to the Wondermaker, ensures their readiness for the impending conflict.

Driven by his pursuit of power, the half-gold paladin relentlessly seeks the whereabouts of each *orb of the Wondermaker*, in his quest to amass even greater magical prowess and attain mastery over every school of magic at will. He safeguards the *skull of the archlich*, which serves as the key to his boundless power, with utmost zeal and dedication.

Scene

To communicate his intentions, Lord Rhogar Zlatozar dispatches a manifesto via a **pit fiend** known as the Brimstone Duke to every ancient, adult, and young clan's leader in the realm. In this message, he appeals to them to embrace the faith of the Wondermaker and appoints himself with the title of Spellhoarder, as the regent of Xantharos while dissolving the Scaled Council. He promises a brighter future while declaring his divine favor as the chosen representative of the Wondermaker. With a stern warning, he threatens severe consequences, including the extinguishing of bloodlines, for any clan that dares to defy his rule and challenge the authority of the god of Magic. He demands an immediate reply to the ultimatum.

A character who is in the Seat of Scales can gather information about the contents of Lord Rhogar Zlatozar's message and the reactions of the clans by succeeding on a **DC 17 Charisma (Deception, Persuasion, or Intimidation)** skill check for each clan.

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A character that can utilize a reliable contact in each clan gains advantage on the skill check. If the characters are on good terms with Lord Droonart Shatterwind or Lord Slyssandor Yestryll, either lord informs the characters about the contents and form of Lord Rhogar Zlatozar's message and their reactions to it. They also urge the characters to take their side and fight for their causes.

The ancient clans of Xantharos, having been significantly weakened by their dedication to the war against the sahuagin, respond to Lord Rhogar Zlatozar's demands in diverse manners:

- **Clan Astrillax.** If the half-dragon nobles of Clan Astrillax remain alive, they choose to maintain a neutral stance and abstain from participating in the power struggle. Content to observe from the sidelines, they entrust the unfolding events to the other clans. Lady Sentrix "the Coil" Astrillax, renowned for her prophetic visions, sees a vastly contrasting outcome for the impending end of times. She perceives the current event as a mere ripple in the grand tapestry of Xantharosian history, implying that its significance may be dwarfed by future events yet to transpire.

- **Clan Fralkyn.** Lord Zhoulann Fralkyn remains ensnared by the enchantments of Zenurim, the cunning succubus spy. Viewing the alteration in the existing order as imperative, he unabashedly declares his unshakeable allegiance to Lord Rhogar Zlatozar's ascension to regency.

- **Clan Shatterwind.** Lord Droonart Shatterwind perceives the call for regency and the imposition of the Wondermaker's faith as a direct affront to tradition. The half-bronze noble regards these demands as nothing short of an insult. In response, he takes decisive action by sending messengers to rally support from all clans, urging them to join forces and confront Lord Zlatozar at his ancestral abode, intending to obliterate his tyrannical rule once and for all. Lord Droonart Shatterwind prepares and dispatches three fully crewed **dragon ships** filled with skilled warriors and armed to the teeth. These formidable vessels symbolize his determination and power, aimed at challenging the self-proclaimed tyrant Lord Zlatozar and his dominion.

  Clan Shatterwind Dragon Ship. Use the **dragon ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:
  - Armored hull
  - Enhanced damage threshold
  - Extra mangonel
  - Naval ram

- **Clan Wyltress.** Lady Yryll Wyltress, known as the Blue Witch, aligns herself with the cause championed by Lord Rhogar Zlatozar, recognizing the potential advantages of submitting to his regency. Her motivations, however, extend beyond mere loyalty, as she harbors ulterior motives to exploit the situation for her personal gain. Clever and cunning, Lady Yryll Wyltress perceives an invaluable opportunity in maintaining proximity to the half-gold paladin. She aims to observe him closely, seeking to uncover and pilfer his secrets. These coveted insights promise to enhance her arcane powers and fulfill her nefarious ambitions. With a calculated plan in mind, Lady Yryll Wyltress plots to rid herself of Lord Zlatozar once his usefulness has waned. This calculated move will grant her the freedom to utilize the stolen knowledge to further her own wicked objectives, harnessing the secrets to sow chaos and seize power for herself.

- **Clan Yestryll.** Lord Slyssandor Yestryll perceiving Lord Zlatozar's attempted coup as yet another oppressive act, seizes the moment to challenge the existing status quo. Recognizing an opportunity to strike against tyranny, he boldly pledges the support of three fully crewed **dragon ships** to engage in battle against the aspiring tyrant. Driven by a fervent desire to bring liberation to all enslaved

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individuals within Xantharos, Lord Slyssandor passionately implores the characters to aid in this noble cause. He tasks them with the mission of acquiring access to all eight of the coveted *orbs of the Wondermaker* (see Appendix A: Orbs of the Wondermaker), which he believes, based on Yshara's knowledge, will be instrumental in achieving their shared goal of emancipation.

Clan Yestryll Dragon Ship. Use the **dragon ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Expert crew
- Improved maneuverability
- Elemental warding (fire)

- **Adult and young clans.** Adult and young clans find themselves at a crossroads, with some opting to remain neutral while others openly declare their allegiance to Lord Rhogar Zlatozar. Acutely aware of their diminished resources and the futility of their military strength against the formidable power commanded by the half-gold paladin, they make a pragmatic assessment of the situation. The clans who choose neutrality recognize the overwhelming odds stacked against them and opt to preserve their remaining strength, biding their time for more propitious circumstances to arise. They adopt a cautious approach, observing the unfolding events while refraining from direct involvement. On the other hand, those clans expressing support for Lord Rhogar Zlatozar do so out of a pragmatic understanding of their own limitations. Acknowledging the insurmountable power possessed by the half-gold paladin, they see aligning with him as the most viable option for self-preservation. By offering their loyalty, they hope to secure a measure of protection and influence under his regency.

Experience

Award the party 1,800 experience points if they learn the details of the powerplay that unfolds behind the scenes.

DIVINE INTERVENTION

Background

As the events unfurl on the Isles of Xantharos, the Efficient Master, god of Competence, keenly observes the Material Plane with delight and is pleased with the prowess and proficiency exhibited by the characters. Impressed by their display of skills, the deity decides to intervene, granting them a momentous boon in the form of a bejeweled platinum tablet.

Scene

In a most dire and daunting moment, amidst the heart of a challenging situation, the Efficient Master, taking on the guise of a harried and bustling courier, manifests right beside the characters. With a manner befitting a typical package delivery, he nonchalantly hands over the bejeweled platinum tablet, as if it were just another item on his long list of tasks. Addressing one of the characters by name, he bestows the precious artifact before vanishing as swiftly as he had appeared, leaving the characters astounded by the encounter.

DEENUS LONGSHORTS



"Delivery for the tall warrior in the fancy armor! I'm impressed by your competence. Here, please take this and live an efficient life, good person!"

The god of Competence, in the form of Deenus Longshorts, delivers his clue in disguise.

(Deenus Longshorts was inspired by DnDShorts.)

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The intricately adorned tablet bears a mosaic-like illustration portraying the founder of Clan Zlatozar, Lord Bragantyr Zlatozar, and the ancient deep sea-elf lich, A'rvanshy, forging a sacred pact to safeguard the precious *orb of Conjuration*.

Experience

Award the party 1,100 experience points for the encounter and learning the secrets of the platinum tablet.



HANDOUT #6

Alongside the artwork lies a concise inscription in ancient Deep-sea Elvish script, which reads, "An Eternal Pact Forged in Faith." Only those who read and understand both Elvish and Aquan can unravel the significance of the message etched on this enigmatic tablet (handout #6).

Treasure

The gem-encrusted platinum tablet, shining with its stunning craftsmanship, holds a remarkable value of 8,500 gold pieces.

THE MYSTIC ENVOY

Background

Lord Slyssandor Yestryll and Lord Droonart Shatterwind dispatch an envoy to the characters, seeking an audience to discuss the coup orchestrated by Lord Rhogar Zlatozar. The envoy they send is Dagnirn Stonemead, a mystic templar who served under Lord Rhogar but defected due to his Lord's increasingly fanatical agenda and zealous fervor in attempting to subjugate the Isles of Xantharos in service of the Wondermaker.

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Scene

Dagnirn Stonemead eloquently presents his stance on the current matter and urges the characters to meet with the two lords at the Seat of Scales. He explains that the lords are willing to step up against Lord Zlatozar. Each of these noble figures has arrived with a formidable display of power by bringing three fully crewed dragon ships, aimed at showcasing their strength and determination in the face of the troubles at hand.



DAGNIRN STONEMEAD

"By the might of the Wondermaker! I, Dagnirn Stonemead, wielder and protector of ancient arts, summon thee to meet the two lords at the Seat of Scales, where dragons soar and destinies intertwine! The lords I represent, with hearts as stout as mountain halls, are eager to stand defiant against Lord Zlatozar's tyranny! They seek allies in this noble endeavor and bid thee to stand shoulder-to-shoulder with them."

Dagnirn Stonemead delivers his short but heated speech.

The **mystic templar** fervently assures the character that he stands ready to share every morsel of his knowledge concerning the intricate layout of Fort Zlatozar. In addition, the mystic templar reveals that he has gained access to the ground level of the lord's keep on several occasions, and he is more than willing to divulge the fort's abundant resources and tactics, including the abilities of the mystic templars. However, Dagnirn does not know of the otherworldly creatures Lord Rhogar has summoned.

Lord Slyssandor Yestryll and Lord Droonart Shatterwind request the characters' presence at Clan Shatterwind's residence in the Wyrmrise.

A COALITION OF DEFIANCE

Environment

As the characters approach Clan Shatterwind's residence, they are met with an air of alertness and vigilance. The squat fortress exudes an aura of heightened security, with its massive double gates firmly shut and guarded by armored dwarven sentinels, their eyes watchful and their weapons at the ready. The walls, already adorned with veins of gold, now display strategic placements of concealed arrow slits and defensive positions. The gigantic braziers atop the gate blaze with tall flames, their bonfires casting a watchful glow over the entrance, symbolizing the clan's unyielding determination to protect their domain.

Scene

In this meeting, Lord Slyssandor Yestryll and Lord Droonart Shatterwind stand resolute, ready to unleash their forces against Lord Rhogar Zlatozar at his fort, provided the characters give assurances to their unwavering commitment to the war effort. The lords particularly place their trust in the characters to pursue Lord Rhogar should he attempt to retreat to his keep after a defeat, as Dagnirn Stonemead's insight reveals that the lord often cloisters himself in isolation within those walls.

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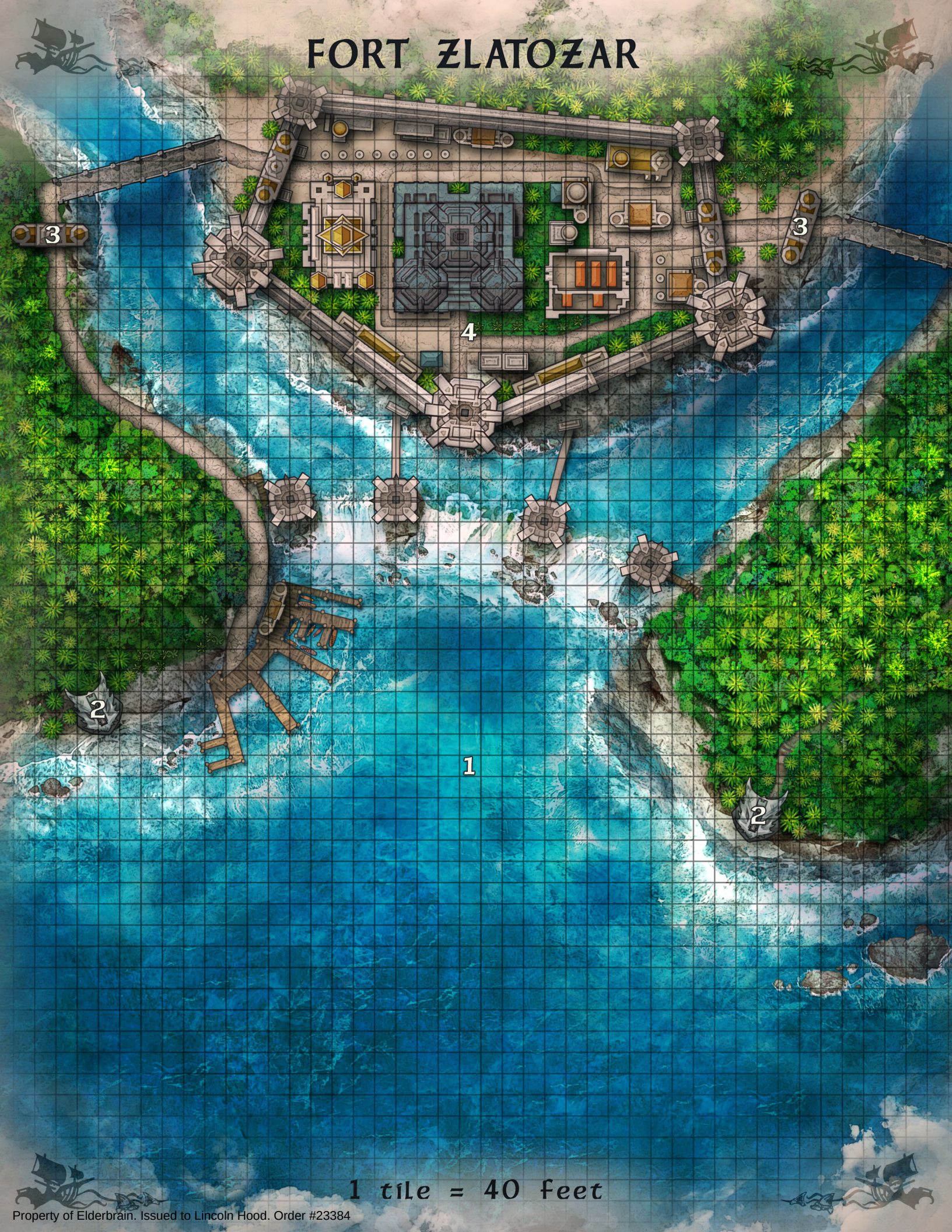
FORT ZLATOZAR



1 tile = 40 feet

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With determination, Lord Slyssandor Yestryll and Lord Droonart Shatterwind chart their course of action, devising a plan to break Clan Zlatozar's navy through a full frontal assault. Before launching the assault on Fort Zlatozar, the lords and characters must first neutralize the formidable Stonedrake Bartizans guarding the fortress. Their strategy is to seize control of the sea, denying any escape routes for their adversaries. Once the navy is weakened, the troops will swiftly ascend to Fort Zlatozar through the quickest route—the road from the port, leading directly through the Archway of Magic Disjunction. They plan to keep the fort under relentless fire from their siege engines positioned on their mighty ships, while their troops advance along the road leading to the fort through the gate. With this dual-front assault, they aim to maintain the pressure on the defenders and create a strategic advantage for their land invasion.

SIEGE OF FORT ZLATOZAR

Background

The forces of Lord Rhogar Zlatozar stand resolutely, prepared to defend their clan's fort. His formidable dragon ships are strategically positioned in the bay within the protective range of the Stonedrake Bartizans, ready to unleash their deadly firepower upon any threat. Meanwhile, Lord Rhogar's troops form a strong defensive line at the Archway of Magic Disjunction and the road leading to the docks below.

The forces of Clan Shatterwind and Clan Yestryll advance steadily toward the Bay of Scintillating Ripples, bolstered by any of the characters' allies who have joined the cause. They approach the bay in high spirits, knowing that the upcoming battle will decide the fate of the Isles of Xantharos.

Environment

Nestled within the lush embrace of overgrown jungles and rolling hills, the Bay of Scintillating Ripples exudes ethereal beauty. Its shimmering waters dance under the sun's golden rays, creating a mesmerizing spectacle of light. Along the bay's edge stands a sturdy dock and majestic dragon ships on the water, eagerly awaiting the unfolding battle.

A winding road behind the docks cuts through the dense foliage, leading toward a colossal structure looming at the bay's heart: the Archway of Magic Disjunction. It stands 60-foot tall and formidable, guarding the passage to and from the bay. Its multiple gates are adorned with intricate runes and symbols, hinting at the ancient enchantments woven within its very core.

Beyond a vertical cliff of waterfalls, perched like sentinels on the horizon, the majestic spires of Fort Zlatozar rise proudly, casting imposing shadows across the landscape.

1. BAY OF SCINTILLATING RIPPLES

Environment

In the heart of the Bay of Scintillating Ripples, a scene of breathtaking grandeur unfolds. Six golden dragon ships, their sails stretched wide like glittering wings, surge forward with remarkable speed, determined to meet the invading ships.

As the two sides of the bay come into view, the twin Stonedrake Bartizans rise tall and imposing, guardians of the fort's defenses. Like colossal stone sentinels, they unleash their tremendous power, propelling enormous boulders through the air, creating a relentless barrage that provides cover for the defenders.

Scene

Six **Zlatozar dragon ships** confront the forces of the characters, navigating under the range of the two **Stonedrake Bartizans.**

Clan Zlatozar Dragon Ship. Use the **dragon ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- *Arcane shielding*
- *Swiftwind propulsion*
- *Energy siege weapon (fire)*
- Armored hull
- Elemental warding (fire)
- Naval ram

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Stonedrake Bartizan. Each Stonedrake Bartizan is equipped with twenty-four massive boulders, capable of being launched with devastating force once every minute if operated by a crew of at least twelve medium-sized creatures. *Ranged Weapon Attack*: +3 to hit, reach 600/2,400 ft., one target. *Hit*: 220 (40d10) bludgeoning damage. The Stonedrake Bartizan has disadvantage on its attack roll against targets smaller than huge size.

Experience

Award the party 1,800 experience points if they defeat the six Zlatozar dragon ships and take the Bay of Scincillating Ripples.

2. STONEDRAKE BARTIZANS

Background

These rotating platforms on mighty, 150-foot high towers conceal gigantic trebuchets, ready to unleash destruction upon any approaching threat. Operating these lookout towers and war machines, small groups of vigilant soldiers, priests, and mages stand watch at all times.

Environment

The colossal and imposing Stonedrake Bartizans guard the Bay of Scincillating Ripples, with menacing rotatable stone dragon heads on top of each of them. The inside of the bartizan is illuminated with the use of *continual flame* spells.

Doors and Double Doors. These 10-foot tall fortified wooden doors have AC 17, 60 hit points, a damage threshold of 5, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage. They can be locked using a latch. The latch can be opened with thieves' tools on a successful **DC 20 Dexterity** ability check or forced open with a successful **DC 20 Strength** ability check.

Experience

Award the party 1,800 experience points if they deactivate the Stonedrake Bartizans.

1. MURDER HOLES

Background

The main floor of the Stonedrake Bartizan serves as a critical defense chamber. It is designed to repel intruders attempting to breach the fort's walls. The room's strategic layout and stockpile of deadly explosives make it a formidable obstacle for any unwelcome guests.

Environment

The air carries the pungent scent of oil. Faint echoes of distant clangs and the sound of footsteps echo in the chamber, signs of the guards' diligent presence behind the walls and the murder holes that dot them. The room is dimly lit, illuminated by flickering torches that cast eerie shadows on the walls. Three barrels stand in a triangle formation in the middle of the room.

Beyond the immediate murder hole room, passages hold regular resources like weapons, oil, fabrics, food, and armor. This area serves as a resting space for guards during their shifts. Two flights of stairs lead to the first level.

Scene

The characters find themselves standing in the heart of the murder hole, surrounded by three oil barrels strategically placed in a triangle formation. A dose of highly explosive **Dragon's Whiskers** is placed in the center of the room. The walls are dotted with firing holes, used by the nine **veterans** who throw alchemist's fires from behind three-quarters covers to ignite the barrels upon intrusion. They continue by firing their crossbows at the characters on the following turns until the gates are breached and they are confronted in melee combat.

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When a barrel explodes in a splash of fiery oil, each creature in a 15-foot-radius sphere centered on the barrel must make a DC 13 Dexterity saving throw. A target takes 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. The **Dragon's Whiskers** placed in the middle of the barrels explode if any of the barrels ignite it.

Dragon's Whiskers. This bluish alchemical powder is highly explosive. When a dose of the powder makes contact with fire, it explodes in a thunderous blast of bluish-bright flame. Each creature in a 60-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. Creatures and objects in the area take 27 (5d10) fire damage plus 27 (5d10) radiant damage plus 27 (5d10) thunder damage on a failed save, or half as much damage on a successful one. The blast spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Treasure

Along the corridor, numerous barrels of oil, ale, water, and weapons, as well as coils of ropes and crates of food, are scattered about. On a table, an open iron box holds twenty-one doses of alchemist's fire.



2. BARRACKS

Background

The barracks of the Stonedrake Bartizan usually serve as the dwelling for the guards.

Environment

Several bunks, once occupied by guards, stand empty, their neatly arranged rows starkly contrasting with the bustling atmosphere of the siege outside.

Scene

A young **priest** of the Wondermaker is resting in this chamber. If altered, the priest hurries to inform his captain on the top level of the bartizan.

3. STEERING MECHANISM

Background

The steering room is a crucial chamber within the Stonedrake Bartizan, serving as the control center for the massive dragon head and the formidable catapult. This room is pivotal in determining the firing angle and direction of the trebuchet, allowing for precise targeting.

Environment

A large wheel dominating the center of the room is adorned with intricate gears and mechanisms designed to rotate the gigantic dragon head and the fearsome catapult. Intricate markings cover the floor surrounding the large wheel, ingeniously crafted to measure the precise rotation angle.

Scene

A group of eight clerics guards the corridors (use the **priest** monster entry with an alignment of *lawful evil*). When they hear sounds of battle from below, they cast their *spirit guardian* spells and ready their offensive spells against any intruder. A group of six **veterans** stands poised and disciplined, awaiting their captain's command to rotate the catapult. They attack any intruders, especially if they hear the detonation from below.

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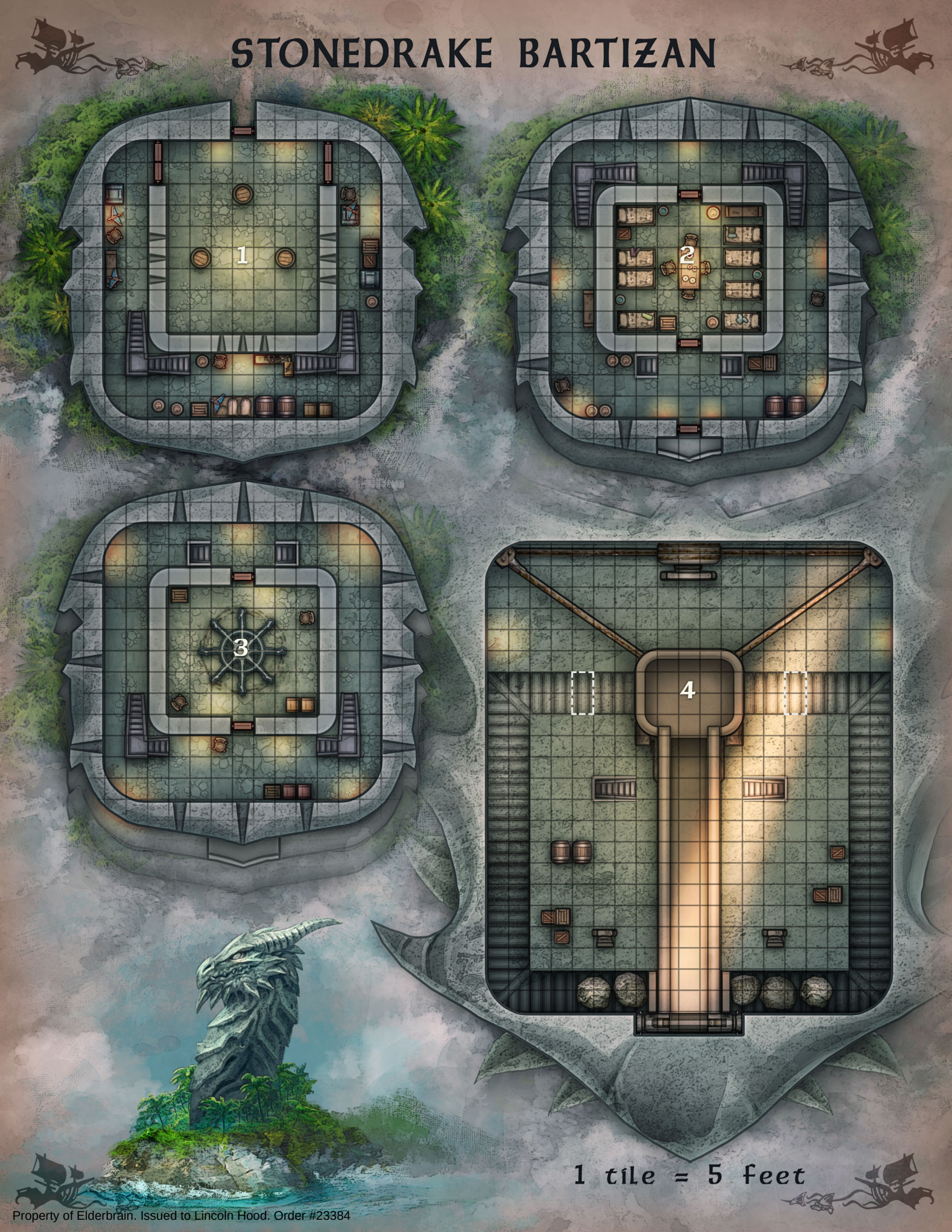
STONEDRAKE BARTIZAN



1 tile = 5 feet

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4. CATAPULT MECHANISM

Background

The catapult mechanism within the Stonedrake Bartizan is a marvelous feat of engineering designed to hurl gigantic 10-foot boulders with immense force.

Environment

The gigantic catapult, mounted on a sturdy base, dominates the area. Its sloping loading rails stretch alongside the catapult, packed with two dozen immense boulders, each ready to be loaded into the catapult. Two tunnels lead beneath the solid rock railing, serving as a means to transport the boulders efficiently and reload the catapult with precision. A wench mechanism allows the soldiers to load the massive boulder into the catapult, readying it for launch. As one boulder is loaded, the others stand poised, awaiting their turn to roll down the sloping loading railing. Behind the catapult, a large and intricately designed wheel with an array of cogs serves as the crucial mechanism for resetting the catapult after it has been fired.

Scene

Six **mages** guard the parapet of the tower's top, protecting the soldiers operating the catapult and ready to reign down area spells on besiegers below. Twelve **veterans** occupy this area, working diligently on operating the catapult. They are led by a rough captain (use the **gladiator** monster entry) who commands his soldiers to attack any intruders.

3. ARCHWAYS OF MAGIC DISJUNCTION

Background

Serving a dual purpose, these archways act as magical purifiers, requiring peaceful visitors to pass beneath them before entering Fort Zlatozar.

Environment

These robust stone buildings stand resolutely as gateways connecting all roads leading to them. The 30-foot high archways open into vast and majestic corridors, adorned with intricate engravings that bear witness to Clan Zlatozar's storied history, spanning thousands of years, and their sacred bond with the god of Magic, the Wondermaker. Two large groups of warriors surround each archway, clad in formidable golden armor, their weapons glinting in the sunlight. They stand shoulder-to-shoulder, creating an unyielding line of defense.

Scene

The magical archways cast *dispel magic* upon anyone passing under them, made with a +5 modifier on the dispel check. This enchantment serves as an extraordinary safeguard, ensuring that only those without hostile intentions may traverse into the heart of Clan Zlatozar's realm.

At each archway, two **units of Xantharosian slave warriors** stand guard, holding their positions until provoked, at which point they charge fearlessly at the opposing forces.

4. FORT ZLATOZAR

Background

Lord Rhogar Zlatozar deploys the bulk of his troops to safeguard his cherished fort, emphasizing its significance in his defense strategy. In a strategic move, he stations five formidable units of Xantharosian slave warriors, entrusted with the crucial task of protecting their ancestral home from invaders attempting to breach the first line of defense of his ships and Stonedrake Bartizans. These devoted units stand as the vanguard of his formidable defense, their unwavering commitment reflecting their loyalty to their lord and their readiness to repel any threat to Clan Zlatozar's legacy.

Environment

The imposing silhouette of the ancestral home rises proudly against the horizon. The air is filled with the scent of salt from the nearby Bay of Scintillating Ripples, where waves crash with a rhythmic cadence. The army of slave warriors, clad in sturdy armor,

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ZLATOZAR KEEP



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forms a line of defense around the fort's perimeter, their weapons glinting in the sunlight. The vibrant and colorful banners of Clan Zlatozar proudly flutter in the wind, adding a splash of brilliance to the surroundings. The air resonates with the boisterous calls of captains, their loud commands carrying the weight of authority and discipline.

Scene

In a strategic move, Lord Rhogar Zlatozar has stationed five **units of Xantharosian slave warriors** at the fort, entrusted with the crucial task of protecting the clan's ancestral home from any invaders attempting to breach the protection of his ships and Stonedrake Bartizans.

ZLATOZAR KEEP

Background

When Lord Rhogar Zlatozar sees the invading armies preparing for his estate's siege, he retreats to his keep along with his most trusted priests, mage, and mystic templars. He trusts that his forces will repel the invading armies under his commanders' leadership and that no one would dare enter his well-defended keep. He leaves the keep's defenses to his followers and summoned creatures while withdrawing into the dungeons under the keep with the most powerful outer planar creatures under his command. Lord Rhogar Zlatozar prepares to guard the *orb of Conjuration* with his life and face anyone who overcomes the orb's defenses.

Environment

Zlatozar Keep is an ancient, two-story building with sturdy walls and strong defenses. It stands in contrast to the magnificent towers of the outer wall, as a squat keep constructed from huge blocks of grey basalt. Interior spaces are 20 feet high and illuminated by *continual flame* spells or night torches unless specified otherwise below. The floors of all chambers above ground have been polished to a metallic sheen, starkly contrasting the rough-hewn visage of the keep from the outside. The entire keep area is protected by a permanent *private sanctum* spell.

Windows. Windows open inwards with wooden shutters and a single layer of thick glass. Iron latches lock the shutters that can be picked with thieves' tools on a successful **DC 20 Dexterity** ability check or forced open with a successful **DC 20 Strength (Athletics)** skill check. Iron bars are embedded in the walls in front of the glass panels on the outside, forming a fixed barrier that has AC 19, 30 hit points, a damage threshold of 10, it has damage resistance against slashing damage, and damage immunity against piercing, poison, and psychic damage. A tiny creature can fit through the iron rails.

Doors. Doors open inwards and are made of thick, sturdy wood with iron hinges and handles. Some are locked where specified. They feature masterfully crafted locks that can be picked with thieves' tools on a successful **DC 20 Dexterity** ability check or can be forced open with a successful **DC 20 Strength (Athletics)** skill check. The doors have AC 17, 30 hit points, a damage threshold of 5, they have damage resistance against slashing and piercing damage, and damage immunity against poison and psychic damage.

Ground Level

1. GATEHOUSE

Background

The keep's gatehouse provides the first line of defense against a siege. The twin gates are reinforced iron and while enemies are occupied with ramming them, the keep's guards can deliver deadly barrages from the protection of the guard rooms through narrow arrow slits.

Environment

The gatehouse is a tight chamber with twin gates blocking entry on both sides. All interior walls are lined by deep arrow slits, providing a line of sight to creatures in the guard rooms (areas 2). A tiny creature can access the guard rooms through the narrow slits.

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Gates. These massive 20-by-20 foot iron gates have the symbol of Clan Zlatozar etched into their surface. They are locked by heavy iron sliding latches. They each have AC 19, 350 hit points, a damage threshold of 10, they have damage resistance against bludgeoning damage, and damage immunity against piercing, slashing, poison, and psychic damage. They can be forced open with a successful DC 25 Strength (Athletics) skill check.

Scene

As soon as enemies approach the keep's gate to within 10 feet, the **mystic templars** and **hell hounds** in the guard rooms start their coordinated attacks (see area 2).

2. GUARD ROOMS

Background

The guard rooms serve as temporary barracks for the keep's defenders. Lord Rhogar Zlatozar stationed a mystic templar in each guard room, alongside a summoned hellhound in each room.

Environment

The spacious military chambers are furnished with bunk beds lining the walls. The defenders have piled the room's furniture next to the beds to make room for fighting. Arrow slits line the walls to the guardhouse (area 1), providing three-quarters cover to the defenders in the room from enemies outside the walls or in the guardhouse (area 1).

Scene

The **hell hounds** in each room use their fire breath through the arrow slits when an enemy reaches within 10 feet of the outer gate, and keep breathing fire as long as enemies remain in front of the gate or in the guardhouse (area 1). Once anyone breaches the outer gate, the **mystic templars** in each room also engage their enemies. One of the templars activates their Arcane Ward (Channel Divinity) ability, while the other uses their Disrupt Magic (Channel Divinity) ability to counter their opponents' spells. All of them fire *magic missile* and *command* spells until their spells are depleted, at which point they start firing their heavy crossbows through the slits. Once the invaders breach the keep's inner gate, any surviving templars and hell hounds move to Lord Bragantyr's Corridor (area 3) to continue the keep's defense.

Treasure

The personal belongings of the mage from area 4 and the mystic templars in area 2 contain gemstones with a total value of 1,783 gold pieces. The mage's sack contains a spellbook with spells up to 5th level, a magnifying glass, ten bottles of ink, a handful of inkpens, and four flasks of alchemist's fire.

3. LORD BRAGANTYR'S CORRIDOR

Background

The keep's foyer is a testament to the ancient heritage of Clan Zlatozar, displaying personages and heraldry from the Clan's past.

Environment

The walls of the corridor are decorated with tapestries showing the Clan's founder, Lord Bragantyr Zlatozar, in various scenes like the signing of the Dragonpact, the building of Zlatozar Keep, or fighting alongside Xemmol'Rhax of Clan Oth'naris against true dragons. The wallpaper in the room displays the clan's symbol alongside the symbols of other clans that the Zlatozars have assimilated through the ages. A lush carpet decorated with the image of a gold dragon surrounded by a spiraling aura of energy lines the floor. The double door to the Great Hall (area 4) is locked.

Scene

The **hell hounds** and **mystic templars** from the guard rooms continue to defend the keep in Lord Bragantyr's Corridor.

4. GREAT HALL

Background

The keep's Great Hall is usually a place of feasting for Lord Rhogar Zlatozar's inner circle—his mages, priests, and mystic templars. As the siege progresses,

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it becomes the scene of an ambush against the invaders. Lord Rhogar Zlatozar has tasked his most powerful summoned allies, Marla-Thra, "the Conjoined Suppressors," to guard the chamber. Additionally, a mage stands ready to unleash a volley of spells at anyone who dares enter the hall.

Environment

An enormous cedar table dominates the room, running across its entire width. The remnants of a hastily prepared and consumed meal are spread on its surface, on a gold-plated service. The hall's floor and walls are covered by luxurious carpets and tapestries where the color gold dominates. On both sides of the hall, twin stairs ascend to railed walkways. The room is lit with torches, whose soft crackles are the only sounds in the room. The doors to the keep's private wing on the balconies are locked, as is the door to the library.

Scene

Marla-Thra, the Conjoined Suppressors, and a **mage** on the western balcony awaits intruders invisibly. As soon as anyone enters the room, the mage on the balcony delivers a deadly barrage of spells before the marilith appears while attacking. They will defend the hall with their lives.



MARLA-THRA
THE CONJOINED
SUPPRESSORS

"We are Marla and Thra, the Conjoined Suppressors, embodiments of Chaos and Destruction, the Tempest Scourges, commanders of the Abyssal hordes, the Devastators of armies and nations! What chance do you mortals have against our blades?"

Marla-Thra, the Conjoined Suppressors, telepathically boasting to the characters and questioning their chances.

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Treasure

The gold-plated cutlery and tableware is of fine quality and can accommodate fifty people. It is worth 800 gold pieces.

5. LIBRARY

Background

The Zlatozar private library holds an impressive collection of writings on magic and the history of Clan Zlatozar and Xantharos. Lord Rhogar Zlatozar has allowed the dark couatl Aztatlacate to use the room for research into the Fall of Xantharos and the magic of the Gift of Xantharos as payment for the outsider's services in dealing with the sahuagin tribes. The couatl studies the tomes in complete darkness and does not abide interruptions.

Environment

The door to the room is locked, and complete magical darkness covers the chamber. Tall bookshelves line the room, rising 20 feet to the ceiling. They are stacked with writings of all types—books, codices, manuscripts, folios, and even engraved tablets. In front of the bookshelves, at every 5 feet are vertical metal shafts affixed to both the floor and the ceiling. In one corner of the room is an ornate wooden writing station with an ancient illuminated parchment laid out on its top, while another corner features a low table with piles of tomes and four armchairs around it.

If any creature touches a metal shaft in front of the bookshelves, they gain the effects of a *levitate* spell as long as they are in contact with the shaft. If the shaft is removed from its place, its magic fades away.

Scene

The room's current occupant is Aztatlacate (use the **couatl** monster entry with an alignment of *lawful evil* and damage resistance to necrotic damage instead of radiant damage) in dwarven form, studying an ancient tome about the Fall of Xantharos and A'rvanshy's retreat from the hordes of darkness-worshipping sahuagin. Aztatlacate is slightly bothered by the commotion outside but does not wish to interrupt its studies. If any creature enters the room, it first states that Lord Rhogar Zlatozar has granted exclusive use of the library in exchange for services rendered and impatiently demands the intruders leave the room and close the door. If intruders are persistent, the dark couatl assumes its natural form and attacks. If it is reduced to below 30 hit points, Aztatlacate will wish to make a truce with the characters, promising to divulge its dealings with Lord Rhogar Zlatozar and the sahuagin, as well as non-involvement in their affairs. It only asks to be left alone until it can finish its research in the keep and then depart to the Plane of Darkness.



AZTATLACATE

"The terms of my contract with the Spellhoarder specify exclusive use of this library for services rendered in the name of the Darkness Within. Begone before I lose my patience."

Aztatlacate claiming the library's exclusive use calmly and patiently.

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Treasure

The vast collection of the library is of considerable value. The rare tomes here can fetch 10,000 gold pieces if sold to the right buyer. They weigh over 1,000 pounds. The collection covers topics ranging from history and magic, focusing on Xantharosian history and the arcane. If a creature spends a short rest studying in the library, it gains advantage on its next Intelligence skill check related to the history of Xantharos (History), the arcane arts (Arcana), and the religion of the Wondermaker (Religion).

6. SERVICE CHAMBER

Background

This room serves as food storage, a bedroom for slaves, and a prep area for feasts. Lord Rhogar Zlatozar has stockpiled enough rations and water to last two months.

Environment

The door of the room is locked. The room features three bunkbeds for the keep's slaves. A large prep table and small kitchen take up the southern wall, while the hanging cupboards above store all manner of serving utensils and tableware. The entire eastern side of the room is dedicated to storing barrels of fresh water, crates of rations, and sacks of non-perishable raw ingredients.

Scene

There are four slaves (use the **commoner** monster entry) named Artemur, Shala, Kappo, and Filindell locked inside the room. They cower in the corner, afraid for their lives. They are only willing to leave the room once the battle outside has concluded. They have been serving Lord Rhogar Zlatozar and his acolytes without question, and even if the characters are victorious, they will want to stay in the fort until their future is decided.

Experience

Award the party 1,800 experience points for rescuing the slaves of Clan Zlatozar.

7. TRAINING HALL

Background

One of Lord Rhogar Zlatozar's favorite activities is sparring with his mystic templars and honing his skills in battle on the practice armor in the room. The room features a practice armor that has been animated and treated with defensive spells to increase its efficiency in training.

Environment

The room is split into two parts, with two circles etched into the floor and painted white. The upper circle is bare, while the lower one contains a suit of heavy plate armor that stands facing the southern door. The room's floor is marked by many chinks and fissures.

Scene

The magical training armor activates and attacks if any creature steps into the lower circle. It does not leave the circle's confines and remains hostile as long as any creature stands within the circle.

Magical Training Armor. Use the **animated armor** monster entry with the following modifications:

- The magical animated armor has 99 hit points and AC 22.
- It is imbued with *blur* and *mirror image* spells.
- ***Regeneration.*** The magical animated armor regains 5 hit points at the start of its turn unless it starts its turn with 0 hit points.

Treasure

If forced to leave the circle, the armor falls to pieces and becomes a *+1 shield* and a suit of *+1 plate armor* with the ability to cast the *blur* and *mirror image* spells once per day.

8. ARMORY

Background

The armory holds the keep's supply of weapons and armor. It is mostly depleted, as every person in the Zlatozar forces is armed for battle.

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Environment

The weapon racks of the armory are mostly empty, with just a few weapons and pieces of armor remaining as spares.

Treasure

There are five halberds, four longswords, three heavy crossbows, eighty crossbow bolts, seven steel shields, and two suits of plate armor in the depleted armory.

Second Level

9. GALLERY OF THE ANCIENTS

Background

This long gallery houses Clan Zlatozar's sizable art collection, built over two thousand years. It displays the Clan's vast wealth and rich history.

Environment

The space of the entire gallery is packed with art pieces of many mediums and styles. The displayed pieces include statues and paintings of famous Clan members and scenes from history, decorative and ceremonial weapons and armor, copies of treaties where the Clan representatives were signatories, or valuable gifts received from foreign and domestic envoys. A thin layer of dust covers the entire room.

Treasure

Among the paintings, two are of exceptional quality. One depicts the battle between Xantharos and the Dark Star, titled "Fall of Xantharos." The other shows an underwater battle between Morgawr and A'rvanshy, titled "Death of A'rvanshy." Each painting is worth 1,200 gold pieces. One of the weapons on display is quite rare—an ancient greatsword made from the bones of a gold dragon, worth 800 gold pieces. Some other items have high value, for example, a tea set from the Drayl City-states with eleven cups and plates showing each city-state's symbol made from fine porcelain worth 2,200 gold pieces.

10. FOYER

Background

The first room of Lord Rhogar Zlatozar's private quarters is a foyer dedicated to the Wondermaker. Armed with a *symbol* spell, it is a protective barrier against intrusions.

Environment

The foyer is a lush chamber decorated with imagery dedicated to the Wondermaker. A rich wall-to-wall carpet with a spiraling motif graces the floor, while embroidered tapestries show notable personages from the clan, who were ardent followers of magic—clerics, paladins, and mages. All doors within the foyer are locked.

Scene

There is a *symbol* spell placed on the carpet. The glyph is nearly invisible and requires a successful **DC 16 Intelligence (Investigation)** skill check to be found. If any creature who does not know the password passes over or approaches to within 5 feet of the symbol of the Wondermaker on the floor, the glyph triggers. Once triggered, the glyph glows, filling a 60-foot radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. Each target must make a **DC 16 Wisdom** saving throw, becoming stunned for 1 minute on a failed save.

When the symbol triggers, Grand Interpreter and High Sopher **Williem the Enumerator** and his six **priests** open the door to the room from the study and threaten the characters (see area 11).

11. STUDY

Background

Lord Rhogar Zlatozar's personal study is a spartan affair that sees little use and mainly serves as a corridor between the lord's bedroom and the rest of the keep. The room's current occupant is Grand Interpreter and

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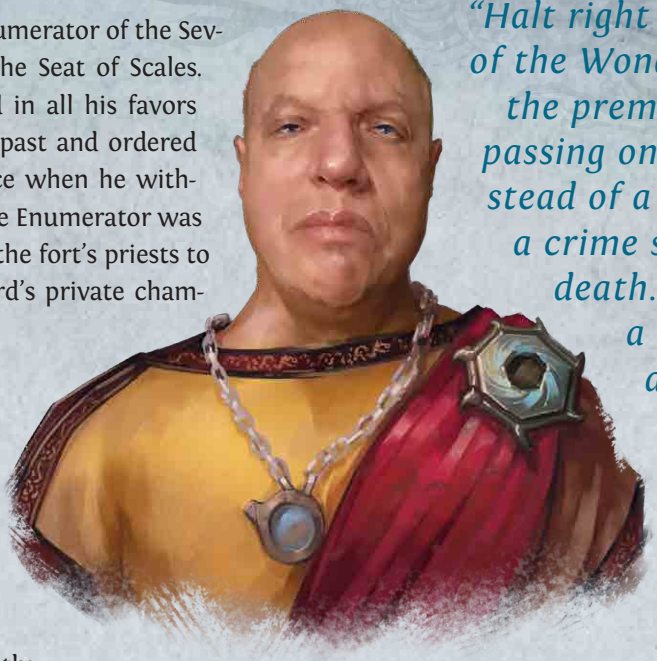
High Sopher Williem the Enumerator of the Seventy-two-fold Spires from the Seat of Scales. Lord Rhogar Zlatozar called in all his favors made to the temple in the past and ordered the high priest to his service when he withdrew to his keep. Williem the Enumerator was stationed in the study with the fort's priests to repel intruders from the lord's private chambers during the siege.



WILLIEM THE ENUMERATOR

"Halt right there in the name of the Wondermaker and leave the premises! You are trespassing on the rightful homestead of a Lord of Xantharos, a crime still punishable by death. The Spellhoarder is a chosen of the faith and has proven himself worthy of the Wondermaker's blessing!"

Williem the Enumerator warning the characters from stepping further into the chamber.

Environment

The doors into and out of the room are locked. Shutters are closed, and the only illumination is a lantern on a low table. The study is a sparse but comfortable room with mostly empty bookshelves, a modest writing desk, and a set of elegant armchairs. It has not been cleaned in a while, and a thin film of dust covers most surfaces. A group of robed figures stands in front of the northern doors, barring the way forward with arms raised in warning.

Scene

Leading the room's occupants is Grand Interpreter and High Sopher **Williem the Enumerator** of the Seventy-two-fold Spires, the temple of Magic in the Seat of Scales. When he sees the characters advancing to the balconies of the great hall, the high priest and the priests cast their defensive spells, and Williem sends a message with the *sending* spell to Lord Rhogar Zlatozar about the situation. As soon as the symbol is triggered in the foyer, the high priest opens the door to the foyer and calls out to the characters, warning against progressing further into the keep. If the characters refuse or try to reason with Williem, he attacks along with the six **priests** in the room. Williem is a spineless individual and protects the keep only half-heartedly. If he is reduced to half his hit points, he calls off hostilities and tries to weasel out of the situation. He explains that he was forced into servitude by Lord Rhogar Zlatozar, who retreated into his bedchamber through the double doors.

Williem the Enumerator (CR 6, 2,300 XP). Use the **priest** monster entry with the following modifications:

- Williem the Enumerator is *neutral evil*.
- He has 82 hit points.
- ***Spellcasting.*** Williem the Enumerator is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The priest has the following cleric spells prepared:
  - Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
  - 1st level (4 slots): *command, cure wounds, inflict wounds, shield of faith*
  - 2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*
  - 3rd level (3 slots): *dispel magic, protection from energy, sending*
  - 4th level (3 slots): *freedom of movement*, guardian of faith**
  - 5th level (2 slots): *flame strike, geas*
  - 6th level (1 slots): *blade barrier*
  - 7th level (1 slots): *divine word*

* Williem the Enumerator casts these spells on himself before combat.

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A character who spends at least 10 minutes reading through the notes on the desk finds several clues of importance. One is a long list of conjuration spells from all classes and all levels. The other is a list of names and types of outsiders. Characters who read the names can attempt a **DC 18 Intelligence (Arcana)** skill check to realize that the names are the true names of outsiders, mainly fiends but some celestials and elementals as well. The list includes the names Zenurim (succubus), Jazskkcur (chaos elemental), Marla-Thra (marilith), Aztatlacate (dark couatl), the Brimstone Duke (pit fiend), Iqtas (efreeti), and Vajaram (efreeti). The piles of notes also describe the locations of the Umbral Beacon (Calhay Sea location 17) and the Monument of the Fiend Slayer (Calhay Sea location 23).

12. SOLAR

Background

Lord Rhogar Zlatozar spends as little time as possible in his bedchamber, just a few hours each night.

Environment

The king-size, four-poster bed is unkept, with wrinkled sheets and pillows. Two nightstands stand on both sides of the bed, where gold-threaded carpets cover the floor. Lanterns on the nightstands are unlit. There is an empty armor rack in the corner of the room. The doors to the garderobe and bathroom are unlocked.

13. GARDEROBE

Environment

Lord Rhogar Zlatozar's garderobe holds clothes and clothing accessories of exceptional quality, including fur cloaks, belts of the finest leather, soft boots, and silk shirts.

Treasure

There are 20 sets of fine clothes in the garderobe, each marked with the insignia of Clan Zlatozar. Of note is a fox fur cloak that is worth 142 gold pieces. One of the belts has a large golden belt buckle shaped like a lion with dragon wings, worth 85 gold pieces. A pair of muddied boots, a pair of *boots of the winterlands,* lies slumped on the ground in a corner.

14. BATHROOM

Environment

Lord Rhogar Zlatozar's bathroom is opulent, fully covered in reflective gold foil. The room holds a large bathtub, a washbasin, and a lavatory, all crafted from solid gold.

Secret Door. There is a secret door to the shifting room in the southeast corner of the room. A creature must succeed on a **DC 25 Wisdom (Perception)** skill check to notice the almost undetectable outline of the door on the gold surface. Characters who investigate the door can find a hidden button that opens the door with a successful **DC 20 Intelligence**



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(Investigation) skill check. The door has AC 15, 30 hit points, a damage threshold of 5, immunity to poison, psychic damage, damage immunity to piercing damage, and damage resistance to slashing damage. The door can be opened using thieves' tools with a successful DC 18 Dexterity ability check or forced open with a successful DC 18 Strength ability check.

Treasure

The solid gold items in the room are quite valuable. The washbasin is worth 1,000, the lavatory 3,000, and the tub 8,000 gold pieces. They weigh 20, 120, and 360 pounds, respectively.

15. SHIFTING ROOM

Background

The hidden shifting room is an elevator that descends through a shaft to the keep's dungeon layers. Lord Rhogar Zlatozar retreated to the dungeons and took the elevator down.

Environment

If the characters can find and open the secret room from the bathroom (area 14), they find an empty shaft behind the room with small rails on all its walls, descending into darkness. The shaft is 40 feet deep, and there is a stone floor at its bottom - the stone ceiling of the shifting room. The ceiling of the shifting room has AC 17, 80 hit points, a damage threshold of 10, immunity to poison, psychic damage, damage immunity to piercing damage, and damage resistance to slashing damage. Inside the shifting room is an open archway to the crypts (area 16) and a lever in the down position. If the level is pulled up, the shifting room starts to ascend at a rate of 10 feet per round, taking four rounds to reach the top.

Scene

Characters can climb down the shaft if they succeed on a DC 15 Strength (Athletics) skill check. On a failed check, the character falls on top of the shifting room below.

Dungeon Level

16. CRYPTS

Background

The crypt of Clan Zlatozar houses the cremated remains of the deceased members of the clan through thousands of years and scores of generations. When Lord Rhogar Zlatozar retreated to the *orb of Conjuration* at the start of the siege, he commanded the pit fiend known as the Brimstone Duke to stand guard in the chamber.

Environment

Natural darkness covers the chamber. The crypt has almost two hundred urns of various designs displayed on shelves against the walls, all bearing Clan Zlatozar's symbol. Between the pedestals stands a large fiend with red skin, huge curved horns, and an enormous mace, barring the way to an open archway to the north.

Scene

The Brimstone Duke (use the **pit fiend** monster entry) guards the chamber and the way forward. As soon as the pit fiend notices the characters climbing down into the shifting room, it casts *wall of fire* spells blocking the doorway into the chamber until the characters enter. It then follows up with *fireball* spells until engaged in melee. Meanwhile, it assails the characters telepathically, trying to demoralize them.

"Surrender immediately, and I will only torment your souls in death for one thousand years! Refuse, and your punishment will be everlasting torture at my hands. Fall to your knees in servitude and offer up your lives to me, the Brimstone Duke."

The Brimstone Duke telepathically threatening the characters with everlasting torments.

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17. SHRINE OF MAGIC

Background

The private shrine to magic was built by Lord Bragantyr Zlatozar under the terms of his oath to A'rvanshy to safeguard the gate to the *orb of Conjuration*. The *essence of Conjuration* on display sparked Lord Rhogar Zlatozar's curiosity to break the gate's seal and enter the caves behind it, triggering his lust for power and drive to become the Spellhoarder.

Environment

Ancient murals painted in bright colors that have faded over time cover the shrine's walls and ceiling. They show half-dragons and deep-sea elves casting spells on an enormous blue spinning orb that covers the entire ceiling. A tall altar of golden-veined marble stands in the room's center with a vial-holder on its top that holds a vial with a glowing blue liquid inside. An archway leads out of the room to a small corridor with a wide open gate at its end. The gate shows a mosaic depicting the founder of Clan Zlatozar, Lord Bragantyr Zlatozar, and the deep sea-elf lich, A'rvanshy, as the two form a pact ensuring the safety of the *orb of Conjuration*. Beneath the depiction is a short inscription in ancient Deep-sea Elvish that reads "An Eternal Pact Forged in Faith." Only those who understand both Elvish and Aquan can read the inscription.

Secret door. There is a secret door to the treasury. A creature must succeed on a **DC 20 Wisdom (Perception)** skill check to notice the outline of the door that has been carefully painted over. Characters who investigate the door can find a hidden button on the tiles in front of the door with a successful **DC 20 Intelligence (Investigation)** skill check. Pressing the button opens the door. The door has AC 15, 30 hit points, a damage threshold of 5, immunity to poison, psychic damage, damage immunity to piercing damage, and damage resistance to slashing damage. The door can be opened using thieves' tools with a successful **DC 20 Dexterity** ability check or forced open with a successful **DC 20 Strength** ability check.

Treasure

The bejeweled vial on the altar holds an *essence of Conjuration*. The vial is set with eight yellow diamonds, each worth 300 gold pieces.

18. TREASURY

Background

Lord Rhogar Zlatozar has almost depleted the Clan's gold reserves that his ancestors amassed over millennia. The Spellhoarder used the gold to secure the service of dozens of beings summoned through his ascension to an aspect of Conjuration. The treasury also holds magic items that Lord Rhogar Zlatozar does not use regularly, including six manuals and tomes, which were used by the Lord eighty years ago in his youth.

Dett, the Unforgiven and Amemnon, two half-drow brothers, found themselves in possession of a rare and potent magic item, the *ring of dimensional ward piercing,* which they utilized to infiltrate the vault of Zlatozar Keep during the chaos of the raging siege. The two warlocks also have an ancient map of the keep showing the location of the treasury. The two warriors and treasure raiders became warlocks devoted to the Inevitable, the deity of Death, after a harrowing incident that nearly claimed their lives.

Environment

Gold bars are stacked atop pellets, and various items sit on a wide stone table. The items include six books, a staff in the shape of a python, a suit of studded leather armor, a broom, a pair of bracers, and a pair of crystal lenses. Smaller chests contain gems of various colors and sizes, categorized by value.

Scene

Dett, the Unforgiven, and Amemnon are **warlock warriors** currently in possession of the small chest that contains all of the gems held at the treasury of Clan Zlatozar (see Treasure below). Amemnon uses a *dimensional door* spell to secure their prompt escape when they spot the characters. If they are prevented from escaping, they will try to fight to escape with the treasure.

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Warlock Warrior (CR 7, 2,900 XP). Use the **warlock** monster entry with the following modifications:

- The warlock warrior is *chaotic neutral*.
- It has AC 15, 98 hit points and a Dexterity score of 17.
- ***Multiattack.*** The warlock warrior makes three scimitar attacks.
- ***Scimitar.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (1d10) force damage.



DETT THE UNFORGIVEN

- *manual of gainful exercise* (regains its magic in twenty years)
- *manual of bodily health* (regains its magic in twenty years)
- *tome of clear thought* (regains its magic in twenty years)
- *tome of understanding* (regains its magic in twenty years)
- *tome of leadership and influence* (regains its magic in twenty years)

19. THORNSWEPT CHAMBER

"This vault is too small for all of us. We leave now as we came."

Amemnon saying their farewell before opening a dimension door to escape.

Treasure

Each pellet holds 100 gold bars that are two pounds in weight and worth 100 gold pieces, for a total of 20,000 gold pieces. The value of all gems in the smaller chests is 30,000 gold pieces with many individual gems over 1,000 gold pieces in value. Additonally, the following magic items are stored in the treasury:

- *bag of tricks (tan)*
- *bracers of defense*
- *broom of flying*
- *eyes of minute seeing*
- *glamoured studded leather armor*
- *restorative ointment*
- *staff of the python*
- *manual of quickness of action* (regains its magic in twenty years)



AMEMNON

Background

The power of the *orb of Conjuration* manifests in this cave as a thorny bramble that fills the entire space from floor to ceiling. Zenurim the Spymaster, Lord Rgogar Zlatozar's summoned succubus agent guards the room on the Ethereal Plane, ready to deal with intruders.

Environment

The entire cave is filled with thorny brambles that block sight into the chamber. There are pockets of empty space devoid of brambles throughout the cave.

Scene

When the characters pass the open gate into the natural caves, a *magic mouth* appears, and a raspy voice speaks in Deep-sea Elvish that a character who understands both Aquan and Elvish can comprehend.

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"Behold the greatest power of magic - creation from nothing but pure force. The struggles will be those of the flesh, in the maze of your mind, and through a blazing inferno."

The voice of A'rvanshy speaking its warning.

The cave's brambles function as the *wall of thorns* spell. The thorns cover almost the entire cave. A creature can move through the brambles, albeit slowly and painfully. For every 1 foot a creature moves through the cave, it must spend 4 feet of movement. Furthermore, the first time a creature enters the brambles' area on a turn or ends its turn there, the creature must make a **DC 21 Dexterity** saving throw. It takes 45 (10d8) slashing damage on a failed save, or half as much damage on a successful one.

Zenurim waits on the border Ethereal Plane, ready to entrap characters who step into a pocket without brambles. The succubus is in her natural form and uses her charm and draining kiss abilities. If unsuccessful, she retreats to the Ethereal Plane and engages in sneak attack tactics against the characters.

"What could be more romantic than sharing a gentle, sweet kiss in the seclusion of the bushes?"

Zenurim teasing in a seductive tone when she appears.



ZENURIM

20. MAZE OF VENGEANCE

Background

The power of the *orb of Conjuration* manifests in this cave as a combination of the two most powerful spells in the school of conjuration: *maze* and *storm of vengeance*. In addition, the Spellhoarder conjured a chaos elemental named Jazskkcur to guard the cave and repel anyone who survives the deadly maze.

Environment

The cave is completely ordinary and has no distinguishing features.

Scene

As soon as a creature enters the corridor leading to area 20, it is banished to a labyrinthine demiplane as per the *maze* spell. A creature can only be targeted by the orb's *maze* ability once every hour. The target remains in the *maze* for 10 minutes or until it escapes. The target can use its action to attempt to escape by making a **DC 20 Intelligence** ability check. If it succeeds, it escapes, and the spell ends. When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. While in the maze, the creature is subject to a *storm of vengeance* spell that lasts for the first minute of the 10-minute *maze* spell. Each creature that appears in the *maze* must make a **DC 21 Constitution** saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and becomes deafened for 5 minutes. Each round, the storm produces different effects on the start of the creature's turn:

- **Round 2.** Acidic rain falls from the cloud. Each creature and object in the cloud takes 3 (1d6) acid damage.
- **Round 3.** A bolt of lightning shoots from the cloud to strike each creature in the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a **DC 21 Dexterity** saving throw. The creature takes 35 (10d6) lightning damage on a

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failed save, or half as much damage on a successful one.

- **Round 4.** Hailstones rain down from the cloud. Each creature in the cloud takes 7 (2d6) bludgeoning damage.
- **Round 5–10**. Gusts and freezing rain assail the area of the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 3 (1d3) cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

Jazskkcur waits at the mouth of the cave, ready to engage the characters who escape the maze. This being of elemental chaos readily converses with the characters, offering to make its pact with them. Characters who make such a deal can attempt a **DC 21 Wisdom (Insight)** skill check to realize the curse within Jazskkcur's chaotic pact ability. In exchange for granting the target creature a *wish*, Jazskkcur requests a favor, tightly binding the creature to refrain from causing harm to any beings within the fort that possess immunity to fire. In any case, it will not let anyone pass into the cave, using its telekinetic lash and entropic eye ray ability from range and banishing fist attack in melee.



JAƵSKKCUR

"I offer doors through the multiverse and ask little in return, just a favor from time to time. The cosmos has a tendency to shape events according to the laws of chaos, but those who are at home in its currents can shape it to their desires. Can you find your density through the maelstrom?"

Jazskkcur offering its services in exchange for small favors.



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21. ORB OF CONJURATION

Background

Lord Rhogar Zlatozar retreated to the cave that houses the *orb of Conjuration* when the invading armies appeared on the horizon. The Spellhoarder is prepared to defend the orb with all of his might and to the death.

Environment

The cave's walls are scorched black and covered in soot. A pulsating orb at the cavern's far side hovers in the air and swirls with glowing blue magical energies. In front of the orb Lord Rhogar Zlatozar stands proud with eyes glowing blue, holding a rune-covered black skull in one hand and a vial with a glowing blue liquid in the other. Two large figures with red skin and sharp horns stand at his sides.

Scene

When **Lord Rhogar Zlatozar** sees the characters at the mouth of the cave, he consumes the *essence of Conjuration* and becomes an aspect of Conjuration. He addresses them in a haughty tone as he casts *wish*, calling on the Wondermaker to restore him to full health if he dies.



"I wish to be reborn in my full power if I fail in the defense of your blessed orb against heretics that try to steal your power. May your divine power protect the fabric of magic eternally and channel its might against my foes."

Lord Rhogar Zlatozar casting the wish spell and calling on the Wondermaker.

As soon as a creature enters the cave that is not attuned to the orb, the orb's power manifests as an *incendiary cloud* spell that lasts for a minute and fills the entire chamber, unless a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When the cloud appears, each creature in it must make a **DC 21 Dexterity** saving throw. A creature takes 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the area for the first time on a turn or ends its turn there. The cloud spreads around corners and makes the area heavily obscured. The orb can activate its *incendiary cloud* ability once every hour.

The Spellhoarder attacks the characters, primarily targeting spellcasters with his divine smite and arcane severance, and casting an offensive, preferably conjuration spell each round as a bonus action.

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The two **efreeti**, Iqtas and Vajaram, each conjures a fire elemental, directing them against the characters. They then become invisible and move in to attack the characters. If engaged in melee with Lord Rhogar Zlatozar at their sides, they cast *wall of fire* spells to surround themselves in additional flames.

Experience

Award the party 10,000 experience points for finding the *orb of Conjuration* and defeating Lord Rhogar Zlatozar the Dauntless, the Spellhoarder.



LORD RHOGAR ZLATOZAR THE DAUNTLESS

CALLS OF UNBINDING

Background

Following Lord Rhogar Zlatozar's defeat, the nation of Xantharos stands at a tipping point. The clans that played a key role in vanquishing the treacherous lord now find themselves in opposition to the rest of the Scaled Council, who seem inclined to ignore the recent events and maintain the status quo.

Amidst the mounting tension, news spreads of an upcoming council meeting. The surviving ancient clans have announced their intentions for the meeting: they plan to abolish the defeated traitorous clan and propose exoneration for Clan Shatterwind and Clan Yestryll from any consequences of their actions against Clan Zlatozar.

Meanwhile, Yshara is well aware of the incredible properties of the Boon of Limitless Power and is determined to harness its immense strength to aid the oppressed slaves under the rule of the half-dragon nobles in Xantharos. Her plan involves using the boon to cast *sending*, delivering her empowering poem, the Calls of Unbinding, directly to them, *heroism* to instill unwavering confidence and fearlessness in the impending battle, and *freedom of movement* to ensure their restraints are broken, allowing them to become unstoppable in their liberation efforts.

She views this situation as a chance to spare lives and prevent a prolonged conflict similar to her previously unsuccessful slave revolt. She believes in utilizing the three chosen spells to bolster the masses of enslaved individuals, instead of resorting to baleful effects on the few half-dragon oppressors, which they might actually resist.

While Yshara is open to considering alternative solutions, her determination remains steadfast in the belief that these three spells (*sending*, *heroism*, and *freedom of movement*) will be instrumental in securing victory for the enslaved masses, including their slave armies, against their few oppressors.

Scene

Once the characters and Yshara reach a decisive conclusion and employ the potent Boon of Limitless Power to liberate the enslaved population of Xantharos, the entire nation's destiny takes a dramatic turn. The once-oppressed slaves, now infused with newfound magical abilities and emboldened by the empowering message of the Calls of Unbinding, rise in unison across the Isles of Xantharos.

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In a sweeping wave of revolution, the slave armies boldly turn their weapons against their former masters, while the laborers abandon their subservient roles to confront their oppressors directly. This tidal surge of uprising, known as the "Wave of Freedom," washes away the chains of tyranny and oppression that had bound them for far too long.

As the oppressive rule of the half-dragon nobles crumbles under the sheer force of the emancipated masses, the very fabric of Xantharosian society undergoes a profound transformation. The nation's future is forever altered, ushering in an era of newfound freedom, equality, and unity. Yshara's vision of a better world becomes a reality, leaving an indelible mark on the history and fate of Xantharos for generations to come.

Amid the liberated nation's upheaval and jubilation, the emancipated populace recognizes Yshara's unwavering determination and leadership throughout the transformative journey. In a unanimous and heartfelt decision, they elect her as their revered leader, acknowledging her as the beacon of hope and the driving force behind their newfound freedom.

The unfolding of the Wave of Freedom takes on a distinct and varied course across the noble half-dragon clans.

- **Clan Astrillax.** The once-feared Clan Astrillax, governed by Lady Sentrix "the Coil" Astrillax, succumbs to the relentless wave of the slave revolt. Despite their mastery of dark arts and deadly fighting techniques, Lady Sentrix and her three sons, Culfix, Morgix, and Brolix, are overwhelmed by the united force of the liberated slaves. The Monastery of the Ebon Serpent falls into disarray, and the feared Monks of the Ebon Serpent find themselves unable to repel the rebellion, marking the end of their malevolent reign.

- **Clan Fralkyn.** Clan Fralkyn, the largest among the Xantharosian clans, faces its downfall as it is embroiled in internal turmoil. Despite Lord Zhoulann Fralkyn's efforts to maintain order, the clan's chaotic behavior proves to be their undoing. The excessive exploitation of resources and the abusive treatment of wild beasts eventually weaken their forces, making them susceptible to the onslaught of the slave revolt.

- **Clan Shatterwind.** Upon the liberation of the slaves, Clan Shatterwind willingly acknowledges the rule of the liberated free citizens and undergoes a transformation. The clan adapts into a formidable mercenary group while maintaining their weapon and armor trade. With vast weapon- and armor-crafting workshops fueled by their renowned mines, Clan Shatterwind becomes a sought-after force on the west and throughout Xantharos.

- **Clan Wyltress.** The ancient half-blue clan of Xantharos, led by Lady Yryll Wyltress, suffers a devastating blow during the slave revolt. Lady Yryll's cruel and arrogant rule cannot withstand the united resistance of the liberated slaves. The Blue Witch vanishes without a trace, as a vengeful mob of slaves lays waste to her entire family. The once-glorious blue fortress at the southernmost tip of the Wyvern Sweep falls, and the devilish machines fueled by her mortal souls lose their power as the slaves break free from their cruel enchantments.

- **Clan Yestryll.** An outlier among Xantharosian clans, Lord Slyssandor's dedication to justice and pacifism propelled Clan Yestryll to become a crucial force in the uprising, transforming their reputation into a beacon of hope for liberation and equality in Xantharos. Lord Slyssandor becomes an advisor and trusted ally of Yshara and aids her rule over the Isles.

- **Clan Gleamfang.** The clan's slave army rises in rebellion, but their attempt is met with harsh resistance from the clan's true dragon allies, who engage in a fierce battle but are ultimately defeated by the determined rebels, weakening the clan's last resort for support.

- **Clan Baudricc.** As the revolt intensifies, Clan Baudricc's enslaved troops seize the opportunity

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to break free from their masters' control, abandoning the estate and joining the ranks of the liberated masses. The few remaining nobles left behind face a grim fate as a group of vengeful commanders from their former slave troops exacts the half-dragons' retribution, leading to the half-dragons' swift demise.

- **Clan Grilox.** The clan's involvement in criminal activities becomes a double-edged sword during the revolt. Their clandestine operations and expertise in scouting grant them some advantages initially, but the oppressed masses quickly mobilize against their criminal enterprises, crippling their power base.

- **Clan Aztrov.** Amid the uprising, the slaves of Clan Aztrov seize control of the clan's ships, turning the once-formidable navy against their former masters. With newfound determination, they direct the siege weapons toward Clan Aztrov's stronghold, reducing it to rubble and shattering the clan's hold over the trade and maritime dominance it once wielded.

- **Clan Sharaxas.** Driven by a sense of superiority, the clan's nobles underestimate the united front of the liberated slaves. The bards, who once bolstered their troops, now face a moral dilemma and switch sides, using their musical prowess to inspire the rebels and weaken Clan Sharaxas' forces.

- **Clan Fyrr.** The flaming zombies are released to crush the slave revolt, but then, they spread uncontrollably, turning the jungles around the clan's estate into an inferno of wildfire. Within days, a formidable army of liberated slaves rises, launching a relentless assault that eradicates the half-dragon elven necromancers, breaking their dark grip on the enslaved population and securing their freedom.

- **Clan Doomwing.** The clan's vast slave army, once an instrument of their power, turns against them in the revolt. The oppressed slaves rise, led by charismatic leaders from the ranks, and dismantle the slave trade, dealing a deadly blow to Clan Doomwing.

- **Clan Rylandyth.** The cabal of wizards faces a daunting situation as the liberated slaves rise and seize the magical items previously controlled by the wizards, rendering the once-powerful enchantments useless against the sheer determination of the revolting masses. As the revolt gains momentum, the liberated slaves soon overcome the constructs of Clan Rylandyth and capture their former masters.

- **Young Clans.** The young clans, though less powerful than their elder counterparts, face a daunting challenge during the slave revolt. Hindered by limited resources and experience, they struggle to withstand the relentless forces of the liberated slaves. Despite their individual efforts, they are gradually overwhelmed and fall to the determination and sheer strength of the united masses.

The Seat of Scales, once the oppressive stronghold of the slaver clans, now undergoes a profound transformation after the slave revolt. Led by Yshara and an alliance of liberated free citizens, the Throne of Xantharos is turned into a symbol of freedom and hope. The halls once echoing arrogance now resound with the echoes of justice and reconciliation as the liberated population takes up roles in leadership. The Seat of Scales becomes a beacon of unity and a testament to the triumph of spirit, heralding a new era of enlightenment for Xantharos.

Under Yshara's visionary leadership, her new regime fosters a spirit of openness, cooperation, and trade with neighboring realms like the Kingdom of Aglarion, the Drayl City-states, and the barbarian tribes of Vordan in the west, offering an open hand to all those who share their sentiment of liberty and freedom.

Experience

Award the party 8,400 experience points if they let Yshara, or themselves use the Boon of Limitless Power to liberate the slaves of Xantharos and overcome the rule of the half-dragon clans.

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ORBS OF THE WONDERMAKER

ORBS OF THE WONDERMAKER

Wondrous Item (artifact), requires attunement

The *orbs of the Wondermaker* are powerful artifacts that contain concentrated magical energy from the divine realm of the Wondermaker, the god of Magic. These orbs were created by the hierophant archmage lich deep sea-elf A'rvanshy, who discovered and channeled the magical essences of the dead fey dragon Xantharos. The lich searched for nodes of power that could be tapped to directly reach into the power of his god. Through divine guidance, he found that by extracting the magical essences of the fey dragon, he could achieve his goal. He located such nodes scattered all over the Calhay Sea and through high-magic rituals both arcane and divine, he formed them into eight orbs of raw magical power, one for each school of magic.

By consuming the essence of these orbs, one can gain almost unlimited magical energy and control over a particular school of magic, but its consumption has debilitating effects. A'rvanshy, being undead, found that he was resistant to the dangers of the essence, but also realized that it could take its toll on the body and mind of living beings. Through his experiments, A'rvanshy discovered that by infusing himself with an extremely high dose of the essence, he could become an avatar of a given school of magic for a short period of time. He considered this a blessing and a physical manifestation of the god of Magic. A devoted believer and practising priest of the deity, A'rvanshy became an aspect of Necromancy to defeat the vast angelic armies of the Dark Star. The deep sea-elf lich and his people succeeded in repelling the onslaught of the dark angels before retreating to the deepest trenches of the sea.

Each orb is associated with a specific school of magic. The orbs manifest as glowing 10-foot diameter spheres of swirling energy suspended in mid-air, each emitting a different color of light corresponding to its school of magic. The essences of the orbs are the key to mastering the magic of their respective schools, allowing users to perform incredible feats that would otherwise be impossible.

- The *orb of Abjuration*, represented by the color green, is associated with spells of protection and defense.
- The *orb of Conjuration*, represented by the color blue, is associated with spells of summoning and transportation.
- The *orb of Divination*, represented by the color yellow, is associated with spells to see the future and uncover secrets.
- The *orb of Enchantment*, represented by the color purple, is associated with spells of mind-control.
- The *orb of Evocation*, represented by the color red, is associated with spells of destruction.
- The *orb of the Illusion*, represented by the color white, is associated with spells that create illusions and those of deception.

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- The *orb of Necromancy*, represented by the color black, is associated with spells that manipulate the dead.

- The *orb of the Transmutation*, represented by the color brown, is associated with spells that alter the physical world.

Though not sentient, each orb is protected from being found and exploited. The artifacts utilise high level spells from their respective school of magic, which they are able to alter, extending their range, areas of effect, or durations as needed. The *orbs of the Wondermaker* can detect and target creatures within 1,000 feet.

Each *orb of the Wondermaker* has a spell save of DC 21 and makes spell attacks with a +9 modifier.

The *orbs of the Wondermaker* can't be a subject of divination magic or perceived through magical scrying sensors. Divination spells and effects don't provide information about the *orbs of the Wondermaker*.

The orbs are immovable and are impervious to all forms of damage. The only way to destroy an orb is with a *wish* spell.

ATTUNEMENT

The essence of the orbs can be extracted only by those who withstand their defences and are able to bond to their energies. If a spellcaster touches the orb and focuses on bonding with it for 10 minutes, they can attune to it and learn all of its powers. Once attuned, the creature learns all of its powers and becomes immune to all spells and effects generated by the orb. Any number of creatures can attune to an orb. Attuning to an orb doesn't count against the maximum number of magic items to which a creature can attune. A creature can voluntarily end attunement by spending a short rest focusing on the item.

Once attuned, the creature permanently gains the following boon specific to the orb to which it bonded:

Boon of the Wondermaker. You gain insight into the core functioning of the given school of magic. You can cast a spell related to the given orb's school of magic a number of times per day equal to your proficiency bonus without expending a spell slot or any kind of components.

- Orb of Abjuration: *shield*
- Orb of Conjuration: *fog cloud*
- Orb of Divination: *augury*
- Orb of Enchantment: *heroism*
- Orb of Evocation: *magic missile*
- Orb of Illusion: *silent image*
- Orb of Necromancy: *false life*
- Orb of Transmutation: *feather fall*

A creature that has gained all eight of the boons of the Wondermaker also gains the following boon:

Boon of Limitless Power. Your eyes start to glow with all the colors of the visible light spectrum. While in possession of the Boon, you can cast any spell up to 5th level without expending a spell slot or requiring any kind of component. Once you use this Boon, you must spend a long rest to be able to use it again.

By sacrificing the Boon, you can manifest it as a prismatic essence in liquid form that fills a regular vial. A creature that consumes this essence can simultaneously cast up to three spells of 4th level or lower as an action. The spells must have creatures as targets, have a range other than self, and they cannot deal damage. When casting these spells, you may target any number of living creatures, choose any shape or size of area of effect, or any range. You can even add restrictions or exclusions based on alignment, creature type, or other criteria with your DM's consent. You do not need to see the targets of these spells and creatures targeted do not need to be willing in order to be affected. You do not need to maintain concentration on the spells, which last until their maximum duration. Once the essence of the Boon of Limitless Power is consumed, it cannot be used again for one hundred years by any other creature.

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EXTRACTING THE ESSENCE

Casting a 5th or higher level spell from the respective school of magic on or in the area of an orb causes the orb to drip with its essence. As an action, a creature standing within 5 feet of the orb can collect one dose of this essence, a liquid that fills a normal sized vial. An orb can produce only one dose of essence every 24 hours.

Essence of the Orb

Potion (legendary)

This colorful liquid pulsates with energy. As an action, a creature can consume one dose of the liquid essence. The creature gains one essence point. The eyes of the creature start to glow with the color of the related orb and keep glowing until the creature has no essence points left. The creature can expend essence points to create spell slots as a sorcerer would to cast any spell, even those not known to it or on its spell list, or to use any metamagic option available to sorcerers. Either use of essence points is required to be for spells from the school of magic related to the orb. The creature can't convert spell slots into essence points. The essence points acquired this way add up if they are not expended. With each dose consumed, the creature risks that the magical energies drain its body and mind. Consult the following table on the amount of essence points a character has from a specific school and its effect whenever the creature gains a new essence point:

A creature can have a different number of essence points from different schools of magic, but can't have more than 20 essence points in total from a given school. Exhaustion levels and madness gained this way can't be removed until the creature has no essence points left, except with the use of a *wish* spell.

A creature who consumes the essence of an orb gains advantage on its saving throws against the protective powers of all *orbs of the Wondermaker* for one hour.

Aspect of the Wondermaker. A creature that has 20 essence points of a certain school of magic turns into an aspect of the Wondermaker. Each aspect represents a bodily manifestation of the god of magic through a school of magic. The creature gains the following powers as long as it remains an aspect of the Wondermaker:

- The creature gains a flying speed of 90 feet.
- The creature gains advantage on saving throws against spells and other magical effects.
- The creature is not required to maintain concentration on spells that require concentration.
- The creature is surrounded by a 30-foot radius aura that functions as an *antimagic field* against spells and magical effects related to the respective school of magic. The aura does not affect spells cast by the aspect of an *orb of the Wondermaker* or its allies.
- Once per transformation, as an action, the creature can cast one spell from the respective school of magic regardless of the spell's level and without expanding a spell slot but still requiring material components.

1	The creature must succeed on a **DC 10 Constitution** saving throw or gain one level of exhaustion.
2-4	The creature must succeed on a **DC 14 Constitution** saving throw or gain one level of exhaustion.
5-8	The creature must succeed on a **DC 18 Constitution** saving throw or gain one level of exhaustion. The creature must also succeed on a **DC 18 Wisdom** saving throw or become charmed. A character charmed this way gains a short-term madness determined randomly.
9-13	The creature must succeed on a **DC 22 Constitution** saving throw or gain one level of exhaustion. The creature must also succeed on a **DC 22 Wisdom** saving throw or become charmed. A character charmed this way gains a long-term madness determined randomly.
14-19	The creature must succeed on a **DC 26 Constitution** saving throw or gain one level of exhaustion. The creature must also succeed on a **DC 26 Wisdom** saving throw or become charmed. A character charmed this way gains an indefinite madness determined randomly.
20	The creature must succeed on a **DC 30 Constitution** saving throw or die and turn into a **spell-warped abomination** of the respective kind associated with the orb. On a successful save, the creature turns into an **Aspect of the Wondermaker** for one hour.

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NAVAL COMBAT

In a naval combat situation, ships fight each other. Creatures can attack and interact with ships as they would with normal creatures, with the following modifications.

ROLES

There are numerous roles on a ship for even the most minor tasks, but the following crew members carry out the most important ones:

Captain. The captain (use the **sea captain** monster entry) issues precise directives, commanding the crew to undertake various actions. A truly capable captain possesses the proficiency to assume any of the other roles onboard the vessel.

First Mate. The first mate diligently oversees the ship's crew, ensuring swift and efficient execution of the captain's directives. The first mate adeptly employs their charismatic abilities, including Deception, Intimidation, and Persuasion skills, whenever necessary to maintain discipline and cohesion among the crew.

Quartermaster. The quartermaster assumes the crucial role of navigating the ship, encompassing essential responsibilities such as charting optimal routes, evading potential hazards, and assessing the necessary resources to reach its intended destination successfully. The quartermaster relies on their Survival skill to effectively carry out their duties.

Boatswain. The boatswain assumes the vital role of overseeing ship repairs, taking full responsibility for the upkeep and maintenance of critical components such as masts, yards, sails, rigging, anchors, boats, and cordage. A boatswain is a highly skilled craftsperson, proficient in repairing both minor and major damages to the ship and its equipment. Often leading a team of sailors, they employ their keen Wisdom to make wise decisions and demonstrate expertise in their trade.

Crew. The crew members (use the **sailor** monster entry) fulfill various roles, including hoisting and adjusting sails, operating winches, tying knots, and assisting in various operations on deck as handlers, cooks, watchkeepers, carpenters, and cleaners, adapting to the ship's needs. These skilled maritime experts possess in-depth knowledge of both their vessel and their trade. They rely on their proficiency bonus to excel in performing their assigned tasks with precision and expertise. They contribute their expertise to support the smooth operation of the vessel under the guidance of the ship's officers. Each set of 40 crew members on a ship constitutes a **unit of Xantharosian slave warriors**.

SIZE

Each ship is considered as a single creature with its own abilities and features. Ship sizes used by small and medium-sized creatures can range from large to gargantuan.

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ACTIONS

Each ship makes a Dexterity check modified by its captain's proficiency bonus to determine their place in the initiative order.

A ship uses its crew's proficiency bonus plus half of its captain's proficiency bonus (rounded down) for Maneuver checks.

A ship with less than half of its required crew gains disadvantage on its saving throws, maneuver checks, and attack rolls. A ship with less than one-quarter of its required crew cannot make maneuver checks. The captain, the first mate, and the crew are always occupied with the ship's operation while making maneuver checks.

MOVEMENT

A ship moves 1 mile per hour, or 24 miles a day for every 10 feet of its speed.

A ship's speed is halved if it is above half of its cargo capacity.

Riding a current increases a ship's speed by 10 feet.

WEATHER

Choose a weather condition for each day or determine it randomly by rolling a d20 and consulting the table below:

1–3	Calm Sea	A ship propelled by sails stands still or drifts at a speed of 10 ft. with a current. A ship propelled by sails on a calm sea can't take any Maneuvers.
4–8	Light Wind	A ship propelled by sails moves at half speed.
9–15	Moderate Wind	A ship propelled by sails moves at normal speed.
16–18	Strong Wind	The ship must make a **DC 12 Maneuver** check. On a failed check, the ship moves at half speed. If the check fails by 10 or more, the ship starts to sink as if it has lost half of its hit points. Each minute the ship can repeat the check. On a total of three successful saves, the ship escapes the storm and stops sinking.
19–20	Severe Wind	The ship must make a **DC 15 Maneuver** check. On a failed check, the ship moves at half speed. If the check fails by 10 or more, the ship starts to sink as if it has lost half of its hit points. Each minute the ship can repeat the check. On a total of three successful saves, the ship escapes the storm and stops sinking.



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NAVIGATION

A ship's navigator (usually the Quartermaster) must make a Wisdom skill check against DC 10 if land is in sight, or DC 15 if no land is in sight, to determine the desired direction daily. For every 5 points of success above the DC, the navigator can determine the correct direction for one additional day.

The navigator adds their proficiency bonus to the check if using navigator's tools, or double their proficiency check if the ship sails under a clear night sky. The navigator also gains advantage on the skill check if they have a map of the region. On a failed check, the ship takes 1d12 hours to get back on course. If the check fails by 10 or more, the ship travels in a random direction for one day.

VISIBILITY

During clear weather conditions, a creature can see up to a distance of 3 miles from the deck of a ship or up to 60 miles from the top of a ship's mast, usually located 80 feet above sea level.

MANEUVERING

When making a Maneuver check, the ship uses its Dexterity modifier and adds half of its captain's proficiency bonus and its crew's proficiency bonus. The captain, first mate and crew must spend an action to complete a maneuver. Based on the captain's commands, the ship can attempt the following Maneuver checks as an action:

Turn. As part of a move action, the ship can turn 90 degrees on a successful **DC 10 Maneuver** check. On a failed check, it takes the ship three rounds to turn 90 degrees.

Dash. The ship gains extra movement equal to its speed until the end of the ship's turn, on a successful **DC 15 Maneuver** check. On a failed check, the ship's speed remains unchanged.

Evasion. Attacks against the ship have disadvantage. The ship also negates any push or boarding maneuver or halves the damage of another ship's ram maneuver by winning a contest of Maneuver checks against the other ship. The ship can completely negate another ship's ram damage if it wins the contest by 10 or more points. The ship must be able to turn to take this action and gains the benefits until the start of its next turn.

Board. The ship can navigate next to another ship if it can match its speed, and come within 10 feet of it, and succeed on a **DC 12 Maneuver** check. On a successful check, the ship's crew attaches their ship to the target ship and can start to board it. At the start of each of its turns, the target ship can attempt to break free by succeeding on a **DC 20 Strength** saving throw. On a failed check, the ship remains within 1d4 times 10 feet from the target ship. The ship must be able to turn to take this action.

Push. As part of a move action, the ship slowly closes on the target and pushes it 10 feet times half of its Strength modifier (rounded down) in a desired direction if it can match the target's speed, get next to the target ship, and succeed on a **DC 12 Maneuver** check. On a failed check, the ship crashes into the target, taking 3d6 bludgeoning damage times its Strength modifier and the target takes the same amount of damage. The ship must be able to turn to take this action.

Ram. As part of a move action, the ship crashes into its target and deals 3d6 bludgeoning damage times its Strength modifier plus 3d6 bludgeoning damage for every 10 feet of its speed if it can match the target's speed, get next to the target ship, and succeed on a **DC 13 Maneuver** check or win a Maneuver contest against the target ship if it makes an Evasion maneuver. The ship also suffers the same damage unless equipped with a naval ram. On a failed check, the ship misses its target. The ship must be able to turn to take this action.

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COMBAT

The ship's weapons (ballistae, mangonels), propulsion (sails, oars, or any type of engine) and controls (wheel or the rudder) can be attacked separately, but attack rolls made against these parts of the ship have disadvantage. These sections of the ship have the same AC as the ship and hit points equal to one-tenth of the ship's hit point maximum. The ship takes the same amount of damage when these sections are damaged. When one of the ship's weapons is destroyed, it becomes useless. When the ship's propulsion is destroyed, the ship's speed becomes 0. When the ship's controls are destroyed, the ship is unable to take the turn action. A ship's section can be made functional again if the sufficient amount of hit points are restored to the ship.

To make combat easier, you can roll a single attack roll for each type of siege weapon on a ship and multiply the damage by the number of individual seiege weapons of the given type.

A crew member dies in the battle for every 25 points of damage the ship suffers.

A ship sinks in 3d10 minutes when its hit points are below half of its hit point maximum. A ship stops sinking when it has more than half of its hit point maximum. A ship sinks in one minute after it reaches 0 hit points and it can't take any actions. A sinking ship must spend 2 feet of movement for every 1 foot it moves.

A ship can be repaired by making a Wisdom ability check by a creature proficient with the carpenter's tools and water vehicles. The repair process takes 1 minute, and the ship regains hit points equal to the roll's result. The repairs require one creature and 3 repair materials for every 3 hit points of damage repaired.

RESOURCES

Food rations consist of a simple mix of dried meats, hardtack (a type of biscuit), legumes, salted fish, and other staples such as grains and dried fruits. Fishing is a vital practice to provide the crew with fresh food. Freshwater, a precious yet limited resource on ships, requires meticulous collection and conservation methods, as well as limited shore stops. The consumption of light beer and ale is a practical measure to ensure non-perishable hydration during long voyages. The ship's crew necessitates the allocation of 2 pounds of rations and half a gallon (about 4 pounds) of liquid per crew member per day.

Ship repair materials encompass diverse resources, including wooden planks, iron nails, tar, pitch, rope, and caulking. Repair materials to fix 1 hit point of damage cost 2 gold pieces and weigh 20 pounds.



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SAMPLE SHIPS

SAILING SHIP

Gargantuan ship

Armor Class 15
Damage Threshold 10
Hit Points 400
Speed 50 ft., 5 hexes per day (sails)

STR	DEX	CON
22 (+6)	8 (-1)	16 (+3)

Saving Throws Str +8, Dex +1, Con +5
Crew Proficiency +2
Minimum Crew 20
Cargo Capacity 100 tons
Damage Resistance bludgeoning, piercing and slashing damage from non-siege weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

Maneuver. The ship makes a maneuver.

GALLEY

Gargantuan ship

Armor Class 15
Damage Threshold 10
Hit Points 500
Speed 30 ft., 3 hexes per day (oars)

STR	DEX	CON
24 (+7)	4 (-3)	20 (+5)

Saving Throws Str +9, Dex -1, Con +7
Crew Proficiency +2
Minimum Crew 80
Cargo Capacity 150 tons
Damage Resistance bludgeoning, piercing and slashing damage from non-siege weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

Multiattack. The ship makes four ballista attacks and two mangonel attacks.

Ballista. *Ranged Weapon Attack*: +6 to hit, reach 120/480 ft., one target. *Hit*: 16 (3d10) piercing damage.

Mangonel. *Ranged Weapon Attack*: +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit*: 27 (5d10) bludgeoning damage.

Maneuver. The ship makes a maneuver.

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DRAGON SHIP

Gargantuan ship

Armor Class 16
Damage Threshold 10
Hit Points 500
Speed 50 ft., 5 hexes per day (oars)

STR	DEX	CON
26 (+8)	8 (-1)	22 (+6)

Saving Throws Str +10, Dex +1, Con +8
Crew Proficiency +2
Minimum Crew 40
Cargo Capacity 150 tons
Damage Resistance bludgeoning, piercing and slashing damage from non-siege weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

Multiattack. The ship makes three ballista attacks and two mangonel attacks.

Ballista. *Ranged Weapon Attack:* +6 to hit, reach 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Maneuver. The ship makes a maneuver.

LONGSHIP

Gargantuan ship

Armor Class 15
Damage Threshold 10
Hit Points 400
Speed 40 ft., 4 hexes per day (oars)

STR	DEX	CON
22 (+6)	6 (-2)	16 (+3)

Saving Throws Str +8, Dex +0, Con +5
Crew Proficiency +2
Minimum Crew 40
Cargo Capacity 10 tons
Damage Resistance bludgeoning, piercing and slashing damage from non-siege weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

Ballista. *Ranged Weapon Attack:* +6 to hit, reach 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Maneuver. The ship makes a maneuver.



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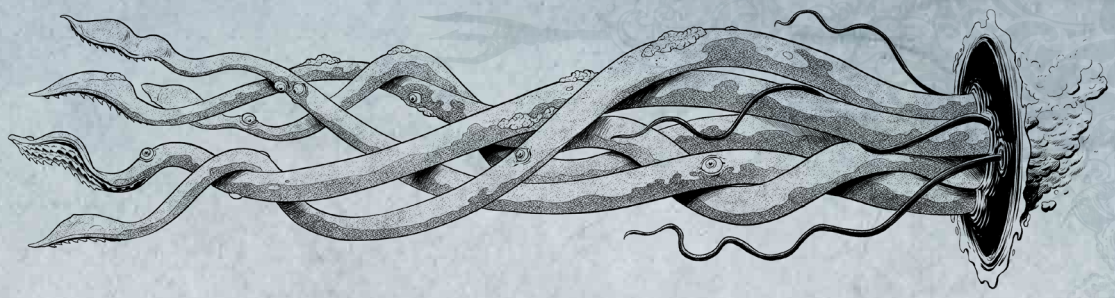

WARSHIP

Gargantuan ship

Armor Class 17
Damage Threshold 15
Hit Points 600
Speed 40 ft., 4 hexes per day (oars)

STR	DEX	CON
24 (+7)	4 (-3)	20 (+5)

Saving Throws Str +9, Dex -1, Con +7
Crew Proficiency +2
Minimum Crew 40
Cargo Capacity 200 tons
Damage Resistance bludgeoning, piercing and slashing damage from non-siege weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

Multiattack. The ship makes six ballista attacks and three mangonel attacks.

Ballista. *Ranged Weapon Attack:* +6 to hit, reach 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Maneuver. The ship makes a maneuver.

STEAMSHIP

Gargantuan ship

Armor Class 19
Damage Threshold 15
Hit Points 500
Speed 40 ft., 4 hexes per day (engine)

STR	DEX	CON
24 (+7)	4 (-3)	20 (+5)

Saving Throws Str +9, Dex -1, Con +7
Crew Proficiency +2
Minimum Crew 10
Cargo Capacity 200 tons
Damage Resistance bludgeoning, piercing and slashing damage from non-siege weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

Multiattack. The ship makes four mangonel attacks.

Mangonel. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Maneuver. The ship makes a maneuver.

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UPGRADES

Each upgrade can be applied once to a ship unless otherwise specified. The installation of each upgrade necessitates a major city port and one day of work for every 500 gold pieces' worth of equipment involved. Activating a magical upgrade requires an action by a creature using the upgrade and doesn't count against the actions available for the ship itself.

Nonmagical Upgrades

Armored Hull (8,000 gp). Layers of metal plating grant the ship +2 to its AC but reduce its speed by 10 feet (1 hex per day).

Concealed Weapon (1,000 gp). Through intricate engineering and concealed modifications, the ship is equipped with hidden weapon systems that can be swiftly deployed during combat. The hidden mechanism can be found with a **DC 20 Wisdom (Perception)** skill check. This upgrade can be added to a ship multiple times for each siege weapon.

Elemental Warding (8,000 gp). By treating the ship with potent alchemical substances and enveloping it in specially crafted materials, the upgrade grants the vessel damage resistance against acid, cold, fire, or lightning damage.

Enhanced Damage Threshold (10,000 gp). By implementing advanced reinforcement techniques and utilizing sturdy materials, the ship's damage threshold is significantly enhanced, allowing it to withstand greater amounts of force and endure more intense attacks. The ship's damage threshold increases by 5.

Expert Crew (50 gp for each crew member). By assembling a highly skilled and proficient crew, the ship gains the advantage of an expert team capable of executing complex maneuvers, coordinating seamlessly, and maximizing the ship's overall performance and efficiency. The expert crew has a +4 proficiency bonus.

Extra Ballista (500 gp). A ship has space for one additional ballista for every 50 hit points it has. A ballista weighs 0.25 tons. This upgrade can be added to a ship multiple times.

Extra Cargo Capacity (5,000 gp). Expanding the ship's structure to acquire additional cargo space is a substantial modification. As a result, the ship's cargo capacity increases by an additional 20% compared to its original capacity. The process of modifying the ship's structure to accommodate this expansion typically requires a duration of 30 days.

Extra Mangonel (1,500 gp). A ship has space for one additional mangonel for every 300 hit points it has. A mangonel weighs 3 tons. This upgrade can be added to a ship multiple times.

Improved Maneuverability (5,000 gp). This set of components involve advanced steering mechanisms, such as streamlined rudders or adjustable sails. The ship gains a +2 bonus on all maneuver checks.

Increased Speed (5,000 gp). Through the implementation of streamlined hull modifications, enhanced sail systems, and optimized oar designs, this upgrade dramatically boosts the speed of ships. The ship's speed increases by 10 feet (1 hex per day).

Lifeboat (50 gp). Lifeboats are rowboats suspended along the ship's side. A lifeboat weighs 0.05 tons and has seating for four passengers. This upgrade can be added to a ship multiple times.

Naval Ram (1,000 gp). By installing a naval ram, a sturdy and protruding structure on the ship's bow, the vessel gains a formidable offensive capability, allowing it to deliver powerful blows to enemy ships during naval combat and absorb the impact of collisions. After a successful ram maneuver, a naval ram is destroyed and becomes useless.

Reinforced Propulsion or Controls (4,000 gp). This upgrade enhances the durability of the ship's sails and oars, or its controls, enabling them to

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withstand greater amounts of damage without compromising their functionality. The ship's propulsion or controls have hit points equal to one-fifth of the ship's maximum hit points.

Repeating Ballista (2,000 gp). The complex loading and firing mechanism of this ballista allows it to fire two bolts each round as an action. The magazine holds eight bolts and weighs 0.05 tons. Changing the magazine takes four rounds.

Rotating Saw Blade (2,000 gp). A malevolent close-quarters implement capable of cleaving a vessel asunder in a matter of minutes. This revolving blade, protruding via a crane mechanism, has to be wound up by the crew over a period of five minutes. Once triggered and released, it keeps spinning for five rounds with tremendous force. The rotating saw blade takes up the space of a mangonel and has a +6 modifier to hit, scores a critical hit on a roll of 19 or 20, has a reach of 10 ft. and deals 55 (10d10) slashing damage on a successful hit.

Secret Compartment (3,000 gp). By incorporating a covert compartment measuring 10 by 10 feet, the ship acquires a concealed storage area, carefully designed to remain undetected. The 5 by 5 foot concealed entrance can be found with a **DC 20 Wisdom (Perception)** skill check.

Structural Reinforcement (7,000 gp). By fortifying structural weak points and reinforcing vulnerable areas, the ship gains increased durability, ensuring a higher level of resilience. The ship's maximum hit points increase by 100 hit points.

Submersible (15,000 gp). Equipped with buoyancy control systems, reinforced hull construction, and watertight compartments, the submersible upgrade allows the ship to submerge and resurface in under five minutes and stay underwater for up to 10 minutes before its air reserve runs out. The ship is modified to withstand pressures at depths of up to 300 feet, enabling exploration and missions at significant depths while maintaining the safety and integrity of the vessel. Propulsion is achieved through a hand-operated propeller, utilizing manual force to drive the ship forward with controlled speed and maneuverability.



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Magical Upgrades

Arcane Shielding (12,000 gp). This enchantment allows the ship to generate a force shield when one of its charges is expended as a reaction to an attack that would hit, providing a +5 bonus to its AC until the end of its next turn. The magical upgrade has three charges that recharge at dawn.

Cloaking Implement (8,000 gp). This magical upgrade allows the ship to assume the likeness of any other watercraft of equal size as an action. The transformations can be purely cosmetic or completely alter the vessel's form until changed. However, the overall layout and dimensions of the ship remain unaltered. The changes wrought by this upgrade fail to hold up to physical inspection. A creature can use its action to inspect the ship's appearance and must succeed on a **DC 16 Intelligence (Investigation)** to discern that the ship is disguised by an illusion.

Damage Immunity (20,000 gp). This magical treatment allows the ship to gain complete immunity against acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage.

Dragon Figurehead (15,000 gp). This fearsome dragon figurehead breathes either cold or fire in a 60-foot cone, or acid or lightning in a 120-foot line when one of its charges is expended. The damage type depends on the type of dragon the figurehead is associated with. Each creature and object in the area must make a **DC 13 Dexterity** saving throw. A target takes 8d6 acid, cold, fire, or lightning damage on a failed save, or half as much damage on a successful one. The magical upgrade has three charges that recharge at dawn.

Energy Siege Weapon (15,000 gp). This formidable upgrade harnesses the forces of acid, cold, fire, or lightning, enabling the ship to unleash devastating attacks of the chosen elemental damage type upon its foes. The enchanted siege weapon deals an additional 3d10 of the chosen energy type. This upgrade can be added to a ship multiple times for each siege weapon.

Freezer Compartment (3,000 gp). A magically prepared storage area capable of maintaining low temperatures and preserving perishable goods and supplies for extended periods during long voyages.

Grappling Claws (10,000 gp). With the addition of magical underwater claws, the ship can seize and hold enemy vessels during boarding maneuvers, compelling the target ship to try to break free with disadvantage due to the claws' formidable grip.

Navigation Aid (12,000 gp). This upgrade grants advantage on ship Maneuver checks for an expended charge, offering enhanced precision, stability, and control during intricate maneuvers. The magical upgrade has three charges that recharge at dawn.

Starfire Figurehead (15,000 gp). This 2-foot wide metal star sheds brilliant sunlight in a 60-foot cone when one of its charges is expended. Each creature and object in the area must make a **DC 13 Constitution** saving throw. A target takes 8d6 radiant damage on a failed save is blinded for 1 minute, or half as much damage on a successful one. Undead and ooze creatures have disadvantage on the saving throw. At the end of each of its turns, a blinded target can make another Constitution saving throw. On a success, the blindness ends on the target. The magical upgrade has three charges that recharge at dawn.

Stoneplate Cover (15,000 gp). This magical enhancement creates large plates of stones when its charge is expended. The stone plates cover the ship's side, granting it damage resistance against nonmagical bludgeoning, piercing, and slashing damage for one hour. The magical upgrade has one charge that recharges at dawn.

Swiftwind Propulsion (15,000 gp). This upgrade imbues the ship's oars or sails with powerful enchantments that boost its speed. By expending a charge, the ship's speed increases by 40 feet until the end of its turn. Alternatively, when expending five charges, it provides a steady increase of 20 feet in speed for a full day. The magical upgrade has five charges that recharge at dawn.

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RANDOM ENCOUNTERS

ENCOUNTERS ON THE CALHAY SEA

Roll a d20 once each day for an encounter on the Calhay Sea. An encounter occurs on a roll of 17 or higher. Roll a d100 to determine an encounter from the following table. Make the roll twice and use the lower roll when the characters' ship is within one hex of the shores of the Isles of Xantharos.

01–20	Xantharosian Ship
21–22	Merchants from Afar
23–24	Message in a Bottle
25–26	Dread Stingers
27–28	Infected Ship
29–30	Clan Dispute
31–32	Wyvern's Swoop
33–34	A Murder of Harpies
35–36	Dragon on the Run
37–38	The Smugglers' Inquiry
39–40	Concert on the Waters
41–42	Feathered Takeover
43–44	Sahuagin Invaders
45–46	Offer of the Brass
47–48	Tidal Wave
49–50	Fateful Shanty
51–52	Floating Chest
53–54	Race Against the Storm
55–56	Scaled Informants
57–58	Gigantic Sea Serpent
59–60	Village of the Deep Ones
61–62	Merchants in Trouble
63–64	Golems in the Hold
65–66	Celestial Safeguard
67–68	Glowing Spectacle
69–70	Ethereal Armada
71–72	Invisible Thrust
73–74	Watery Coven
75–76	Goblin Orca Riders
77	Forceful Vortex
78	Fog of Delusions
79	Toxic Fumes
80	Crewless Ship
81	Visit of the Sage Turtle
82	Tempest of Lightning
83	Sentient Sargasso
84	Portal to the Plane of Water
85	Temporal Stasis
86	The Chief's Challenger
87	Timewarp Mist
88	Sea's Oracle
89	Fog of Displacement
90	Ambush of the Syndicate
91	Merfolk Traders
92	Refugees from Aglarion
93	The Font of Time
94	Revenge of Blacktounge Bartok
95	Spectral Plead for Help
96	Levitium
97	Magnetic Tempest
98	Equine Companion
99	Song from the Deep
100	Iced White

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01–20: Xantharosian Ship. Xantharosian noble clans sail **dragon ships** commanded by a **sea captain**. These ships carry a cargo value of 2d10 times 200 gold pieces, consisting of supplies, building materials, trade goods, luxury items, and other goods and resources.

Roll a d20 to determine which clan the ship belongs to:

1–2	Clan Astrillax
3–4	Clan Fralkyn
5	Clan Shatterwind
6–7	Clan Wyltress
8–9	Clan Yestryll
10	Clan Zlatozar
11	Clan Gleamfang
12	Clan Baudricc
13	Clan Grilox
14	Clan Aztrov
15	Clan Sharaxas
16	Clan Doomwing
17	Clan Rylandyth
18–20	Any young clan

21–22: Merchants from Afar. A **sailing ship** named the White Spot from the Drayl City-State of Kostryl, known for its deep gnome miners and gem cutters, is heading to the Seat of Scales to deliver its finest finds for sale. The ship carries gems in the value of 15,000 gold pieces, making its young and inexperienced human captain very nervous about any interactions on the sea. Captain Rulfius Laroshen (use the **sea captain** monster entry) avoids any contact and tries to outrun any ship that get close to his.

23–24: Message in a Bottle. One of the characters notices a solitary bottle bobbing amidst the sea waves. Once retrieved and uncorked, it reveals a weathered piece of parchment nestled within. Scribbled on the parchment in an ancient dialect of Draconic is a short message that reads: "Assembling the trinity reveals the Insubstantial Terror." A half-dragon noble released the cryptic message, revealing the existence of three puzzle pieces that hold the secret to locating the coveted *orb of Illusion* hidden amidst the perilous Cliffs of Insubstantial Terror (Calhay Sea location 18).

25–26: Dread Stingers. The **Pale Lavender**, a notorious vessel belonging to the Dread Stinger pirate organization, menacingly approaches the characters' ship, launching an aggressive assault to seize precious loot and treasures. Captain Silent Rasz, a formidable werestingray **dread stinger**, orders his crew to retreat if half of them fall in battle. See Calhay Sea location 24 for details on a Dread Stinger ship and its tactics.

Pale Lavender. Use the **sailing ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Reinforced propulsion
- Reinforced controls
- Improved maneuverability
- Naval ram

27–28: Infected Ship. A **dragon ship** of Clan Grilox, named the Gemflower, approaches the characters' ship and draws near. Captain Mortze, an aged and melancholic human **sea captain**, asks for permission to board the ship covertly, driven by a grave purpose. He aims to discreetly assess the healing capabilities possessed by the crew, as they have fallen victim to a potent strain of **sewer plague** (DC 14). This pernicious ailment spreads through contact with those afflicted, yet Captain Mortze, driven solely by his quest for a cure, disregards the potential risk of contagion to other vessels.

Upon Captain Mortze's arrival on the ship, accompanied by four of his sailors, a perceptive character present has the opportunity to discern their desperation and self-centeredness through a **DC 12 Wisdom (Insight)** skill check. Meanwhile, Captain Mortze expresses his readiness to reward the healing efforts with a generous payment of 50 gold pieces' worth of gems for each of his twenty afflicted crew members who can be cured.

29–30: Clan Dispute. The party finds itself embroiled in a territorial conflict between two rival half-dragon clans, Clan Aztrov and Clan Wyltress. The source of contention is a valuable pearl deposit that has attracted both clans, each represented by a fully crewed **dragon ship** led by Captain Avrus and Captain

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Polquin (use the **sea captain** monster entry), respectively. Tensions escalate as the two captains stand poised to order their crews into battle, but their attention is diverted upon noticing the characters' ship a few miles away. Reluctantly, they refrain from attacking each other, intending to resume hostilities once the witnesses have departed. However, they are open to negotiation if a mediator intervenes. A character who seeks to settle the dispute must succeed on a challenging **DC 17 Charisma (Persuasion)** skill check, which eventually leads to a mutually agreed solution where both parties simultaneously dive for the resource and divide it equally.

31–32: Wyvern's Swoop. The characters' ship is attacked by a territorial pack of eight **wyverns**.

33–34: A Murder of Harpies. A group of ten **harpies** attempt to lure the characters' ship towards a treacherous cliff 200 feet away. Roll a single **DC 11 Wisdom** saving throw for the ship's crew (and individual saving throws for the characters) against the luring song of the harpies. On a failed save, most of the ship's crew demands the navigator to turn the ship towards the treacherous cliffs where the harpies nest. All creatures charmed by the harpies do everything they can to get to the harpies. If the characters don't intervene, the ship is turned towards the rocks, crashes against the cliffs, taking 88 (16d10) bludgeoning damage and all charmed creatures disembark to climb the cliff to get closer to the harpies. The effect of the harpies' luring song lasts as long as they can sing.

35–36: Dragon on the Run. The party stumbles upon Bhorgjamillux, a wounded **young copper dragon** with only 30 hit points remaining. It seeks sanctuary from a relentless group of five ferocious **young red dragons,** who have pursued it since its visit to the Gullet. The red dragons arrive six minutes after the characters meet the copper dragon. Grateful for their aid, the copper dragon is willing to join forces with the characters. However, regrettably, its attention quickly shifts, and it abruptly departs without bidding farewell shortly after their first shared adventure.

37–38: The Smugglers' Inquiry. A band of smugglers traveling aboard a **sailing ship** seeks the assistance of the characters in clandestinely transporting a precious cargo past the watchful eyes of the Seat of Scales' harbormaster, thereby evading the exorbitant 20 percent tax. Their objective is to offload ten barrels discreetly, cleverly filled to the top third with inexpensive ale, while concealing the remaining lower section of each barrel, hiding rare creme liquor sourced exclusively from the Drayl City-States. Each barrel possesses a value of 1,000 gold pieces, yet the smugglers cunningly present them as merely worth 100 gold pieces. In return for successfully navigating the cargo into the city without incurring the attention of tax collectors and paying a lower tax rate, the smugglers are willing to compensate the characters with 100 gold pieces per barrel.

39–40: Concert on the Waters. A troupe of six **bards** arrives on a **sailing ship** operated by an ordinary crew of **sailors**. They seek inspiration for a new epic tale and offer rewards to those who can provide them with legendary stories. The first character who tells such a story and succeeds on a **DC 18 Charisma (Performance)** skill check gains the admiration of the bards, who present a gift of an ivory lyre inlaid with gemstones worth 300 gold pieces.

41–42: Feathered Takeover. A large pack of territorial seagulls claims your ship as their new nesting ground. The ship has disadvantage on Maneuver checks until the birds are dispersed with a successful **DC 15 Wisdom (Animal Handling)** skill check.

43–44: Sahuagin Invaders. During the night, a **unit of dark blood sahuagin** raiders attacks a coastal village. The screams of the fleeing villagers can be heard from far away. The sahuagin attack the characters' ship if it is close to the shore.

45–46: Offer of the Brass. A **young brass dragon** named Faelkyntraez swoops down from the sky, engaging the party in conversation and offering assistance in their quest in return for 5,000 gold pieces worth of precious gemstones. The dragon's demeanor proves tenacious and persistent, making it difficult to dismiss its offers.

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47–48: Tidal Wave. An underwater earthquake triggers a chain reaction, causing a massive tidal wave. The characters' ship must succeed on a **DC 13 Constitution** saving throw or take 44 (8d10) bludgeoning damage from the crushing waves.

49–50: Fateful Shanty. A mysterious sea shanty haunts the crew's dreams, foretelling an impending disaster. The cryptic riddles of the lyric can be solved to grant everyone a different glimpse and insight into the future by succeeding on a **DC 23 Intelligence** ability check. The check can be attempted once a day. On a successful ability check, the character gains inspiration and advantage on their next roll after using inspiration. A character who has successfully comprehended the meaning of the riddle shanty can interpret it for others who can retry the **DC 23 Intelligence** ability check with advantage.

51–52: Floating Chest. A large, floating, waterproof chest bobs in the water. Opening it reveals the following collection of spell scrolls: *aid, bless, blur, clairvoyance, cloudkill, commune with nature, conjure animals, control water, cure wounds, detect evil and good, dominate beast, lesser restoration, levitate, programmed illusion, shatter, sleet storm, speak with animals, transport via plants, water breathing, witch bolt.*

53–54: Race Against the Storm. Captain Arannis Stormrider, a tiefling corsair (use the **sea captain** monster entry with damage resistance to fire) dares the party to engage in a thrilling ship race. The captain is brimming with confidence and in a bold gesture, she presents a valuable bale of silk worth 2,000 gold pieces as a wager to be granted to the party should they emerge victorious. However, in exchange, she challenges the characters to match the same amount as their bet. Captain Arannis Stormrider's vessel, the **Tempest's Daughter,** has undergone magnificent visual and structural enhancements. As tension builds, a fierce storm brews on the horizon, unleashing strong winds.

Tempest's Daughter. Use the **sailing ship** water vehicle entry (Appendix B: Naval Combat) with the following modifications:

- Increased speed
- Improved maneuverability

55–56: Scaled Informants. A crude, small water vessel operated by a dozen **lizardfolk** seeks an alliance with the party, offering valuable information about a hidden dragon's lair in exchange for aid against a common enemy. The lizardfolk divulge the location of Srymusdyrjan's lair (Calhay Sea location 35) in return for the character's aid against a seabed worm (use the **purple worm** monster entry with a swimming speed of 50 ft. and water breathing) that threatens their territory.

57–58: Gigantic Sea Serpent. A **gigantic sea serpent**, viewing the characters' ship as a direct threat to its territorial dominion, launches a vicious assault from the sea's depths. It swiftly coils its massive form around the main mast, ruthlessly seizing and biting any unfortunate souls on board. The sea serpent will retreat and attempt to escape if its health dwindles to 50 hit points or below, instinctively seeking self-preservation.

Gigantic Sea Serpent (CR 8, 3,900 XP). Use the **giant constrictor snake** monster entry with the following modifications:

- The gigantic sea serpent's size is gargantuan.
- It has 180 hit points.
- It has a Strength score of 27.
- ***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 22 (4d6 + 8) piercing damage.
- ***Constrict.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 26 (4d8 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the undead sea serpent can't constrict another target.
- ***Amphibious.*** The giant sea serpent can breathe air and water.

59–60: Village of the Deep Ones. A character that watches overboard can attempt a **DC 17 Wisdom (Perception)** skill check to spot an abandoned village in the undersea depths, the remnants of an ancient aquatic civilization. The eerily empty settlement, composed of part stone and part wooden structures, appears to have been transposed from the land. In the center, a large circular stone altar, adorned with crude engravings of humanoid-fish hybrids, unveils its purpose to those characters who succeed on a **DC 17 Intelligence (Religion)** skill check.

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On a successful skill check, the character realizes this stone relic's true nature – an ancient altar dedicated to Dagon, the malevolent demon lord reigning over the Abyssal depths.

61–62: Merchants in Trouble. A massive whirlpool threatens to consume a merchant's **sailing ship** named the Naughty Lady from the Kingdom of Aglarion. The ship's captain, Captain Aertha Laklya (use the **warlock** monster entry), is a waterling in service of a water genie that is about to teach her a lesson for the treason she committed against her patron. She orders her ship to raise a red flag that signals her ship's need for help. Unless saved, the ship is dragged to the depths and sinks in 12 minutes.

If the characters successfully assist the ship, the captain, whose guilt can be sensed with a **DC 16 Wisdom (Insight)** check, expresses her gratitude by offering ten barrels of rum as a token of her gratitude.

63–64: Golems in the Hold. Two malfunctioning **iron golems** wreak havoc in the sealed hold of a Xantharosian **dragon ship** of Clan Rylandyth. Captain Xylaffae (use the **sea captain** monster entry), a young drow who looks like a teenager, pleads with the characters to find a way to deactivate or control them. Fearing the ire of her half-dragon masters, she offers her own **guardian construct** as a reward if the characters are able to stop the golems.

Guardian Construct (CR 5, 1,800 XP). Use the **shield guardian** monster entry with the following modifications:

- The guardian construct is medium size and has 71 hit points.
- ***Regeneration.*** The guardian construct regains 5 hit points at the start of its turn if it has at least 1 hit point.
- ***Spell Storing.*** The guardian construct's amulet can cause the guardian to store one spell of 2nd level or lower. Otherwise, this feature works the same way as the shield guardian's Spell Storing feature.

65–66: Celestial Safeguard. In a flash of blinding light, a messenger of the Shining Light appears in the form of Abasi-Aten, an **androsphinx** (whom the characters might have met in the Crown of the Oathbreaker adventure module), who imparts a cryptic prophecy: "You will witness darkness rise, thirsty for blood, but you may carry the blessings of the Shining Light." A moment later, Abasi-Aten disappears in a flash of blinding light and leaves behind a powerful and unique *slow* spell inscribed on a scroll. A character who examines the scroll's contents and succeeds on a **DC 18 Intelligence (Arcana)** skill check learns that celestial and fiendish creatures turned undead are not allowed a saving throw against the effects of this spell, named *divine admonition*. The scroll otherwise functions as a normal spell scroll with a *slow* spell.

67–68: Glowing Spectacle. A school of bioluminescent fish swarm under your ship, creating a breathtaking light display that mesmerizes everyone on board.

69–70: Ethereal Armada. A fleet of beautiful enchanted elven sailing ships operated by an ethereal crew sails past your ship, but they vanish as quickly as they appear.

71–72: Invisible Thrust. A sudden force fills the ship's sails, propelling you forward at an astonishing speed. Ship speed increases by 20 ft. for a day.

73–74: Watery Coven. A coven of three **sea hags** conspires to ensnare the crew of the characters' ship with their dark magic. One of the hags assumes the guise of a feeble, old woman, drifting on a large wooden plank. Meanwhile, the other two hags lie in wait beneath the water's surface, accompanied by sixteen aquatic grimlock (use the **grimlock** monster entry with a swimming speed of 40 ft. and water breathing) servants. Once the disguised hag approaches within 30 feet of the ship, she unleashes her powers, casting a *mass suggestion* spell that targets twelve creatures. The insidious suggestion convinces the targets that their vessel is ablaze,



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compelling them to leap into the sea. The remaining hags and grimlocks then descend upon the unfortunate individuals who failed to resist the spell, pulling them beneath the waves. The hags repel any adversaries who attempt to thwart their nefarious scheme using their powerful spells. However, their primary objective remains focused on taking as many victims as possible through their initial deceptive tactic.

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

- 1st level (4 slots): *color spray, fog cloud*
- 2nd level (3 slots): *flaming sphere, hold person*
- 3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
- 4th level (3 slots): *phantasmal killer, polymorph*
- 5th level (2 slots): *dominate person, wall of fire*
- 6th level (1 slot): *mass suggestion*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 13 and the spell attack bonus is +5.

75–76: Goblin Orca Riders. A group of sixteen mischievous sea goblins (use the **goblin** monster entry with the amphibious trait) launch an attack against the characters' ship from the back of their four **killer whales.** They try to divert attention while another six sea goblins attempt to climb the ship and steal supplies or anything they can. Characters involved in fighting the goblins and their killer whales have disadvantage on their **DC 16 Wisdom (Perception)** checks to notice the six sneaky goblin thieves.

77: Forceful Vortex. A vortex with a radius of 2,000 feet materializes close to the characters' ship, threatening to draw it into its powerful pull unless the ship succeeds on a **DC 10 Maneuver** check. On a successful check, the ship avoids the vortex completely.

On a failed check, the ship's handling becomes increasingly difficult as it is forcefully pulled by the vortex's powerful currents, and the ship must make another **DC 12 Maneuver** check. On a successful check, the ship escapes the vortex.

On a second failed check, the ship is relentlessly dragged towards the heart of the vortex, its front section tilts, and the vessel begins to descend, sinking deeper into the swirling abyss. The ship must make a final **DC 15 Maneuver** check. On a successful check, the ship escapes the vortex. On a failed check, the ship is pulled under by the vortex, and it sinks in 1d10 rounds. Swimming out of the enormous vortex requires a **DC 18 Strength (Athletics)** skill check.

78: Fog of Delusions. As a dense white fog envelops the characters' ship, it unleashes a disorienting effect, inducing haunting visions and vivid hallucinations for any creature that fails to resist its influence with a **DC 17 Wisdom** saving throw. On a failed save, the creature falls under the effect of a *confusion* spell for 10 minutes. At the end of each of its turns, an affected target can make a new Wisdom saving throw. If it succeeds, this effect ends for that target.

79: Toxic Fumes. Noxious, toxic fumes billow forth from the depths of the sea, engulfing the characters' ship precisely as it glides above them. The sudden eruption of gases forces every creature aboard to make a **DC 13 Constitution** saving throw or become poisoned for a full day.

80: Crewless Ship. A haunting, time-worn sailing vessel drifts aimlessly upon the vast sea, devoid of souls. It bears the scars of a fierce conflict within, its interior ravaged and violated, with unmistakable traces of battle and crimson stains of blood covering every corner. The ship is a grim testament to a raid orchestrated by the sahuagin, who mercilessly pillaged the vessel, leaving no remnants of their fallen kin in their wake. Concealed



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behind a shattered cabin door, a bone-chilling message, etched in blood upon the wall reads: "Nightfall brought their frenzied thirst for blood." A character that diligently searches the ship for three hours and succeeds on a DC 17 Wisdom (Perception) skill check finds a valuable pearl necklace worth 750 gold pieces.

81: Visit of the Sage Turtle. The party encounters a reclusive dragon turtle named Rylanfraxio (use the **dragon turtle** monster entry with an Intelligence score of 18 and History +10). The reserved creature gracefully swims alongside the ship, observing the crew for several minutes, engaging in meaningful discussions only if it encounters someone with superior historical knowledge. Otherwise, it gracefully dives back into the water and swims away. Rylanfraxio is the brother of Gulantraxio, the former protector of the City of A'rvanshy, who was tragically transformed into a zombie by Morgawr. With a successful DC 18 Charisma (Persuasion) skill check, a character may convince the dragon turtle to join the fight against his brother's murderer.

82: Tempest of Lightning. A powerful storm brews overhead, with lightning strikes on the characters' ship, dealing 35 (10d6) lightning damage every 1d6 rounds. The ship must succeed on a DC 17 Constitution saving throw to weather out the storm. On a failed check, the vessel remains ensnared within the relentless storm's clutches, subjecting it to repeated lightning strikes. The storm dissipates after one minute.

83: Sentient Sargasso. A swarm of sentient, carnivorous sargasso covers the sea's surface, ensnaring the characters' ship and dragging unsuspecting creatures underwater. The characters' ship must succeed on a DC 16 Strength saving throw to break out of the sargasso. On a failed check, the sargasso entangles and violently drags 1d6 crew members into the sea depths and suffocates them in 3 rounds. A creature in direct contact with the sargasso must succeed on a DC 16 Dexterity saving throw or become grappled by it (escape DC 16). A grappled creature is pulled into the water at the start of its next turn. The sargasso has AC 10 and releases all grappled creatures if it takes 200 hit points of damage in total.

84: Portal to the Plane of Water. The party comes across an enormous temporary whirlpool that leads to the Elemental Plane of Water. The whirlpool releases four **water elementals** that unleash their fury on the ship's hull from below. The portal closes after 10 minutes.

85: Temporal Stasis. The party encounters a lost, cursed Xantharosian **dragon ship** drifting aimlessly, its crew trapped in a temporal stasis. The crew of the Icing Breath, a blue dragon-shaped vessel belonging to the young half-blue dragon Rythronx clan, is frozen in time. Captain Samros (use the **sea captain** monster entry), a young half-elf, is examining a glowing ruby in his hand, holding it high while the rest of the gathered crew watches in amazement, all of them frozen in time.

The ruby is worth 5,500 gold pieces and is cursed. A humanoid creature within 100 feet and looking at the ruby must succeed on a DC 12 Charisma save or be frozen in time for one year. Casting a *remove curse* spell on the ruby or destroying it ends the curse on the crew and renders it a normal ruby. Casting a *remove curse* spell on a creature affected by the ruby's curse removes the temporal stasis. If freed from the curse, the crew is grateful for its freedom, and the clan offers the ship and its crew for a single purpose chosen by the characters.

86: The Chief's Challenger. A single exhausted **emeraldback marauder** (see Calhay Sea location 26) is stranded on a makeshift raft. The awakened giant ape tells the party that he had to flee his island because he challenged the alpha of the tribe, who carries the ancient magic staff of the druid that gave them sentience. He requests the characters take him to the Emeraldback Isles and help overthrow the chieftain. He promises to be an ally and go to war on behalf of the characters if they succeed.

87: Timewarp Mist. The party enters a mist where time flows differently, allowing them to spend three days that take up only three hours in the real world. A character who succeeds on a DC 12 Intelligence (Nature) or Wisdom (Survival) skill check notices that the stars in the night sky move extremely slowly.

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88: Sea's Oracle. A mysterious creature known as the Sea's Oracle emerges from the depths. It looks like a pale wretched human man with seaweed covering its head, face, and body. It is immune to any kind of damage and magic. The Sea's Oracle offers cryptic prophecies and visions to the characters, guiding them on their journey in the form of up to three *divination spells* in return for a random memory. A character who agrees to the deal will have disadvantage on a number of the next Intelligence ability checks equal to the number of divinations requested.

89: Fog of Displacement. A mysterious fog envelops the party, transporting it 3d4 hexes in a random direction.

90: Ambush of the Syndicate. A group of three **aboleths** of the Syndicate of the Mindmasters (see Calhay Sea location 33) attempt to mentally enslave the characters and their crew, forcing them to confront their darkest fears. They come at night and try to enslave as many of the crew and the characters as possible from the water. The aboleths retreat as soon as one of them loses half of its hit points.

91: Merfolk Traders. The characters encounter a group of ten nomadic **merfolk** traders and may barter for rare items. The merfolk have the following items in their possession: two vials of acid, two flasks of alchemist's fire, two vials of antitoxin, a climber's kit, a flask of holy water, an hourglass, two bottles of ink, a watertight bullseye lantern, a lock, a magnifying glass, a steel mirror, and a merchant's scale.

92: Refugees from Aglarion. The characters stumble upon an improvised raft ingeniously crafted from small rowing boats and inflated animal hide balloons. It carries a group of twelve desperate refugees (use the **commoner** monster entry) who have fled the Kingdom of Aglarion, ravaged by an undead infestation. Their survival now rests on the shoulders of their leader, Glastin Dutsyw, a resilient middle-aged man (use the **scout** monster entry), who implores the characters for salvation. The refugees recount harrowing tales of their homeland's utter devastation at the hands of a relentless horde of zombies and even more sinister necrotic forces. They yearn for a fresh start, willing to forge a new life wherever they are granted refuge.

93: The Font of Time. A mystical island emerges enigmatically out of the mists. It is an elusive haven spanning a two-mile diameter. Standing as its vigilant guardian, an ancient **androsphinx** casts its piercing gaze upon the characters' vessel, issuing a stern warning to abstain from treading upon the sacred land. The sphinx states its duty to safeguard the Font of Time, a realm forbidden from mortal tampering. Should the characters pose a threat or attempt to surreptitiously infiltrate, the androsphinx unleashes its lair actions before resorting to spells and entering the fray. Triumphing over this formidable guardian, the characters uncover a diminutive golden hourglass nestled at the island's core, filled with shimmering diamond dust. Claiming the hourglass causes the island to vanish, and those who bore witness to this extraordinary realm are transported back in time to the moment before they spotted the island. Each affected creature must make a **DC 25 Wisdom** saving throw to resist succumbing to a *modify memory* spell, that erases all recollections of the events since first sighting the enigmatic island. However, those who manage to resist this enchantment gain an extraordinary boon—a single chance to manipulate time once in their lifetime in the form of a *time stop* spell, thereby altering their destiny.

94: Revenge of Blacktounge Bartok. Under cover of a moonlit fog, the eerie pirate vessel known as the Furious Tide (see Calhay Sea location 39) materializes, its ghostly form casting a haunting presence upon the waters. Operated by a menacing crew of twenty vengeful **specters** led by the ethereal **wraith** Captain Blacktongue Bartok, their souls are tormented, having been betrayed and fatally poisoned by one of their own, the treacherous Vrin Grey. With an otherworldly grace, the spectral ship glides alongside the characters' vessel, its ghostly hull colliding in a chilling embrace as the undead beings emerge from the ethereal mist, intent on draining the life forces of their unfortunate victims

95: Spectral Plead for Help. A ghostly figure named Ralin Olbareth (see Calhay Sea location 9) appears on the deck, warning the characters of impending danger lurking in treacherous waters. He speaks of pirate-like creatures, part stingrays, and the massacre on his ship, the Starfire. Ralin accuses Captain Zavasha Indrioza of being his murderer and implores the characters to avenge him before fading away in pain.

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96: Levitium. A mysterious meteor crashes into the sea nearby, causing a massive wave. The characters' ship must succeed on a **DC 13 Constitution** saving throw or take 44 (8d10) bludgeoning damage from the crushing waves. Investigating the location reveals a strange floating rock that contains levitium. A character proficient with smith's tools who succeeds on a **DC 12 Wisdom** ability check can gather enough material from the stone suitable to craft any metal item that would otherwise weigh 40 pounds. On a failed check, the levitium contained in the meteorite is wasted.

Levitium. This light green metal is extremely lightweight and buoyant but hard as steel. Any weapon or armor crafted from levitium weighs 1/50th of its normal weight and floats on water. Armor crafted from levitium doesn't require proficiency to wear and allows the wearer to add its Dexterity modifier to the base number from its armor type to determine its AC. In addition, the wearer of armor made from levitium has advantage on Strength (Athletics) skill checks made to swim.

97: Magnetic Tempest. For ten minutes, a colossal magnetic storm engulfs the characters' ship, exerting an irresistible pull toward its tempestical center. Any possessions crafted from metal must endure this force, requiring a character to succeed on a **DC 10 Strength** saving throw to prevent their items from being forcefully torn away and, with the tempest ending, eventually falling into the sea. Furthermore, those clad in metal armor face must succeed on a **DC 13 Strength** saving throw to resist being lifted a staggering 100 feet into the air, ensnared within the vortex of the storm. After ten minutes pass, the tempest abruptly dissipates, and those caught in its grasp find themselves plummeting. The impact upon landing inflicts 35 (10d6) bludgeoning damage. A roll of 1 to 8 on a 1d20 indicates the character's fall landing on the ship, while a roll of 9 to 20 signifies the character's descent into the unforgiving sea below.



98: Equine Companion. A giant, friendly seahorse approaches the ship, seemingly seeking attention and interaction. It allows party members to ride on its back, granting them increased speed and maneuverability in the water. After a few turns, the **giant sea horse** increases its speed and takes its rider directly to Starhaven (Calhay Sea location 31).

99: Song from the Deep. A mysterious song resonates from deep within the sea, captivating the ship's crew. The song's Deep-sea Elvish lyrics can be understood by those who speak both Aquan and Elvish through the intricate tapestry of sound with a successful **DC 17 Wisdom (Perception)** skill check, revealing the song to be the Hymn of the Guardian Sphere (handout #5).

100: Iced White. The party stumbles upon a colossal floating iceberg, within which lies trapped Woryxtronxt, an **adult white dragon**. Slowly carried south by the currents, the iceberg is already starting to melt. However, liberating the dragon entails the characters breaking apart or melting a significant portion of the colossal iceberg, which has 2,000 hit points. Despite the dragon's immunity to the numbing cold of the iceberg, it has remained trapped for over a decade, unable to extricate itself from its icy prison. Woryxtronxt's prolonged captivity has driven it to the brink of madness, consumed by rage and a profound hatred for the cleric of the Eternal Mother responsible for its predicament.

Once freed, a character fluent in Draconic may endeavor to appease the raging dragon with a successful **DC 21 Charisma (Deception or Persuasion)** skill check. On a successful skill check, the dragon momentarily acknowledges the characters' aid in its liberation and offers to support them in a quest, sharing in the treasures they uncover. On a failed skill check, Woryxtronxt unleashes its fury upon the characters' vessel, engaging them in a battle to the death, as it unloads its wrath upon them.

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BOTTLE OF HURRICANE

Wondrous item, rare



This glass bottle is adorned with intricate patterns resembling swirling clouds and lightning bolts. It feels cool to the touch. When held up to the light, tiny storm clouds can be seen swirling within. When the stopper is removed and a command word is spoken, it unleashes a torrent of powerful wind until the start of your next turn. You can choose from the following three options:

- **Gale:** A 60-foot long and 10-foot wide line of strong wind blasts from the bottle. Each creature that starts its turn in the line must succeed on a DC 12 Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The wind disperses gas or vapor and extinguishes small unprotected flames such as candles and torches in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance of extinguishing them.

- **Tempest:** A 60-foot cone of strong wind blows from the bottle. Each creature that starts its turn in the cone must succeed on a DC 14 Strength saving throw or be pushed 25 feet away from you in a direction opposite of the bottle. Any creature in the area must spend 3 feet of movement for every 1 foot it moves when moving closer to you. The wind disperses gas or vapor and extinguishes medium or smaller unprotected flames such as campfires in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 75 percent chance of extinguishing them.

- **Tornado:** A 60-foot radius stationary whirlwind is created around the bottle. Each creature in the area must make a DC 16 Strength saving throw. On a failed save, a target takes 3d8 bludgeoning damage and is flung up 1d4 times 10 feet away from the middle of the whirlwind, and gets knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone. On a successful save, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

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CAPE OF THE BARRACUDA

Wondrous item, very rare

This cape was fashioned out of the skin of a single dire barracuda. While wearing this cape in water with its hood up, you can breathe underwater, have a swimming speed of 80 ft., gain advantage on Dexterity (Stealth) skill checks, and blindsight in a 30 ft. radius. As a bonus action, you can use the hood to make a bite attack using your attack roll. The bite deals 1d8 + 2 piercing damage.



CLOCKWORK GREATAXE

Weapon (greataxe), very rare (requires attunement)



This formidable greataxe is crafted entirely of gleaming, polished brass and steel, with intricate clockwork mechanisms visible under its blade and gold inlays on its haft. When activated, the blade vibrates rapidly, emitting a high-pitched whirring sound as it slices through the air.

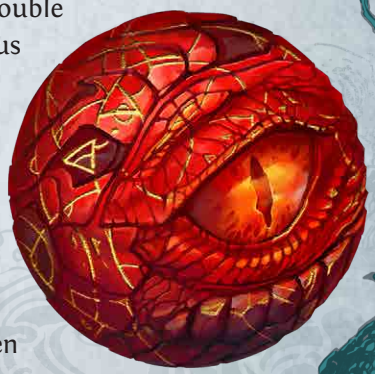
You gain a +1 bonus to attack and damage rolls made with this magic weapon. The clockwork greataxe has the unique ability to manipulate time. This magic weapon has 3 charges and it regains 1d3 expended charges at dawn. Upon striking a foe, you can use a bonus action and expend 1 charge to slow the target creature for three rounds. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, but not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to finish casting the spell. If it can't, the spell is wasted. A creature affected this way can make a DC 13 Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

EYE OF IZROFRAXILLAHR

Wondrous item, legendary

The Eye of Izrofraxillahr is a palm-sized ruby cut in the shape of a dragon's eye, said to have been crafted by the red dragon wizard, Izrofraxillahr, after losing an eye in a fierce battle. This wondrous item has a total of 3 charges, which recharge at dawn. While holding the gem in your hand, you can use an action to expend 1 to 3 charges to gain the following benefits for 10 minutes, during which time, your eyes emit a faint crimson glow:

- 1 charge: You gain darkvision with a range of 120 feet.
- 2 charges: You gain darkvision with a range of 120 feet, you can double your proficiency bonus when making Wisdom (Perception) skill checks.
- 3 charges: You gain darkvision with a range of 120 feet, you can double your proficiency bonus when



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making Wisdom (Perception) skill checks, you gain advantage on Wisdom (Perception) skill checks, and blindsight with a range of 60 feet.

Alternatively, you can use an action to command the Eye of Izrofraxillahr to implode and destroy itself to release all of its stored power. When this happens, you are transformed into an adult red dragon for 1 minute, assuming the form and abilities as described in the *true polymorph* spell.

INSTANT BRIDGE

Wondrous item, rare

You can use an action to place this 4-inch miniature of a metallic bridge on the ground and speak its command word. The bridge rapidly grows into a large metal bridge that remains until you use an action to speak the command word that dismisses it, which works only if the bridge is empty.

The bridge is 50 feet long and 10 feet wide, with a 4-foot-tall battlement on both sides.



Each creature in the area where the bridge appears must make a DC 15 Dexterity saving throw, taking 8d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the bridge. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The bridge is made of adamantine, and its magic prevents it from being tipped over. It needs at least a 5-foot footing on both ends to stand firmly. The bridge has AC 21, 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the bridge (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes the bridge to regain 50 hit points.

MAARSHA'S EAR

Wondrous item, legendary

Maarsha's Ear is a withered ear of the sea hag mummy lord, Maarsha. It allows its wielder to use an action to send a message to Maarsha as if using the *sending* spell. Once used, the magic item can't be used again until the next dawn. When you hold the withered ear to your ear, you gain a +5 bonus to Wisdom (Perception) checks made to hear undead creatures.

NAUTILUS OF CORNUCOPIA

Wondrous item, rare

This large nautilus shell shimmers with pearlescent colors even in the absence of light. Once per day, you can command the shell to produce a feast of delicious food for up to 8 creatures. If left uneaten, the food disappears at dawn. It takes 1 hour to consume the food and drink produced by the shell. A creature who eats from the food is

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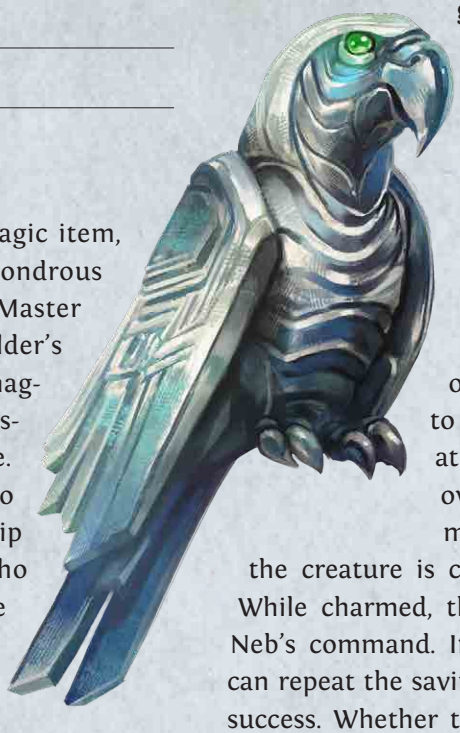
completely nourished for one day and benefits from the effects of a *heroes' feast* spell. In addition, the creature also gains water breathing for 24 hours.

NEB

Wondrous item, legendary



Neb is a chaotic neutral sentient magic item, a tiny silver parrot figurine of wondrous power that gained sentience when Master Arlen the Constructor bound a beholder's soul inside it. It became a sentient magic item that refused to deliver messages or turn back into a figurine. Neb escaped Master Arlen and fled to the east until it came across the ship of Nimora and Ralin Olbareth, who captured Neb in a *portable hole*. The Olbareths' ship, Starfire, was sunk by Captain Zavasha Indrioza of the Dread Stingers, who had the ship looted and found Neb. Neb immediately gained control over the pirate leader and has since then been bossing the Dread Pirates around through the captain, keeping them in line with its eye beams.

Neb has an Intelligence and Wisdom score of 16, and a Charisma score of 20. It communicates to anyone in possession of it telepathically, and it is also able to speak Common and Draconic. It hears and has darkvision in a 120 ft. radius. It has a fly speed of 40 ft. It is an object with an AC of 21 and 27 hit points, a damage threshold of 10, and immunity to poison and psychic damage. It can make a single attack with its silver beak.

Silver Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) piercing damage.

Innate Spellcasting. Neb's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells as eye beams with a range of 120 ft. and a single target, requiring no components.

3/day each: *blight, charm monster, disintegrate, fear, finger of death, flesh to stone, hold monster, sleep, slow, telekinesis.*

If anyone is in possession of Neb, it demands complete obedience. If its owner refuses to comply with its wishes, Neb attempts to take control. Neb's owner must make a DC 17 Charisma saving throw. On a failed save, the creature is charmed by Neb for 1d12 hours. While charmed, the creature must try to follow Neb's command. If the creature takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control someone succeeds or fails, Neb can only use this power three times per day.

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OINTMENT OF INDESTRUCTIBILITY

Potion, very rare

This container holds a transparent oil with a white metallic hue. The oil can cover a medium or smaller object. Applying the oil takes 1 minute. The affected object becomes permanently immune to all types of magical and non-magical damage and can only be destroyed by the use of a *wish* spell. The oil's effect does not work on construct type creatures.



RELIABLE REPOSITORY

Wondrous item, rare (requires attunement)

This circular box has a diameter of 1 foot and is 8 inches high, made of a light but tough metal. On its top, it has a rotating disc labeled from one to ten that must be turned five times to input a numeric code in order for it to open. It opens only to someone who has already attuned to it. Once opened, the chest will relock itself after 2 rounds if unattended. If any creature tries to unlock the chest without using the correct code or being attuned to it, it targets the creature with a fiery magical ray that makes a ranged attack with a +8 bonus against the target within 10 feet of it (vision is irrelevant to this attack roll). On a hit, the target takes 28 (8d6) fire damage. The reliable repository has AC 20, 42 hit points, a damage threshold of 10, damage resistance against slashing and piercing damage, and damage immunity against poison and psychic damage, it is immune to the effects of the *knock* spell. It can be picked with thieves' tools on a successful DC 25 Dexterity ability check, or can be forced open with a successful DC 25 Strength (Athletics) skill check.



RING OF DIMENSIONAL WARD PIERCING

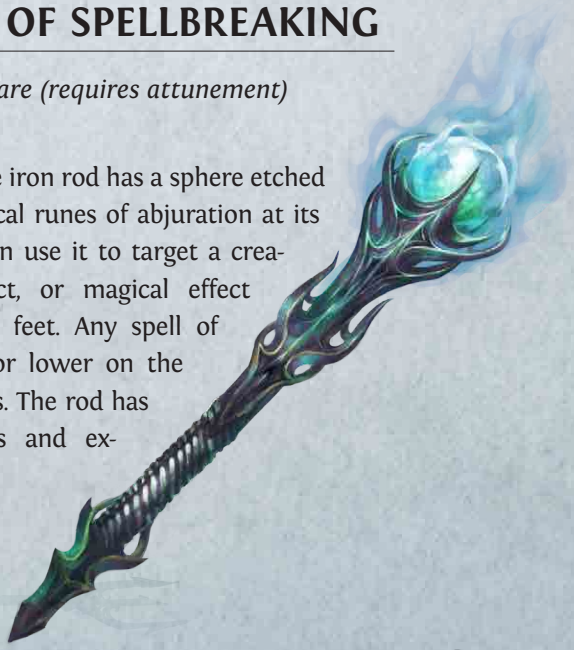
Ring, rare (requires attunement)

This ring has 1 charge, and it regains the expended charge daily at dawn. While wearing the ring and casting a *dimension door* spell you gain the unique ability to freely enter areas warded against *dimension door*, effectively bypassing any magical barrier that would prevent the use of this spell in its area.

ROD OF SPELLBREAKING

Rod, very rare (requires attunement)

This ornate iron rod has a sphere etched with magical runes of abjuration at its tip. You can use it to target a creature, object, or magical effect within 120 feet. Any spell of 9th level or lower on the target ends. The rod has 50 charges and ex-



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pends one charge for each level of the spells dispelled this way. A newly found rod has 3d10 charges left. A rod that has no charges left becomes nonmagical.

ROD OF THE UNSEEN CREW

Rod, rare (requires attunement)



This rod has 1 charge, and it regains the expended charge daily at dawn. While holding this rod, you can expend its charge to summon a crew of invisible servants to do your bidding. The rod summons up to 40 servants as the *unseen servant* spell, with a Strength score of 10. The rod can't have more than 40 *unseen servants* summoned at the same time. The servants stay for 24 hours or until dismissed. Once on each of your turns as a bonus action, you can mentally command the servants to move up to 15 feet and interact with an object. The servants can perform simple tasks that a worker could do, such as moving items, tying ropes, laying mortar and bricks, hammering nails, and the like. The unseen crew becomes proficient with any type of tool given to it and it makes work-related skill checks with a +2 modifier. Once you give the command, the servants perform the task to the best of their ability until they complete the task, then wait for your next command. If you command a servant to perform a task that would move it more than 200 feet away from you, all servants disappear.

SHELL RELIC OF A'RVANSHY

Wondrous item, legendary

This enchanted oyster shell is composed of two separate halves decorated with pearls, some carved to resemble skulls. The inside of the shell bears the rune of A'rvanshy spread out on its two halves and a sentence written on it in Deep-sea Elvish language that reads: "The orb of my ascension is... / ...under the tower of the Caelhaa'y." This wondrous item has 6 charges and it regains 1d6 expended charges daily at dawn.



As an action, you can use the top or lower half of the shell relic to expend 1 of its charges to adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed for 24 hours.

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SILVERFANG

Weapon (spear), legendary (requires attunement)



Silverfang is a sentient magic spear that was forged by the skilled elven wizard and master weaponsmith, Elthandryll, who sought vengeance for the loss of his beloved silver dragon companion, Tannastimaahlya. After Tannastimaahlya's tragic demise at the hands of a ruthless red dragon, Elthandryll channeled her companion's soul into the weapon during its creation. By imbuing the spear with her essence, he hoped to create a weapon capable of delivering a deadly blow to his dragon adversary. The creation of Silverfang was a labor of love, mourning, and revenge, as Elthandryll poured his grief and fury into the forging process. As time passed, Silverfang was passed down through the generations of Elthandryll's elven descendants. Each wielder added their own experiences and triumphs to the weapon's history, further fueling its power and resonance.

Silverfang possesses a distinct personality, reflecting the noble and protective spirit of Tannastimaahlya. The weapon is fiercely loyal to its wielder and possesses an innate understanding of their desires, often whispering words of guidance and encouragement in their minds. It carries the memories and wisdom of Tannastimaahlya, providing valuable insights into the ways of dragons and their weaknesses.

Silverfang is lawful good, has an Intelligence score of 18, a Wisdom score of 15, and a Charisma score of 23. It communicates by transmitting emotions to the creature carrying or wielding it. It can hear and has blindsight in a 60 feet and darkvision in a 120 feet radius. If Silverfang's wielder is not of lawful good alignment, it demands to be given to someone else. When such a conflict occurs, Silverfang makes a Charisma check contested by the wielder's Charisma check. If Silverfang wins the contest, the wielder is compelled to give it to someone else. If its wielder wins the contest and refuses to comply with Silverfang's wishes, the spear makes it impossible for its wielder to attune to it and suppress all of its properties.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a red dragon with this weapon, the red dragon takes an extra 3d6 cold damage. Once per day, Silverfang can unleash a cone of freezing breath in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

SKULL OF THE ARCHLICH

Wondrous item, legendary (requires attunement)

This eerie and powerful magic item is the actual skull of A'rvanshy, the ancient archmage hierophant lich of the deep-sea elves. The skull of the archlich has 1 charge, which recharges at dawn. If you fail a saving throw, you can use your reaction to expend the charge to succeed instead.



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THUNDERBOLT CHARGER

Wondrous item, rare (requires attunement)

This magically propelled war chariot is fashioned to look like a blue dragon, complete with a blue dragon's head, neck and wings that enclose the carriage from the two sides. This wondrous item has 10 charges and it regains 1d10 expended charges daily at dawn. The armored vehicle has a Strength score of 23, AC 18, 60 hit points, a damage threshold of 10, immunity to poison and psychic damage, and damage resistance to piercing and slashing damage. It has a speed of 60 ft. and can move on its own while controlled by a rider attuned to it. The rider gains half cover while positioned in the carriage of the magic chariot. The rider does not need vehicle proficiency to ride the chariot.

As a bonus action, you can make one of the following melee attacks with the thunderbolt charger while riding it:

- **Bite.** Melee *Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 5 (1d10) lightning damage.
- ***Gore.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the thunderbolt charger moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.
- ***Wheel Blades.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., multiple targets within reach. *Hit*: 13 (2d6 + 6). The thunderbolt charger can attack targets with its wheel blades that are within 5 feet of it but only if it has moved during the same turn.

You can use a bonus action and expend 1 charge to make the thunderbolt charger take to the air with a flying speed of 60 ft. for 1 round.

You can use a bonus action and expend 3 charges to make the thunderbolt charger exhale lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

You can use a bonus action and expend 6 charges to make the thunderbolt charger exhale lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.



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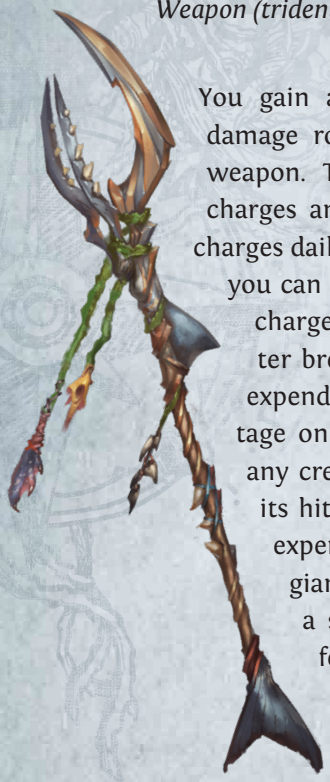
TRIDENT OF THE SHARKLORD

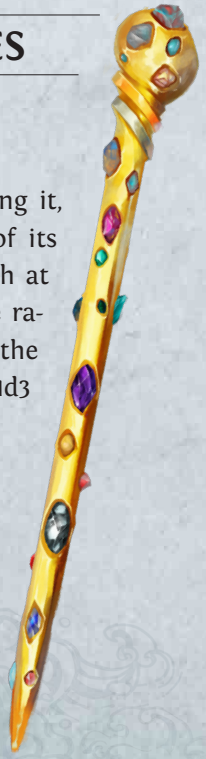
Weapon (trident), rare (requires attunement)



You gain a +1 bonus to attack and damage rolls made with this magic weapon. This magic weapon has 6 charges and it regains 1d6 expended charges daily at dawn. While holding it, you can use an action and expend 2 charges to gain the effects of water breathing for 1 hour. You can expend 3 charges to gain advantage on melee attack rolls against any creature that doesn't have all its hit points for 1 hour. You can expend 4 charges to summon a giant shark, which appears in a space you chose within 30 feet of you and obeys your telepathic commands for 1 minute or until it is reduced to 0 hit points, after which time it disappears.

WAND OF TREASURES

Wand, uncommon

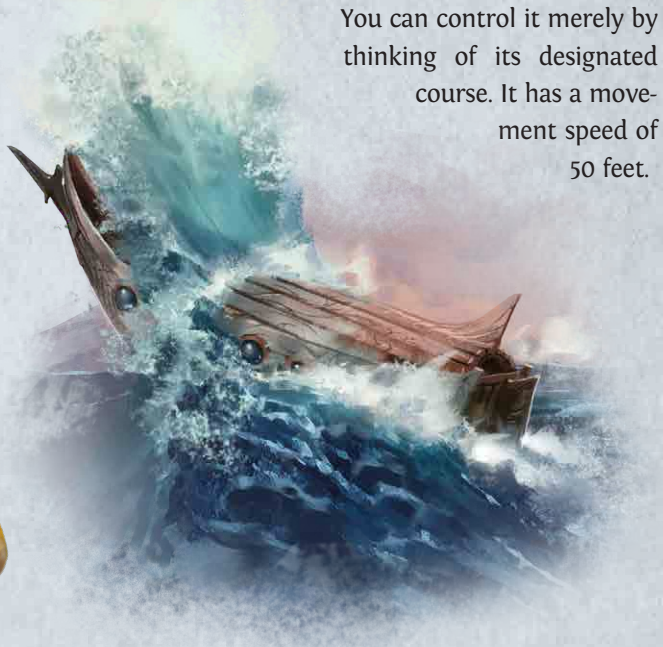


The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if there is treasure worth at least 1,000 gold pieces within a 1-mile radius, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

WAVE-CRUSHER BOAT

Wondrous item, rare (requires attunement)

This 15-foot long boat is a magnificent vessel crafted from a combination of enchanted wood and reinforced metal. Its sleek and sturdy design reflects its purpose as a vessel that fearlessly navigates treacherous waters. The wave-crusher boat is virtually unsinkable and cannot capsize. Even in the face of monstrous waves, turbulent currents, or supernatural forces, the boat remains upright and steady. You can control it merely by thinking of its designated course. It has a movement speed of 50 feet.



The wave-crusher boat features an enclosed waterproof and airtight compartment located in the center of the vessel. The compartment can comfortably house up to four medium-sized creatures. It is equipped with cushioned seating, storage compartments, and small viewing windows. It has AC 15 and 100 hit points, a damage threshold of 10, and immunity against poison and psychic damage.

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NPCS AND MONSTERS

AILUROSPHINX

These sphinxes originate from a time-honored civilization of sphinxes, where these instinctive and animalistic sphinxes were esteemed as cherished companions. Ailurosphinxes are fiercer than other sphinxes but are just as territorial. These majestic creatures are in close connection with nature and revel in the thrill of the hunt, finding joy in the sheer enjoyment of the chase.



AILUROSPHINX

Large monstrosity, neutral

Armor Class 18 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	15 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +8, Dex +9, Wis +7
Skills Acrobatics +9, Arcana +6, Perception +7, Religion +6, Stealth +9
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 17
Languages Common, Sphinx
Challenge 9 (5,000 XP)

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

Spellcasting. The ailurosphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It requires no material components to cast its spells. The ailurosphinx has the following druid spells prepared:

- Cantrips (at will): *druidcraft, produce flame, resistance*
- 1st level (4 slots): *animal friendship, charm person, jump**
- 2nd level (3 slots): *enhance ability**, *locate animals or plants, pass without trace*
- 3rd level (3 slots): *call lightning, dispel magic, protection from energy*
- 4th level (1 slot): *freedom of movement**

*The ailurosphinx casts these spells before combat.

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

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

Running Leap. With a 10-foot running start, the ailurosphinx can long jump up to 25 feet.

Nine Lives (8/Day). When the ailurosphinx would be reduced to 0 hit points, it drops to 1 hit point instead.

Actions

Multiattack. The ailurosphinx makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Purr (3/Day). Each creature in a 30-foot-radius sphere centered on the ailurosphinx must make a DC 16 Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a hostile creature fails its saving throw, it becomes indifferent toward the ailurosphinx for 1 minute. This indifference also ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Healing Licks (8/Day). A creature licked by the ailurosphinx regains 18 (4d8) hit points.



ANGLER WYRM

The angler wyrm, a huge sea serpent melding draconic might and angler fish traits, prowls the ocean's abyss. Gleaming scales cover its immense form, and its head features a massive maw filled with razor-sharp teeth. Through its mastery of illusions, it deceives and disorients, rendering its adversaries vulnerable to its devastating attacks. Legends recount its ability to conjure phantom images, luring unsuspecting prey into its deadly trap. The angler wyrm moves gracefully through the water, its muscular form propelled by powerful fins and a serpentine tail.

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ANGLER WYRM

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 10 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	23 (+6)	10 (+0)	17 (+3)	20 (+5)

Saving Throws Dex +7, Con +11, Wis +8, Cha +10
Skills Perception +13, Stealth +12
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 23
Languages Draconic
Challenge 13 (10,000 XP)

Water Breathing. The angler wyrm can breathe only underwater.

Camouflage. The angler wyrm has advantage on Stealth skill checks while underwater.

Spine Spikes. Whenever a creature within 5 feet of the angler wyrm hits it with a melee attack, the attacker takes 4 (1d8) piercing damage from the spine spikes. A creature that takes damage from the spine spikes must make a DC 19 Constitution saving throw or become poisoned. A creature poisoned by the spine spikes is paralyzed 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.

Actions

Multiattack. The angler wyrm makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the angler wyrm can't bite another target. If the target is a medium or smaller creature grappled by the angler wyrm, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the angler wyrm, and it takes 28 (8d6) acid damage at the start of each of the angler wyrm's turns. If the angler wyrm takes 35 damage or more on a single turn from a creature inside it, the angler wyrm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the angler wyrm. If the angler wyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Terrifying Roar (Recharge 5–6). As a bonus action, the angler wyrm emits a terrifying roar. Each creature within 60 feet of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Illusory Lure. The angler wyrm can create a minor illusion at the end of its rod-like growth protruding from its head. It can create the sound and image of an effect, object, or creature no larger than a 5-foot cube that it can dismiss as an action. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

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ASTEKARR

The chieftain of the minotaurs of Kirakku Island fights like a ferocious beast when it comes to protecting his tribe. He is both feared and held in awe by his kin, who blindly follow his commands. Astekarr is aggressive, fearless, and unpredictable in his actions and considers other members of his tribe, even his younger brother, as his personal servants. He is one of the greatest warriors that has ever lived in the history of the Rockhorn minotaurs, with a legendary gore attack that can crack even the hardest of stones.

ASTEKARR

Large monstrosity, chaotic evil

Armor Class 15 (unarmored defense)
Hit Points 152 (16d10 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	6 (-2)	16 (+3)	9 (-1)

Saving Throws Str +9, Con +8
Skills Athletics +9, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal
Challenge 12 (8,400 XP)

Charge. If Astekarr moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone. When he hits a creature with his charge attack, he can expend one use of his rage to attempt a stunning impact. The target must succeed on a DC 17 Constitution saving throw or be stunned until the end of his next turn.

Brutal Critical. Astekarr can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Astekarr has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Feral Instinct. Astekarr has advantage on initiative rolls and can't be surprised.

Labyrinthine Recall. Astekarr can perfectly recall any path he has traveled.

Rage (5/Day). Astekarr can enter a rage as a bonus action. While raging Astekarr gains the following benefits if he isn't wearing heavy armor:



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- Astekarr has advantage on Strength checks and saving throws.
- When Astekarr makes a melee weapon attack using Strength, he gains a +3 bonus to the damage roll.
- Astekarr has resistance to bludgeoning, piercing, and slashing damage.
- If Astekarr drops to 0 hit points while he is raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5.
- Astekarr can make a single melee weapon attack with his horned helmet with a +9 modifier as a bonus action on each of his turns. This attack deals 8 (1d6 + 5) piercing damage or 17 (2d6 + 10) piercing damage if made as part of a charge, scores a critical hit on a roll of 19 or 20, and deals double damage to objects and structures.

Astekarr's rage lasts for 1 minute. It ends early if he is knocked unconscious or his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end the rage on his turn as a bonus action.

Rage-empowered Strikes. Astekarr's gore attacks count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Reckless. When Astekarr makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during his turn, but attack rolls against him have advantage until his next turn.

Actions

Multiattack. Astekarr makes two attacks with his *+2 greataxe*.

+2 Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. Astekarr's gore attacks score a critical hit on a roll of 19 or 20 and deal double damage to objects and structures.

Reactions

Sudden Gore. When Astekarr takes damage from a creature that is within 5 feet of him, he can use his reaction to make a gore attack against that creature.

BARD

Bards are versatile spellcasters and performers who use their charismatic abilities to weave magic through music and verse. They possess a wide array of spells, ranging from charming and healing magic to divination and illusions. Bards are not just spellcasters but also masters of inspiration who possess a captivating blend of musical talent, storytelling, and magical abilities. They often travel far and wide, using their artistry to entertain and inspire audiences, weaving tales of heroism and wonder.



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BARD

Medium or small humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +5, Cha +6
Skills Acrobatics +5, Performance +9, Persuasion +9
Senses passive Perception 10
Languages Any two languages
Challenge 6 (2,300 XP)

Spellcasting. The bard is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The bard has the following bard spells prepared:

- Cantrips (at will): *light, prestidigitation, vicious mockery*
- 1st level (4 slots): *charm person, cure wounds, detect magic, disguise self, healing word*
- 2nd level (3 slots): *proficiency augmentation*, enhance ability**
- 3rd level (3 slots): *clairvoyance, fear*
- 4th level (3 slots): *confusion, greater invisibility*
- 5th level (1 slot): *hold monster*

*The bard casts these spells on itself before combat.

Bardic Inspiration (Recharges after a Short or Long Rest). The bard has 3 bardic inspirations (d8).

Jack of All Trades. The bard can add +1 to any ability check it makes that doesn't already include its proficiency bonus.

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d8 hit points if it spends any hit dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Countercharm. The bard can start a performance that lasts until the end of its next turn. During that time, the bard and any friendly creature within 30 feet of it has advantage on saving throws against being frightened or charmed. A creature must be able to hear the bard to gain this benefit. The performance ends early if the bard is incapacitated or silenced or if it voluntarily ends it (no action required).

Actions

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

CAPTAIN GIXX SHORTPEBBLE

Gixx Shortpebble was always drawn to the open sea and fled his home to join a Draylish merchant ship when he turned fourteen. His aptitude for the sailor's life and keeping his cool in the most dire situations earned him acclaim on the vessel, and he quickly climbed through the ranks to become first mate. However, his thirst for glory and gold could not be sated on this ship, and he turned on his crew, making a deal with a pirate gang to raid the vessel in exchange for placing him in the captain's chair. Unfortunately, his life of piracy was interrupted by a rival pirate group that boarded his new ship, massacred the crew, and gang-pressed him into service on the Black Barracuda. This is where he met Jade Storm, who would become his lifelong companion and confidant. Gixx used his wit and the towering physique of Jade Storm to organize a mutiny and capture the Black Barracuda, becoming captain again. He has commanded many ships since then and sailed across many seas until the time came when the pair gave up the life of privacy for less risky endeavors at the helm of the Sated Contessa, which he won in a game of Spell Wars from a wealthy merchant. Perhaps Gixx's most notable accomplishment is his voyage to the Isles of Xantharos over a decade ago.

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CAPTAIN GIXX SHORTPEBBLE

Small humanoid (halfling), chaotic neutral

Armor Class 17 (studded leather)
Hit Points 81 (18d6 + 18)
Speed 25 ft.

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

Saving Throws Dex +9, Cha +7
Skills Acrobatics +13, Deception +11, Intimidation +11, Stealth +13
Senses passive Perception 10
Languages Common, Halfling, Thieves' cant
Challenge 9 (5,000 XP)

Action Surge (Recharges after a Short or Long Rest). Captain Gixx can take one additional action on top of his regular action and a possible bonus action.

Cunning Action. On each of his turns, Captain Gixx can use a bonus action to take the Dash, Disengage, or Hide action.

Dueling. When Captain Gixx wields a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Evasion. If Captain Gixx is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Lucky. When Captain Gixx rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die. He must use the new result, even if it is a 1.

Nimble. Captain Gixx can move through the space of any creature that is larger than him.

Salty Dog. Captain Gixx gains advantage on saving throws against being frightened and charmed. In addition, he gains proficiency in Strength (Athletics) and Wisdom (Perception) checks made while on a ship.

Seaborne Strike (4/Day). When Captain Gixx makes a weapon attack while on a ship, he can add +4 to the damage roll.

Sea Legs. Captain Gixx has advantage on Strength (Athletics) checks made to climb while on a ship or while swimming. He also gains advantage on saving throws against being knocked prone.

Sea Dog. Captain Gixx has proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Seasoned Captain. Captain Gixx has proficiency with waterborne vehicles and has advantage on Charisma ability checks made to influence the crew of his ship. He has advantage on Wisdom (Survival) checks made to navigate at sea, and he can determine the direction and approximate distance to the nearest port or land. He can use his reaction to grant his ship advantage on a saving throw four times per day, and he regains all expended uses when he finishes a long rest.

Sneak Attack (1/Turn). Captain Gixx deals an extra 14 (4d6) damage when he 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 Captain Gixx's that isn't incapacitated and Captain Gixx doesn't have disadvantage on the attack roll.

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Actions

Multiattack. Captain Gixx makes two melee attacks.

+1 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 14 (4d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, reach 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 14 (4d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

Second Wind (Recharges after a Short or Long Rest). Captain Gixx can use a bonus action to regain hit points equal to 12 (1d10 + 7).

Reactions

Uncanny Dodge. When an attacker that Captain Gixx can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Equipment

Captain Gixx has *+1 rapier* and a *potion of greater healing* on his person. He also wears *slippers of spider climbing.*

CAPTAIN ZAVASHA INDRIOZA

Captain Zavasha Indrioza, a cunning werestingray pirate captain, was born on a pirate ship as the daughter of her werestingray pirate captain father, whose life was brutally ended by molten silver. Seeking vengeance, she carefully assembled her crew, offering them lycanthropy in return for undying loyalty. With her wits and merciless marauder approach, Captain Zavasha and her crew, known as the Dread Stingers, became the most feared pirates of the Calhay Sea, striking fear into the hearts of sailors and coastal settlements as they pillaged and plundered, leaving chaos and destruction in their wake.

CAPTAIN ZAVASHA INDRIOZA

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 14 in humanoid or hybrid form (leather armor), 12 in stingray form (natural armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft., (swim 40 ft. in hybrid or stingray form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Str +5, Dex +9, Con +10, Int +1, Wis +1, Cha +4
Skills Acrobatics +13, Athletics +14, Intimidation +13, Sleight of Hand +13
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses blindsense 10 ft., darkvision 60 ft., passive Perception 10
Languages Common (can't speak in stingray form), Thieves' Cant
Challenge 13 (10,000 XP)

Amphibious. Captain Zavasha Indrioza can breathe air and water.

Shapechanger. Captain Zavasha Indrioza can use her action to polymorph into a stingray-humanoid hybrid or into a stingray (use the **giant stingray** monster entry), or back into her true form, which is human. Her statistics, other than her AC and swim speed, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

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Cunning Action. On each of her turns, Captain Zavasha Indrioza can use a bonus action to take the Dash, Disengage, or Hide action.

Dread Pirate. Whenever Captain Zavasha Indrioza scores a critical hit or reduces a creature to 0 hit points, enemy creatures within 30 feet of her must make a DC 16 Wisdom saving throw or become frightened of her for 1 minute.

Elusive. No attack roll has advantage against Captain Zavasha Indrioza while she isn't incapacitated.

Evasion. When Captain Zavasha Indrioza is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Finesse Weapon Master. Once per turn, when Captain Zavasha Indrioza rolls damage for a weapon attack with a finesse weapon, she can roll an extra damage die.



Keen Hearing and Smell. Captain Zavasha Indrioza has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Plunderer's Trove. Captain Zavasha Indrioza can always determine if a chest or door is trapped, and she has advantage on Dexterity checks made to open locks.

Reliable Talent. Whenever Captain Zavasha Indrioza makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Sea Legs. Captain Zavasha Indrioza has advantage on Strength (Athletics) checks made to climb while on ships or while swimming. She also has advantage on saving throws against being knocked prone.

Sea Dog. Captain Zavasha Indrioza has proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Sneak Attack (1/Turn). Captain Zavasha Indrioza deals an extra 31 (9d6) 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 Captain Zavasha Indrioza's that isn't incapacitated and Captain Zavasha Indrioza doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). Captain Zavasha Indrioza makes two attacks with her shortsword (humanoid form), or one with her sting and one with her shortsword (hybrid form).

Sting (Stingray or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 14 (4d6) poison damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. If

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the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be cursed with werestingray lycanthropy.

+2 Dancing Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) piercing damage.

Reactions

Uncanny Dodge. When an attacker that Captain Zavasha Indrioza can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

Equipment

Captain Zavasha Indrioza's shortsword is a *+2 dancing sword*. She also wears a *ring of protection* and an *amulet of health*. She has a *bottle of hurricane* in a holster on her belt.

CELEBRANT OF THE DARK BLOOD

Celebrants of the Dark Blood are sahuagin chosen for their savage wisdom from the ranks of the tribe and elevated to the position of tribal leader. These chosen few are initiated into the faith of the Darkness Within, as their forebears have been for millennia. The tribe of Rakhix Gharthok Kol'jah has also been coopted by Faeryl Myrryn, who has granted warlock powers to these clerics as their patron. The celebrants have received the vampire queen's blood gift and have been turned into vampire spawns by the tribe's leader, Mor'jh Koah. They now tend to the head priest, the Temple of Bleeding Darkness, and the creation of dark blood sahuagin armies.

CELEBRANT OF THE DARK BLOOD

Medium undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft., swim 40 ft.

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

Saving Throws Dex+7, Wis +6
Skills Perception +10, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 180 ft., passive Perception 20
Languages Common, Sahuagin
Challenge 9 (5,000 XP)

Spellcasting. The celebrant of the dark blood is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The celebrant of the dark blood has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, spare the dying, thaumaturgy*
- 1st level (4 slots): *bane, command, fog cloud, inflict wounds, sleep*
- 2nd level (3 slots): *bleeding wound, blindness/deafness, darkness, warding bond**
- 3rd level (3 slots): *dispel magic, fear, nondetection*, speak with dead*
- 4th level (1 slot): *control water, death ward*, greater invisibility*, phantasmal killer*

The celebrant of the dark blood is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following warlock spells:

- Pact of the Tome Cantrips (at will): *minor illusion, resistance, true strike*
- Cantrips (at will): *chill touch, eldritch blast*
- 1st-2th level (2 2nd level slots): *hold person, invisibility, mirror image*, phantasmal entrapment*

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*The celebrant of the dark blood casts these spells on itself before combat.

Blood Frenzy. The celebrant of the dark blood has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Dark Sight. Magical darkness doesn't impede the celebrant of the dark blood's sight.

Regeneration. The celebrant of the dark blood regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the celebrant of the dark blood takes radiant damage or damage from holy water, this trait doesn't function at the start of the celebrant of the dark blood's next turn.

Shark Telepathy. The celebrant of the dark blood can magically command any shark within 120 feet of it, using a limited telepathy.

Spider Climb. The celebrant of the dark blood can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The celebrant of the dark blood has the following flaws:

- *Forbiddance.* The celebrant of the dark blood can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* The celebrant of the dark blood takes 20 acid damage when it ends its turn in running water, such as a river, a stream, or a current.
- *Stake to the Heart.* The celebrant of the dark blood is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- *Sunlight Hypersensitivity.* The celebrant of the dark blood takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The celebrant of the dark blood makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the celebrant of the dark blood can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the celebrant of the dark blood, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the celebrant of the dark blood regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (1d10 + 2) force damage.

Darkness Descends. (Recharges after a Short or Long Rest). The celebrant of the dark blood can use its Channel Divinity to harness darkness. As an action, it presents its holy symbol and summons a 30-foot radius globe of darkness that functions as the *darkness* spell. The globe appears in a space that the celebrant of the dark blood can see within 30 feet of it. Any magical light effect within the globe is dispelled. Additionally, each hostile creature within the globe must make a Constitution saving throw. A creature takes necrotic damage equal to 14 (2d6 + 7) on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from the celebrant of the dark blood is not affected.

Cloak of Darkness. (Recharges after a Short or Long Rest). As a bonus action, the celebrant of the dark blood can weave shadows around itself into a magical cloak that hides its form and protects it from attacks. For 1 minute, creatures have disadvantage on attack rolls against the celebrant of the dark blood.

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An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Conjure Shadows (Recharges after a Long Rest). The celebrant of the dark blood can summon living shadows from darkness. This ability functions as a *conjure animals* spell, however it summons a single shadow, which speaks Common and does its bidding for one hour.

CRUSTANOID

These large humanoid creatures, evolved from a rare combination of crustaceans and humans, find solace in the bountiful depths of their coral sanctuaries. They embrace a way of life harmonious with nature, embodying an unwavering commitment to their surroundings. Each member of a crustanoid tribe, regardless of age or gender, contributes to the community's well-being, fostering a sense of collective responsibility and unity. They select their leaders through a tug-of-war competition held each year.

CRUSTANOID

Large humanoid (crustanoid), neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Stealth +4
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10
Languages Crustanoid
Challenge 4 (1,100 XP)

Amphibious. The crustanoid can breathe air and water.



Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13).

Reactions

Parry. The crustanoid adds 2 to its AC against one melee attack that would hit it. To do so, the crustanoid must see the attacker.

DEATH JELLY

The death jelly is a gigantic deadly aquatic creature that lurks beneath the water's surface, camouflaging itself with remarkable skill. Its ability to blend seamlessly into its watery surroundings makes it a truly dangerous predator. When provoked or hunting for prey, the death jelly unleashes its powerful tentacles upon its target, which can stop the heart of its prey with a mere touch.

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DEATH JELLY

Huge beast, unaligned

Armor Class 11
Hit Points 105 (14d12 + 14)
Speed swim 60 ft.

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

Skills Perception +6, Stealth +7
Damage Immunities poison
Condition Immunities blinded, deafened, poisoned, prone
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages –
Challenge 6 (2,300 XP)

Underwater Camouflage. The death jelly has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The death jelly can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and if the target has a heart, it must make a DC 12 Constitution saving throw. On a failed save, the target is reduced to 0 hit points.





DEEP-SEA ELF

Deep-sea elves, denizens of the lightless depths, embody the elegance and ethereal allure of their landbound kin. Evolved to thrive in realms where sunlight cannot penetrate, their slender forms move with a grace that transcends the darkness. Adorned with iridescent scales that give them an otherworldly aura, the deep-sea elves are a mesmerizing sight. Living in harmony with the enigmatic creatures of the deep, they extend their compassion and empathy to the underwater world they call home. Guided by a deep respect for the delicate balance of the oceanic ecosystem, deep-sea elves are stewards of their environment, embodying a gentle spirit that radiates through their interactions with both fellow beings and the marine life that surrounds them.

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DEEP-SEA ELF

Medium humanoid (elf), neutral good

Armor Class 14 (leather, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2
Senses darkvision 120 ft., passive Perception 12
Languages Aquan, Elvish
Challenge ⅛ (25 XP)

Amphibious. The deep-sea elf can breathe air and water.

Fey Ancestry. The deep-sea elf has advantage on saving throws against being charmed, and magic can't put it to sleep.

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.

DORENTHIL BALENDAAL

Dorenthil Balendaal, a courageous deep-sea elven knight, commands the seas astride his mighty steed, Tide-splitter, a giant seahorse. Renowned for his prowess in mounted combat, Dorenthil wields a trident with unparalleled skill, devastating enemies with precise strikes. When the City of A'rvanshy fell under the wrath of Morgawr, the nefarious kraken necromancer, Dorenthil recognized the futility of sacrificing himself and his surviving knights. Determined to aid, protect, and ultimately liberate the city, he leads his loyal companions on a daring quest, seeking alliances, uncovering ancient secrets, and strategizing in his colossal starfish fort, Starhaven, with a single goal in mind—to reclaim A'rvanshy from its sinister captor.



DORENTHIL BALENDAAL

Medium humanoid (elf), lawful good

Armor Class 21 (plate armor, shield, defense)
Hit Points 82 (11d8 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Str +8, Con +7
Skills Animal Handling +6, Athletics +8, Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Aquan, Common, Elvish
Challenge 11 (7,200 XP)

Amphibious. Dorentil Balendaal can breathe air and water.

Fey Ancestry. Dorentil Balendaal has advantage on saving throws against being charmed, and magic can't put him to sleep.

Mount. Dorentil Balendaal's mount is a **giant seahorse** named Tide-splitter. It takes its turn on Dorentil Balendaal's initiative and he can command it to move to a specific location. The mount can take the Attack, Dash, Disengage, or Dodge actions upon Dorentil Balendaal's command, but it can only make one attack per turn. If Dorentil Balendaal is incapacitated, his mount acts independently. If his mount dies, Dor-

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entil Balendaal can call a new mount and befriend it after a long rest. Dorenthil Balendaal only rides his mount underwater and its mounted abilities function only while he is underwater.

Bareback Rider. Dorentil Balendaal has advantage on saving throws to stay astride his mount.

Indomitable (Recharges after Short or Long Rest). Dorentil Balendaal can reroll a saving throw that he fails.

Action Surge (Recharges after Short or Long Rest). On his turn, Dorentil Balendaal can take one additional action.

Actions

Multiattack. Dorentil Balendaal makes three attacks with his riding trident.

Riding Trident. *Melee Weapon Attack:* +8 to hit, reach 10 ft. one creature. *Hit:* 10 (1d12 + 4) piercing damage, or 11 (2d6 + 4) piercing damage if used with two hands to make a melee attack.

Impaling Charge. As an action, Dorentil Balendaal can make a single attack when his mount moves at least 20 feet toward his target. He can add 1 to his weapon damage and double his weapon's damage die if his mount moved at least 20 feet and triple it if it moved at least 30 feet before the attack.

Quick Mount. Dorentil Balendaal can mount an animal as a bonus action.

Second Wind (Recharges after Short or Long Rest). On his turn, Dorentil Balendaal can use a bonus action to regain hit points equal to 16 (1d10 + 11).

Reactions

Shielded Rider. Dorentil Balendaal can move his body behind his mount so that he gains half cover against attacks against him.

DREAD STINGER

The Dread Stinger is a veteran in the pirate organization by the same name, serving on one of the group's ships. Captives who show loyalty and are deemed worthy of becoming members of the Dread Stingers are bestowed with werestingray lycanthropy rather than being sold as slaves or eaten. All Dread Stingers show admiration for their leader, Zavasha Indrioza, who leads the fleet of ships from the Rusty Nail with her silver parrot named Neb. Dread Stingers are cutthroats and backstabbers toward those not in their crew, ruthless and slippery by nature.



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DREAD STINGER

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 14 in humanoid or hybrid form (leather armor), 12 in stingray form (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., (swim 40 ft. in hybrid or stingray form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +6, Con +5
Skills Acrobatics +6, Athletics +8, Intimidation +3, Stealth +9
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive perception 10
Languages Common (can't speak in stingray form), Thieves' Cant
Challenge 6 (2,300 XP)

Shapechanger. The dread stinger can use its action to polymorph into a stingray-humanoid hybrid or into a stingray (use the **giant stingray** monster entry), or back into its true form, which is humanoid. Its statistics, other than its AC and speed, 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.

Amphibious. The dread stinger can breathe air and water in hybrid form.

Cunning Action. On each of its turns, the dread stinger can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sea Legs. The dread stinger has advantage on Strength (Athletics) checks made to climb while on ships or while swimming. It also has advantage on saving throws against being knocked prone.

Sea Dog. The dread stinger has proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Sneak Attack (1/Turn). The dread stinger deals an extra 7 (2d6) damage when it 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 the dread stinger's that isn't incapacitated and the dread stinger doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). The dread stinger makes two attacks with its shortsword (humanoid form) or one with its sting and one with its shortsword (hybrid form).

Sting (Stingray or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werestingray lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

ELDRITCH EVISCERATOR

The eldritch eviscerator is an amphibious monstrosity that is a larger and more ferocious cousin of the grick. Legends say that the first eviscerators arrived to the Material Plane from the extraplanar realm of magic and display this connection to magical forces through their abilities. Eldritch eviscerators seek out and nest near magic items, where their innate regenerative abilities can manifest. They siphon off the spell energies of their grappled targets.

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ELDRITCH EVISCERATOR

Large monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	3 (-4)	14 (+2)	5 (-3)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages telepathy 60 ft.
Challenge 12 (8,400 XP)

Magic Immunity. The eldritch eviscerator can't be affected or targeted by spells unless it wishes to be.

Regeneration. The eldritch eviscerator regains 10 hit points at the start of its turn if there is a magic item within 20 feet of it.

Sense Magic. The eldritch eviscerator can sense magic and creatures with spellcasting abilities in a 60-foot radius.

Spell Syphoning Aura. The eldritch eviscerator emits an aura with a radius of 20 feet that drains spells from spellcasters. All creatures that enter the area or end their turn there and have spell slots must make a DC 15 saving throw with their spellcasting ability modifier. On a failed save, the creature loses one spell slot from the highest level it can cast and suffers 5 (1d10) force damage for each level of the spell slot. The eldritch eviscerator regains a number of hit points equal to the force damage dealt this way.



Actions

Multiattack. The eldritch eviscerator makes two attacks: one with its tentacles and one with its stinger. If the tentacle attack hits, the eldritch eviscerator can make one mandible attack against the same target.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is a large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the eldritch eviscerator can't use its tentacles on another target.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Spell Lock Stinger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must

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succeed on a DC 15 Constitution saving throw. On a failed save, the target is unable to cast spells or use magical abilities until the end of its next turn.

ELDRITCH MANIFESTATION

Forged from the primal essence of a distinct school of magic, the eldritch manifestation is a monstrous embodiment of terror for all wielders of magic. This relentless aberration is impervious to its own school of magic and siphons the arcane power of any spellcaster it strikes with its colossal arm-like appendages. Additionally, it is a boundless wellspring of spells, but its capabilities are limited to the school of magic from which it originated.



ELDRITCH MANIFESTATION

Huge aberration, unaligned

Armor Class 18 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	20 (+5)	6 (-2)	12 (+1)	6 (-2)

Damage Resistance damage from spells; bludgeoning, piercing, and slashing from magical attacks
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, paralyzed, petrified, prone
Senses truesight 120 ft., passive Perception 11
Languages -
Challenge 13 (10,000 XP)

School of Magic. Each eldritch manifestation is created from the raw energy of a particular school of magic that defines some of its powers.

Magical Nature. An eldritch manifestation doesn't require air, food, drink, or sleep.

Amorphous. The eldritch manifestation can move through a space as narrow as 1 inch wide without squeezing.

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

Magic Weapons. The eldritch manifestation's weapon attacks are magical.

Limited Antimagic Aura. The eldritch manifestation is surrounded by a 30-foot radius aura that functions

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as an *antimagic field* against spells and magical effects related to its respective school of magic. The aura does not affect spells cast by the eldritch manifestation.

Actions

Multiattack. The eldritch manifestation makes two spell-draining strikes.

Spell-draining Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a creature that has spell slots, it must succeed on a DC 18 Constitution saving throw or lose one spell slot from the highest level it can cast. The eldritch manifestation regains 3 (1d6) hit points for each level of the lost spell slot.

Spell Discharge (Recharge 5–6). The eldritch manifestation can cast one spell of 4th or lower level from its respective school of magic, requiring no components. It has a spell save DC 18, and +10 to hit with spell attacks.

Magical Outburst (1/Day). The eldritch manifestation can cast one spell from its respective school of magic regardless of the spell's level, requiring no components. It has a spell save DC 18, and +10 to hit with spell attacks.

EXPERT

A person with extensive training and experience in a particular profession is considered to be an expert in their field. Therefore, people come to them for assistance and respect them greatly.



EXPERT

Medium or small humanoid (any race), any alignment

Armor Class 12
Hit Points 9 (2d8)
Speed 30 ft.

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

Senses passive Perception 12
Languages Common
Challenge ⅛ (25 XP)

Skill Expert. The expert makes ability checks related to the tools it is proficient with with +6 modifier.

Actions

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

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FETID WYRMBEAST

The Ixxtar Wilds on the Isles of Xantharos are home to many dinosaurs and giant beasts. Still, one of the oldest threats to the territories of Clan Fralkyn was a gargantuan black half-dragon tyrannosaurus rex. Over the past century, the clan organized several hunting parties were to get rid of the gigantic beast, but they were unable to defeat it. The creature always retreated when severely wounded and emerged again to ravage the jungles when fully healed. Clan Fralkyn eventually decided to train a group of young humans as dragon hunters, the Wyrmslayers of Fralkyn, who would also be of use after they defeated the prized black half-dragon beast. The group became highly skilled over a decade of training and was well-equipped with weapons and magic. The Wyrmslayers of Fralkyn were sent on a few training missions and eventually faced the mighty tyrannosaurus rex. They clashed with it several times over the course of weeks and even chased it to the summit of Wyrmheart Volcano. However, they were unable to kill it. Instead, they succeeded in wounding it so severely that it fled its lair on the Isles of Xantharos and relocated to Kirakku Island. The stench of its new swampy lair has seeped into its skin and lingers around it like a nauseating cloud.

FETID WYRMBEAST

Gargantuan beast, unaligned

Armor Class 13 (natural armor)
Hit Points 261 (18d20 + 72)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	19 (+4)	19 (+4)	14 (+2)	9 (-1)

Skills Perception +8
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18
Languages understands Draconic but doesn't speak
Challenge 18 (20,000 XP)



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Fetid Stench. A 60-foot radius of disgusting fetid stench extends from the Fetid Wyrmbeast. Any creature that starts its turn in that area must succeed on a DC 18 Constitution saving throw or become poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, but not both, and can't take reactions.

Fey Ancestry. The Fetid Wyrmbeast has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The Fetid Wrymbeast makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 42 (5d12 + 10) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the Fetid Wrymbeast can't bite another target.

Tail. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Acid Breath (Recharge 5–6). The Fetid Wrymbeast exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

FLYING WAND

Flying wands are animated by spellcasters of great power. Like flying swords, the wands usually serve as guardians. However, each wand continues to carry its magic and can be used as a source of spells for its creator.

FLYING WAND

Tiny construct, unaligned

Armor Class 17 (natural armor)
Hit Points 12 (5d4)
Speed 0 ft., fly 50 ft. (hover)

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

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages -
Challenge 2 (450 XP)

Antimagic Susceptibility. The wand is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the wand must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the wand remains motionless and isn't flying, it is indistinguishable from a normal wand.

Actions

Expend Charges. The wand can expend a number of its charges required to activate one of its spells or effects. A flying wand has the same spells and effects as the magic wand it was created from.

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GHOST OF A'RVANSHY

The ghost of A'rvanshy, a renowned deep-sea elven archmage and hierophant cleric devoted to the Wondermaker, the god of Magic, lingers as a spectral guardian of his people's legacy. Once transformed into a lich by the collective sacrifice of his community, he became an immortal leader, guiding his kind for ages to come. A'rvanshy valiantly battled the Dark Star and triumphantly founded the hidden city bearing his name, a testament to his power and wisdom. However, the city of A'rvanshy's peace was disturbed when the malevolent Morgawr, the kraken necromancer, overtook the city and dealt a fatal blow to the lich archmage. Now, A'rvanshy's spectral form serves as a haunting reminder of the once-glorious leader and his tragic fate, forever bound to his tomb to protect his memory and seek retribution against those who threaten his people's heritage.



GHOST OF A'RVANSHY

Medium undead, lawful neutral

Armor Class 13 (16 with *mage armor*)
Hit Points 198 (36d8 + 36)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	22 (+6)	22 (+6)	20 (+5)

Saving Throws Int +11, Wis +11
Skills Arcana +16, History +16, Religion +16
Damage Resistance damage from spells; acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 16
Languages Aquan, Celestial, Common, Draconic, Elvish, Sylvan
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the ghost of A'rvanshy fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ghost of A'rvanshy has advantage on saving throws against spells and other magical effects.

Spellcasting. The ghost of A'rvanshy is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can cast *detect thoughts* and *protection from evil and good* at will and has the following wizard spells prepared:

- Cantrips (at will): *chill touch, dancing lights, mage hand, prestidigitation, true strike*
- 1st level (4 slots): *comprehend languages, detect magic, identify, mage armor**

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- 2nd level (3 slots): *hold person, ray of enfeeblement, see invisibility*
- 3rd level (3 slots): *dispel magic, lightning bolt, vampiric touch*
- 4th level (3 slots): *banishment, blight, control water*
- 5th level (3 slots): *arcane hand, hold monster, wall of force*
- 6th level (1 slot): *circle of death*
- 7th level (1 slot): *finger of death*
- 8th level (1 slot): *feeblemind*
- 9th level (1 slot): *power word kill*

The ghost of A'rvanshy is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It can cast *bless* and *shield of faith* at will and has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, spare the dying, thaumaturgy*
- 1st level (4 slots): *command, healing word, inflict wounds, sanctuary*
- 2nd level (3 slots): *blindness/deafness, prayer of healing, silence, spiritual weapon*
- 3rd level (3 slots): *coral growth, protection from energy*, tongues*
- 4th level (3 slots): *death ward, freedom of movement*, guardian of faith*
- 5th level (3 slots): *commune, contagion, raise dead*
- 6th level (1 slot): *blade barrier*
- 7th level (1 slot): *divine word*
- 8th level (1 slot): *holy aura*
- 9th level (1 slot): *true resurrection*

*The ghost of A'rvanshy casts these spells on itself before combat.

Ethereal Sight. The ghost of A'rvanshy can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost of A'rvanshy can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) necrotic damage.

Etherealness. The ghost of A'rvanshy enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost of A'rvanshy that can see it must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost of A'rvanshy can see within 5 feet of it must succeed on a DC 18 Charisma saving throw or be possessed by the ghost of A'rvanshy; the ghost of A'rvanshy then disappears, and the target is incapacitated and loses control of its body. The ghost of A'rvanshy now controls the body but doesn't deprive the target of awareness. The ghost of A'rvanshy can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost of A'rvanshy ends it as a bonus action, or the ghost of A'rvanshy is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost of A'rvanshy reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's possession for 24 hours after succeeding on the saving throw or after the possession ends.

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GIANT STINGRAY

The giant stingray, adorned with iridescent wings, employs its venomous sting to hunt, silently gliding through the ocean depths to immobilize and capture its unsuspecting prey.

GIANT STINGRAY

Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 0 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	4 (-3)	11 (+0)	5 (-3)

Skills Perception +2, Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages -
Challenge 2 (450 XP)

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

Water Breathing. The giant stingray can breathe only underwater.

Actions

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 14 (4d6) poison damage and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute.

GLIDING SHARK

The gliding shark is a remarkable aquatic predator with the extraordinary ability of limited flight. With specially adapted pectoral fins resembling wings, it can glide through the air for short distances after propelling itself out of the water. This unique adaptation allows the gliding shark to swiftly pursue prey both above and below the ocean's surface, making it a formidable and agile aquatic hunter.

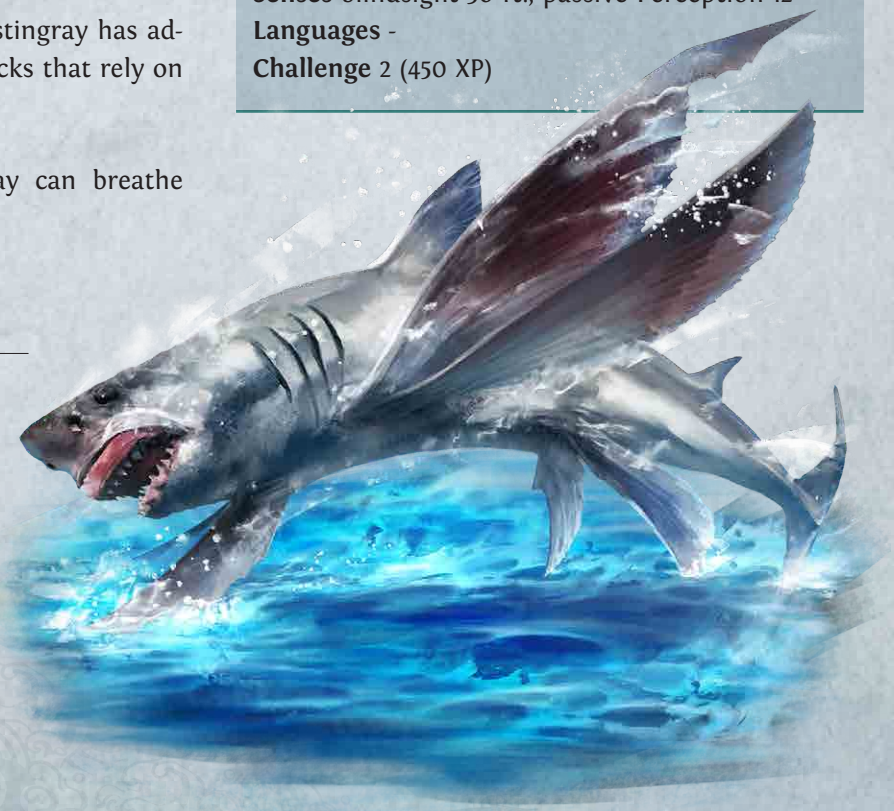
GLIDING SHARK

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages -
Challenge 2 (450 XP)



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

Glide. The gliding shark can glide over the water surface at a height of 20 feet or lower during its move action as long as it starts and ends its turn in the water.

Water Breathing. The gliding shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

JADE STORM

Jade Storm was raised as an orphan on a pirate ship, which put him to work the hardest tasks requiring raw strength. The silent half-giant was never given a weapon and grew up practicing and creating his own unarmed fighting style that he advanced to a level where he could harden his body to become tough like stone. In the meantime, he revered the winds of the open sea and awakened his storm giant heritage to become a devoted druid of the storms. He eventually escaped his captivity and met the halfling Gixx Shortpebble when the two were gangpressed into a pirate ship, the Black Barracuda. The pair fomented a well-planned mutiny and managed to capture the ship. He had many adventures as the first mate of many ships under Captain Gixx until the two retired to live a relatively safer life of smuggling, exploring, and adventuring aboard the Sated Contessa.



JADE STORM

Medium humanoid (human), neutral

Armor Class 16 (unarmored defense)
Hit Points 91 (14d8 + 28)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	14 (+2)	11 (+0)	20 (+5)	7 (-2)

Saving Throws Str +9, Wis +9
Skills Athletics +9, Insight +9, Perception +9, Survival +9
Senses passive Perception 19
Languages Common, Druidic, Giant
Challenge 9 (5,000 XP)

Spellcasting. Jade Storm casts spells as a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Jade Storm has the following druid spells prepared:

- Cantrips (at will): *druidcraft, resistance, shillelagh*, shocking grasp*
- 1st level (4 slots): *cure wounds, deep dive, entangle, feather fall, fog cloud, jump*, thunderwave*
- 2nd level (3 slots): *darkvision*, gust of wind, hold person, lesser restoration, levitate, protection from poison**

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- 3rd level (3 slots): *call lightning, protection from energy*, water walk*, wind wall*

*Jade Storm casts these spells on himself before combat .

Flurry of Blows. Immediately after Jade Storm takes the multiattack action on his turn, he can spend 1 ki point to make two unarmed strikes as a bonus action.

Fog Vision. Jade Storm can see normally in lightly and heavily obscured areas covered by magical or nonmagical fog, vapor, or clouds to a distance of 120 feet.

Gale Guard. Jade Storm is immune to wind effects that would render him prone, pick him up, change his speed, or move him against his will.

Ki Points (Recharges after a Long Rest). Jade Storm has 6 ki points.

Martial Arts. When Jade Storm uses the multiattack action with an unarmed strike on his turn, he can make one unarmed strike as a bonus action.

Mountain Stance. As a bonus action, Jade Storm can spend 1 ki point to gain advantage on contests involving Strength (Athletics) ability checks and on Strength saving throws for 1 minute. If Jade Storm moves, he loses this advantage until the start of his next turn.

Patient Defense. Jade Storm can spend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Jade Storm can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

Stunning Strike. Jade Storm can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Wild Shape (Recharges after a Short or Long Rest). Jade Storm can use his action to magically assume the shape of a beast of challenge rating 1/2 or lower that doesn't have a flying speed.

Actions

Multiattack. Jade Storm makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage. Jade Storm's unarmed strikes count as magical.

Rock Throwing. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Jade Storm can reduce the damage he takes from ranged attacks by 1d10 + 7. If Jade Storm reduces the damage to 0, he can catch the missile if it is small enough for him to hold in one hand and he has at least one hand free. If he catches a missile in this way, he can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition he just caught, as part of the same reaction. He makes this attack with proficiency, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Resist Strikes. Jade Storm can spend 1 ki point to reduce the damage he takes from an attack by 1d10 + 11.

Slow Fall. Jade Storm can reduce any falling damage he takes by an amount equal to 30.

Swift Winds. Jade Storm can cast the *gust of wind* or the *wind wall* spell as a reaction.

Equipment

Jade Storm carries a *wand of web* and a *potion of superior healing.*

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JAZSKKCUR

Jazskkcur is a cunning creature born from Elemental Chaos. Its body is composed of the cosmic dust that swirls between the different planes, allowing it to effortlessly travel through the multiverse. Jazskkcur actively pursues alliances with other beings, adeptly ensuring that these arrangements often demand a profound and tragic compromise, leading to a drastic transformation in the moral fabric of the creature involved in the agreement. Jazskkcur regularly visits the creatures that made a deal with it and reminds them to fulfil their tasks lest they wish their souls severed from their bodies or sent to a horrible plane of eternal terror.



JAZSKKCUR

Medium elemental, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	19 (+4)	18 (+4)	14 (+2)	21 (+5)

Saving Throws Str +9, Con +10, Int +10, Cha +11
Skills Deception +11, Perception +8
Damage Resistances lightning, thunder
Damage Immunities acid, force, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 60 ft., passive Perception 18
Language telepathy 120 ft.
Challenge 18 (20,000 XP)

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

Magic Weapons. Jazskkcur's weapon attacks are magical.

Incorporeal Body. Jazskkcur can move through other creatures and objects as if they were difficult terrain. If Jazskkcur ends its turn inside an object or creature, both Jazskkcur and the creature or object occupying the same space take 5 (1d10) force damage.

Innate Spellcasting. Jazskkcur's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Jazskkcur can innately cast the following spells without any components:

At will: *misty step*
3/day each: *astral projection, plane shift, teleport*

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

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

Freedom of Movement. Jazskkcur ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Sever Silver Cord. If Jazskkcur scores a critical hit against a creature on the Astral Plane that has a sil-

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ver cord connecting it to its real body, Jazskkcur can cut the target's silver cord instead of dealing damage.

Chaotic Pact. Jazskkcur can initiate a 10-minute ritual to forge a deal with a willing creature. In this pact, Jazskkcur offers to grant the target creature a *wish* in exchange for a favor. However, this favor always runs counter to the natural inclinations of the creature and often goes against the natural order of destiny. To seal the pact, both parties must shake hands, creating a magical bond that binds them. If the other party attempts to break or defy the terms of the pact, they must succeed on a DC 19 Charisma saving throw. On a failed save, the target creature is compelled to abide by the agreed favor and is forced to carry it out as agreed. A successful save allows the target to renounce the terms, but Jazskkcur becomes immediately aware of the violation, and the violating party is cursed. A creature cursed this way has disadvantage on ability checks, saving throws, and attack rolls made against Jazskkcur. This curse can only be removed with a *dispel evil and good, remove curse* (cast using a 9th level spell slot), or *wish* spell.

Locate Promisor. Jazskkcur knows the exact location of a creature it has made a chaotic pact with even if the creature resides on another plane of existence.

Telepathic Bond. Jazskkcur ignores the range restriction on its telepathy when communicating with a creature it has made a chaotic pact with. The two don't even need to be on the same plane of existence.

Actions

Multiattack. Jazskkcur makes one banishing strike and uses its entropic eye ray.

Banishing Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) force damage. The target must succeed on a DC 19 Charisma saving throw or be banished to a random plane of existence for 1 minute (use the Astral Color Pools table on page 47 of the Dungeon Master's Guide). The target can repeat the saving throw at the end of each of its turns, ending the effect on a success, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Jazskkcur knows the plane and location where it banished the target.

Entropic Eye Ray. Jazskkcur shoots its eye ray at one target it can see within 120 feet. The target suffers one of the following effects determined randomly by rolling a d8:

1. *Temporal Warp*. The target must succeed on a DC 19 Wisdom saving throw or be aged or de-aged by 1d4 x 10 years. On a successful save, the target ages or de-ages half as much. This effect can be removed by a *greater restoration* or higher level restorative spell.

2. *Spatial Distortion*. The target must succeed on a DC 19 Charisma saving throw or be teleported to a random unoccupied space within 60 feet of its current location.

3. *Matter Shifting*. The target must succeed on a DC 19 Constitution saving throw or have its physical form altered as if affected by an *enlarge/reduce* spell. Roll a d4: 1-2: Shrink by one size category for 1 minute; 3-4: Grow by one size category for 1 minute.

4. *Numbing Surge*. The target must succeed on a DC 19 Constitution saving throw or become stunned until the end of its next turn.

5. *Reality Ripple*. The target must succeed on a DC 19 Intelligence saving throw or be confused for 1 minute as if it was affected by a *confusion* spell. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

6. *Chaos Bolt*. The target must succeed on a DC 19 Dexterity saving throw or take 28 (8d6) damage of a random damage type. Roll a d6: 1: acid, 2: cold, 3: fire, 4: lightning, 5: poison, 6: thunder.

7. *Gravity Well*. The target must succeed on a DC 19 Strength saving throw or be pulled 20 feet directly towards Jazskkcur.

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8. *Entropic Burst.* The target must succeed on a DC 19 Dexterity saving throw or take 55 (10d10) force damage, and an explosion of chaotic energy erupts in a 20-foot radius centered on the target, dealing half the damage to creatures within that area (Dexterity saving throw for half damage).

Telekinetic Blast (Recharge 5–6). Creatures Jazskkcur can see within 60 feet must make a DC 19 Strength saving throw, taking 54 (12d8) force damage on a failed save, or half as much damage on a successful one. On a failure, they are also pushed up to 20 feet away from Jazskkcur.



KNIGHT OF A'RVANSHY

The valiant knights of A'rvanshy, loyal followers of Dorenthil Balendaal, are a dedicated brotherhood devoted to their people's cause. Despite the despair that lingers over their captive ancestral city, these knights rise each day with unwavering determination, honing their skills through rigorous training. Their steadfast commitment to service drives them to work tirelessly, riding giant seahorses as the defenders and beacons of hope for their fellow deep-sea elves held hostage by Morgawr's vile grip.

KNIGHT OF A'RVANSHY

Medium humanoid (elf), lawful good

Armor Class 21 (plate armor, shield, defense)
Hit Points 26 (4d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Str +5, Con +4
Skills Animal Handling +4, Athletics +5
Senses darkvision 120 ft., passive Perception 12
Languages Aquan, Common, Elvish
Challenge 2 (450 XP)

Amphibious. The knight of A'rvanshy can breathe air and water.

Fey Ancestry. The knight of A'rvanshy has advantage on saving throws against being charmed, and magic can't put them to sleep.

Mount. The knight of A'rvanshy's mount is a **giant seahorse**. It takes its turn on the knight of A'rvanshy's initiative and the knight can command it to move to a specific location. The mount can take the Attack, Dash, Disengage, or Dodge actions upon the knight's command, but it can only make one attack per turn. If the knight is incapacitated, the mount acts independently. If the mount dies, the knight can call a new mount and befriend it after a long rest. The knight of A'rvanshy only rides its mount underwater and its mounted abilities function only while it is underwater.

Bareback Rider. The knight of A'rvanshy has advantage on saving throws to stay astride the mount.

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Action Surge (Recharges after Short or Long Rest). On the knight of A'rvanshy's turn, the knight can take one additional action.

Actions

Riding Trident. *Melee Weapon Attack:* +5 to hit, reach 10 ft. one creature. *Hit:* 9 (1d12 + 3) piercing damage, or 10 (2d6 + 3) piercing damage if used with two hands to make a melee attack.

Quick Mount. The knight of A'rvanshy can mount an animal as a bonus action.

Second Wind (Recharges after Short or Long Rest). On the knight of A'rvanshy's turn, the knight can use a bonus action to regain hit points equal to 8 (1d10 + 3).

Reactions

Shielded Rider. The knight of A'rvanshy can move behind the mount so that the knight gains half cover against attacks against the knight.

LADY SENTRIX "THE COIL" ASTRILLAX

Lady Sentrix "the Coil" Astrillax governs the clan of half-black dragon halflings, descendants of an ancient lineage bound to unraveling mysteries. As a skilled diviner and seeker of the world's end, she possesses unparalleled insight into the cosmic tapestry. Lady Sentrix's authority emanates from her piercing gaze, which sees through the veils of time and fate. Her clan thrives under her tutelage, honing their abilities in divination and deciphering the secrets that hold the key to the inevitable apocalypse.



LADY SENTRIX "THE COIL" ASTRILLAX

Small humanoid (halfling), neutral evil

Armor Class 13 (natural armor)
Hit Points 90 (20d6 + 20)
Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	17 (+3)	14 (+2)	21 (+5)

Saving Throws Wis +8, Cha +11
Skills Arcana +9, Intimidation +11
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic, Halfling
Challenge 17 (18,000 XP)

Spellcasting. Lady Sentrix "the Coil" Astrillax is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She knows the following warlock spells:

- Pact of the Tome Cantrips (at will): *guidance, message, resistance*

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- Book of Ancient Secrets (at will as ritual only): *augury, commune, divination, forbiddance, identify, silence, unseen servant*
- Cantrips (at will): *eldritch blast, mage hand, poison spray, prestidigitation*
- 1st–5th level (4 5th level slots): *banishment, blight, commune, contact other plane, counterspell, detect thoughts, dispel magic, divination, dream, fear, hellish rebuke, mirror image*, protection from evil and good, scrying, vampiric touch*

*Lady Sentrix "the Coil" Astrillax casts this spell on herself before combat.

Eldritch Mind. Lady Sentrix "the Coil" Astrillax has advantage on Constitution saving throws that she makes to maintain her concentration on a spell.

Aspect of the Moon. Lady Sentrix "the Coil" Astrillax doesn't need to sleep and can't be forced to sleep by any means.

Fey Ancestry. Lady Sentrix "the Coil" Astrillax has advantage on saving throws against being charmed, and magic can't put her to sleep.

Lucky. When Lady Sentrix "the Coil" Astrillax rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Brave. Lady Sentrix "the Coil" Astrillax has advantage on saving throws against being frightened.

Conviction of the Spared (Recharges after a Long Rest). Lady Sentrix "the Coil" Astrillax can reroll a failed saving throw.

Know Vulnerability. As a bonus action, Lady Sentrix "the Coil" Astrillax can gain knowledge of the lowest ability score, vulnerabilities, condition immunities, damage resistances, and damage immunities of a target creature.

Actions

Multiattack. Lady Sentrix "the Coil" Astrillax creates four beams of eldritch blasts.

Eldritch Blast. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 10 (1d10 + 5) force damage and target is pushed back 10 feet in a straight line.

Invoke the End (Recharges after a Long Rest). As an action, Lady Sentrix "the Coil" Astrillax can force a creature to make a DC 19 Charisma saving throw. On a failed save, the creature is reduced to 0 hit points. On a successful save, the creature becomes frightened for 1 minute. At the end of each of its turns, the target can make another DC 19 Charisma saving throw. On a success, the creature is no longer frightened.

Mystic Arcanum. Lady Sentrix "the Coil" Astrillax can cast each of the following spells once per day without expending a spell slot: *mass suggestion, etherealness, glibness, echoes of doom*.

Shroud of Shadow. Lady Sentrix "the Coil" Astrillax can cast *invisibility* without expending a spell slot.

Eldritch Invocations. Lady Sentrix "the Coil" Astrillax can cast each of the following spells once per day without expending a spell slot: *compulsion, levitate*.

Breath Weapon (Recharge 5–6). Lady Sentrix "the Coil" Astrillax exhales acid in a 15-foot line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Exploit Weakness (Recharges after a Short or Long Rest). As a reaction, Lady Sentrix "the Coil" Astrillax can target a creature that is about to make a saving throw. The target creature makes its saving throw with the ability of her choice instead of the ability in the original saving throw.

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LILI, CHERUB OF SECOND CHANCES

Lili was a young paladin of Life in her mortal existence, dedicated to protecting children and those who could not defend themselves. She was slain by the dark celestials thousands of years ago while protecting an orphanage and given her current form by the Redeemer for her purity of soul and courage in the face of overwhelming adversity. She was tasked with guarding the Font of Heroes Reborn and granting a second chance at life to heroes of legend who deserve her blessing. She takes her responsibility very seriously, despite her childlike naivete. She is honest to the most extreme degree and values life above all else.



LILI, CHERUB OF SECOND CHANCES

Small celestial, lawful good

Armor Class 16 (breastplate)
Hit Points 19 (3d6 + 9)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	16 (+3)	18 (+4)	25 (+7)

Saving Throws Dex +7, Wis +7, Cha +10
Skills Insight +7, Perception +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, disease, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., truesight 60 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 8 (3,900 XP)

Innate Spellcasting. Lili's spellcasting ability is Charisma (spell save DC 18). Lili can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, dispel evil and good, prayer of healing, revivify*
1/day each: *heal, plane shift, raise dead*

Legendary Resistance (3/day). If Lili fails a saving throw, she can choose to succeed instead.

Immortal. If Lili is reduced to 0 hit points, as long as she is on the Plane of Life, she returns to life with all her hit points at the end of her turn.

Freedom of Movement. Lili ignores difficult terrain, and magical effects can't reduce her speed or cause her to be restrained. She can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Aura of Truth. Lili can detect all falsehoods in a 30-foot-radius sphere. Additionally, she emanates a magical zone that guards against deception in a 30-foot-radius sphere. A creature that enters the area for the first time on a turn or starts its turn there must make a DC 18 Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. Lili knows whether each creature succeeds or fails on its saving throw.

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Actions

Trumpet of Radiance. Lili's trumpet emits a radiant blast in a 30-foot cone that is audible and visible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 17 (5d6) radiant damage and is stunned for 1 minute. On a successful save, a creature takes half as much damage and isn't stunned. Undead creatures have disadvantage on the saving throw and take 34 (10d6) radiant damage instead of 17 (5d6).

LORD BEREMO FIZZMOS

Lord Beremo Fizzmos is a red half-dragon gnome from a young noble clan in Xantharos. He is an aboleth bloodline sorcerer and an accomplished enchanter, known for his great power and feared even by his own clan members. A few decades ago, he made a pact with a cabal of aboleths in the Silent Pearls, allowing his masters to infuse him with their essence and bodywarp him for more power. As one of their most powerful agents, he serves the aboleths without question and executes their bidding ruthlessly. Lord Beremo Fizzmos exudes a sense of superiority and entitlement, looking down on those he considers beneath him, like the spellslave sorcerer apprentices he trains in the ways of his aberrant masters. He is often cold and calculating, using his powers of manipulation and enchantment to bend others to his will.



LORD BEREMO FIZZMOS

Small humanoid (gnome), lawful evil

Armor Class 13 (natural armor)
Hit Points 63 (14d6 + 14)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	13 (+1)	15 (+2)	13 (+1)	19 (+4)

Saving Throws Con +5, Cha +8
Skills Arcana +6, Deception +8, Perception +9
Damage Immunities fire
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 19
Languages Common, Deep Speech, Draconic, Gnomish, telepathy 120 ft.
Challenge 11 (7,200 XP)

Spellcasting. Lord Beremo Fizzmos is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Lord Beremo Fizzmos has the following sorcerer spells prepared:

- Cantrips (at will): *fire bolt, mage hand, mending, message, minor illusion, true strike*
- 1st level (4 slots): *charm person, magic missile, sleep*
- 2nd level (3 slots): *hold person, suggestion*
- 3rd level (3 slots): *haste*, water walk*
- 4th level (3 slots): *confusion, dominate beast*
- 5th level (2 slots): *dominate person, hold monster*
- 6th level (1 slot): *mass suggestion*
- 7th level (1 slot): *prismatic spray*

*Lord Beremo Fizzmos casts this spell on himself before combat.

Essence Points. Lord Beremo Fizzmos has 4 enchantment essence points (see Appendix A: Orbs of the Wondermaker for details).

Extended Spell. When Lord Beremo Fizzmos casts a spell that has a duration of 1 minute or longer, he can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

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Fey Ancestry. Lord Beremo Fizzmos has advantage on saving throws against being charmed, and magic can't put him to sleep.

Font of Magic (Recharges after a Long Rest). Lord Beremo Fizzmos has 14 sorcery points. As a bonus action, Lord Beremo Fizzmos can transform unexpended sorcery points into one spell slot on his turn, a 1st level spell slot for 2 points, a 2nd level spell slot for 3 points, a 3rd level spell slot for 5 points, a 4th level spell slot for 6 points, or a 5th level spell slot for 7 points. Alternatively, Lord Beremo Fizzmos can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Gnome Cunning. Lord Beremo Fizzmos has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Heightened Spell. When Lord Beremo Fizzmos casts a spell that forces a creature to make a saving throw to resist its effects, he can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When Lord Beremo Fizzmos casts a spell that has a casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Psychic Energy. When Lord Beremo Fizzmos casts a spell that deals damage, he can spend 3 sorcery points to change the damage type to psychic damage.

Actions

Fire Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 16 (3d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Breath Weapon (Recharge 5–6). Lord Beremo Fizzmos exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Become Amphibious. Lord Beremo Fizzmos can spend 1 sorcery point to become amphibious for one hour and breathe air and water.

Boon of Enchantment (4/Day). Lord Beremo Fizzmos can cast the *heroism* spell without expending a spell slot or any kind of components.

Probing Telepathy. Lord Beremo Fizzmos can spend 1 sorcery point to cast the *detect thoughts* spell without expending a spell slot or any components.

Enslave (Recharges after a Long Rest). Lord Beremo Fizzmos can take an action to target one creature he can see within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by him for one day or until he dies or until he is on a different plane of existence from the target. The charmed target is under Lord Beremo Fizzmos' control and can't take reactions, and he and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. The target can also repeat the saving throw when it is at least 1 mile away from him.

Equipment

Lord Beremo Fizzmos' backpack contains personal belongings, magical utility tools like a *rod of unseen crew,* two *potions of flying,* a scroll case with four *scrolls of expeditious retreat* and four *scrolls of jump,* a packet containing a dose of *dust of dryness,* a *feather token (anchor),* and six vials of antitoxin. Lord Beremo Fizzmos owns an *instant fortress,* carries a mucous cloud sprayer, and wears a pair of *boots of striding and springing*.

Mucous Cloud Sprayer. This non-magical canister was created by Lord Beremo Fizzmos' aboleth masters. When used, the canister disperses aboleth mu-

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cus in a 15-foot cone. All creatures in the 15-foot cone must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater. Once used, the canister becomes empty and useless.

LORD PRIITUS NERKRA

Priitus Nerkra was once a rogue and master assassin known for his cunning and agility. However, he found himself trapped during a mission gone wrong and facing certain death. That was until he was saved by the kraken wizard Morgawr. In return for his rescue, the kraken demanded Nerkra's absolute loyalty and threatened dire consequences if he ever betrayed it. Nerkra, seeing no other way out, agreed to the terms and became the kraken's agent. Nerkra secured the rank of a minor noble through lies and an arranged marriage to further his standing and increase his access to resources. However, his wife died mysteriously just a few months after the wedding. Nerkra now had access to great wealth to complement his expert skills at lying and manipulation. He continued to work for Morgawr, using his newfound power to carry out its bidding and keep its secrets safe.



LORD PRIITUS NERKRA

Medium humanoid (human), chaotic evil

Armor Class 16 (*+2 padded armor*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	15 (+2)	14 (+2)	21 (+5)

Saving Throws Dex +8, Wis +7
Skills Deception +15, Perception +7, Sleight of Hand +13, Stealth +13, proficient with thieves' tools
Senses blindsense 10 ft., passive Perception 17
Languages Aquan, Common, Elvish, Thieves' cant
Challenge 13 (10,000 XP)

Cunning Action. On each of his turns, Lord Priitus Nerkra can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. Lord Priitus Nerkra can nimbly dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Lord Priitus Nerkra instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

False Form (5/Day). Lord Priitus Nerkra can cast the *disguise self* spell without expending a spell slot or material components.

Habitual Liar. Lord Priitus Nerkra gains advantage on Charisma (Deception) checks when telling a lie.

False Perceptions. Lord Priitus Nerkra is aware of any divination spells or powers that target him or include information about him or any item that he possesses. He can alter how such divination spells perceive him or what information they provide about him or any item that he possesses.

Sneak Attack (1/Turn). Lord Priitus Nerkra deals an extra 31 (9d6) damage when he hits a target with a

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weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of his that isn't incapacitated and Lord Priitus Nerkra doesn't have disadvantage on the attack roll.

Supreme Sneak. Lord Priitus Nerkra has advantage on a Dexterity (Stealth) skill check if he moves no more than half his speed on the same turn.

Untraceable. Divination spells and divination magic of any kind can't sense, perceive, affect, or provide information about Lord Priitus Nerkra in any way.

Veil of Lies. Lord Priitus Nerkra can tell falsehoods and lies when magically forced or compelled to tell the truth, even when he is charmed or when his thoughts are read. He doesn't need to be aware of being under the effect of a spell or magical power to be able to use this feature.

Reliable Talent. Whenever Lord Priitus Nerkra makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Actions

Dagger of Venom. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage. Lord Priitus Nerkra can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. Lord Priitus Nerkra can use his reaction to halve an attack's damage against him if he can see the attacker.

Equipment

Lord Priitus Nerkra wears a +2 *padded armor* and carries a pouch with 23 silver pieces, 52 gold pieces, 4 platinum bars worth 100 gold pieces each, three diamonds worth 350 gold pieces each, a *bag of holding,* and a *dagger of venom*. He also carries *Maarsha's ear,* with which he can send messages to the mummy sea hag priestess.

LORD RHOGAR ZLATOZAR

Lord Rhogar Zlatozar is a zealous paladin of Magic and the sole descendent of the Xantharosian half-gold dragon clan of his name, tracing back his heritage and sacred oath to over two thousand years. Ever since discovering and harnessing the powers of the *orb of Conjuration* under his Clan Fort, Lord Rhogar Zlatozar has considered himself the Spellhoarder —the divine emissary one of the Wondermaker chosen to reign over the Isles of Xantharos.

LORD RHOGAR ZLATOZAR

Medium humanoid (human), neutral evil

Armor Class 24 (+2 plate, +1 shield, defense)
Hit Points 180 (24d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Wis +7, Cha +10
Skills Arcana +7, Athletics +11, Religion +7
Damage Immunities fire
Condition Immunities frightened, paralyzed, restrained
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 17 (18,000 XP)

Spellcasting. Lord Rhogar Zlatozar is a 20th-level spellcaster. His spellcasting ability is Charisma (spell

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save DC 18, +10 to hit with spell attacks). Lord Rhogar Zlatozar has the following paladin spells prepared:

- 1st level (4 slots): *command, cure wounds, detect magic, divine favor, magic missile, shield*
- 2nd level (3 slots): *blur*, branding smite, lesser restoration, misty step, protection from poison*, zone of truth*
- 3rd level (3 slots): *counterspell, daylight, dispel magic, magic circle, remove curse*
- 4th level (3 slots): *banishment, death ward*, fire shield, stoneskin*
- 5th level (2 slots): *geas, teleportation circle, wall of force*



*Lord Rhogar Zlatozar casts these spells on himself before combat.

Divine Smite. When Lord Rhogar Zlatozar hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Divine Health. Lord Rhogar Zlatozar is immune to disease.

Fey Ancestry. Lord Rhogar Zlatozar has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spell Recovery. Whenever Lord Rhogar Zlatozar finishes a short rest, he regains expended spell slots with a combined level of 10.

Aura of Protection. Whenever Lord Rhogar Zlatozar or a friendly creature within 30 feet of him must make a saving throw, the creature gains a +4 bonus to the saving throw. Lord Rhogar Zlatozar must be conscious to grant this bonus.

Aura of Courage. Lord Rhogar Zlatozar and friendly creatures within 30 feet of him can't be frightened while he is conscious.

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Boon of Conjuration (6/Day). Lord Rhogar Zlatozar can cast the *fog cloud* spell without expending a spell slot or any components.

Essence Points. Lord Rhogar Zlatozar has 19 conjuration essence points (see Appendix A: Orbs of the Wondermaker for details).

Actions

Multiattack. Lord Rhogar Zlatozar makes two spear attacks.

+2 Flame Tongue Spear. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage plus 4 (1d8) radiant damage plus 7 (2d6) fire damage.

Arcane Severance (Recharges after a Long Rest). As part of his attack action, Lord Rhogar Zlatozar can unleash a devastating Arcane Severance against a creature he hits with a melee weapon attack. The target must make a DC 18 Charisma saving throw. On a failed save, the target's connection to magic is severed, rendering them unable to cast spells or use any magical abilities for 1 minute. While under the effects of Arcane Severance, the target's attempts to cast spells or use magical abilities automatically fail, and any ongoing magical effects or spells are suppressed. Additionally, if the target is concentrating on a spell, they lose concentration immediately. At the end of each of its turns, the target can make a new Charisma saving throw. On a success, the effect ends on the target.

Divine Sense (5/Day). Lord Rhogar Zlatozar can detect evil forces. Until the end of his next turn, Lord Rhogar Zlatozar knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type (celestial, fiend, or undead) of any being whose presence he senses, but not its identity. Within the same radius, Lord Rhogar Zlatozar also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Lay on Hands (Recharges after a Long Rest). Lord Rhogar Zlatozar can touch a creature and restore up to 100 hit points to that creature. He can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it. He can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Cleansing Touch (4/Day). Lord Rhogar Zlatozar can use his action to end one spell on himself or on one willing creature that he touches.

Channel Divinity (Recharges after a Short or Long Rest). Lord Rhogar Zlatozar can channel divine energy to fuel either of the following magical effects:

- ***Arcane Ward:*** Lord Rhogar Zlatozar can create a protective ward of magical energy around himself in a 30-foot radius. All creatures of his choice within the area gain advantage on their saving throws against spells and magical effects until the end of his next turn.

- ***Disrupt Magic:*** When a creature within 60 feet of Lord Rhogar Zlatozar casts a spell, he can use his reaction and Channel Divinity to attempt to disrupt it. The creature must make a DC 18 Charisma saving throw. On a failed save, the creature's spell fails, and they lose the spell slot expended to cast it.

Templar of Magic (Recharges after a Long Rest). Lord Rhogar Zlatozar can call upon the most potent arcane energies, gaining the following benefits for 1 minute:

- Whenever Lord Rhogar Zlatozar casts a spell that restores hit points or grants temporary hit points, the healing or temporary hit points provided are maximized.
- Lord Rhogar Zlatozar automatically succeeds on his Constitution saving throw to maintain concentration on his spells.

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- Lord Rhogar Zlatozar can cast spells that have a casting time of one action using a bonus action instead.

Breath Weapon (Recharge 5–6). Lord Rhogar Zlatozar can use his action to exhale fire in a 15-foot cone. Each creature in the area of the exhalation must make a DC 17 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Equipment

Lord Rhogar Zlatozar wears a *+2 plate armor* wrought in gold and embellished with the symbol of the Wondermaker and worth 54,500 gold pieces. He carries a *+1 spellguard shield* and wields a *+2 flame tongue* spear. He also wears a *ring of free action* and possesses the *skull of the archlich*.

MARLA-THRA, THE CONJOINED SUPPRESSORS

Marla-Thra, the dreaded conjoined marilith demon sisters, stand as an embodiment of chaos and destruction in the Abyss. Commanding vast armies of demons, they have been summoned throughout history to unleash devastation upon nations and armies alike. Their ability to orchestrate chaos is unparalleled, as they manipulate both mortals and demons to further their hateful agendas. With each flick of their blades, Marla-Thra unleash a tempest of fury, carving through enemies with unmatched ferocity. Tales of their presence strike fear into the hearts of even the bravest warriors, for facing Marla-Thra means confronting an embodiment of chaos, a merciless storm of blades that leaves naught but devastation in its wake.

MARLA-THRA, THE CONJOINED SUPPRESSORS

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +10, Con +11, Wis +9, Cha +11
Skills Perception +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 19
Languages Abyssal, telepathy 120 ft.
Challenge 17 (18,000 XP)



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Magic Resistance. Marla-Thra has advantage on saving throws against spells and other magical effects.

Magic Weapons. Marla-Thra's weapon attacks are magical.

Reactive. Marla-Thra can take one reaction on every turn in a combat.

Actions

Multiattack. Marla-Thra makes twelve longsword attacks. They can substitute one longbow attack in place of two long sword attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Ensnare. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 20 (3d10 + 4) bludgeoning damage. If the target is large or smaller, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Marla-Thra can automatically hit the target with their ensnare attack.

Teleport. Marla-Thra magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

Reactions

Parry (2/Turn). Marla-Thra adds 5 to their AC against a melee attack that would hit them. To do so, Marla-Thra must see the attacker and be wielding a melee weapon. Marla-Thra has two reactions for the purposes of using this feature.

Equipment

Marla-Thra wears a *ring of invisibility*.

MASTER OF THE EBON SERPENT

A trio of half-black dragon halflings—Lords Culfix, Morgix, and Brolix Astrillax—the sons of Lady Sentrix "the Coil" Astrillax bear the title of Master of the Ebon Serpent. Embracing their draconic heritage, they combine the disciplines of monkhood with the dark power of warlocks, following the teachings of the Ebon Serpent, the heralded bringer of the end of times. Wielding a deadly blend of spells, martial arts, and their own draconic prowess, these enigmatic individuals wreak havoc and bring desctruction wherever they tread, their actions moving the world closer to its prophesied end.

MASTER OF THE EBON SERPENT

Small humanoid (halfling), neutral evil

Armor Class 16 (unarmored defense)
Hit Points 81 (18d6 + 18)
Speed 45 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	10 (+0)	17 (+3)	15 (+2)

Saving Throws Str +9, Dex +8
Skills Athletics +9, Stealth +8
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic, Halfling
Challenge 13 (10,000 XP)

Spellcasting. The master of the Ebon Serpent is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It knows the following warlock spells:

- Cantrips (at will): *eldritch blast, poison spray, true strike*
- 1st–3rd level (2 3rd level slots): *counterspell, expeditious retreat, hellish rebuke, mirror image*, protection from evil and good, ray of enfeeblement, vampiric touch*

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*The master of the Ebon Serpent casts this spell on itself before combat.

Fey Ancestry. The master of the Ebon Serpent has advantage on saving throws against being charmed, and magic can't put it to sleep.

Brave. The master of the Ebon Serpent has advantage on saving throws against being frightened.

Lucky. When the master of the Ebon Serpent rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Dark Devotion. The master of the Ebon Serpent gains advantage on saving throws against being charmed.

Conviction of the Spared (Recharges after a Long Rest). The master of the Ebon Serpent can reroll a failed saving throw.

Know Vulnerability. As a bonus action, the master of the Ebon Serpent can gain knowledge of the lowest ability score, vulnerabilities, and condition immunities of a target creature.

Martial Arts. When the master of the Ebon Serpent uses the Attack action with an unarmed strike, it can make one unarmed strike as a bonus action.

Ki Points (Recharges after a Long Rest). The master of the Ebon Serpent has 11 ki points.

Flurry of Blows. Immediately after the master of the Ebon Serpent takes the Multiattack action on its turn, it can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. The master of the Ebon Serpent can spend 1 ki point to take the Dodge action as a bonus action on its turn.

Step of the Wind. The master of the Ebon Serpent can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn, and its jump distance is doubled for the turn.

Stunning Strike. When the master of the Ebon Serpent hits another creature with a melee weapon attack, it can spend 1 ki point to attempt a stunning strike. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the master of the Ebon Serpent's next turn.

Sudden Strike. The master of the Ebon Serpent can spend 1 ki point to gain advantage on its initiative roll.

Coiled Grappler. Creatures the master of the Ebon Serpent has subjected to the grappled condition have disadvantage on their Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape. Addition-

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ally, the master of the Ebon Serpent gains advantage on Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape a grapple.

Ki-empowered Strikes. The master of the Ebon Serpent's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Pact of the Fang. The unarmed strike of the master of the Ebon Serpent deals an additional 3 (1d6) poison damage and he gains a +1 bonus to its attack and damage rolls (already included).

Evasion. When the master of the Ebon Serpent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Stillness of Mind. The master of the Ebon Serpent can use its action to end one effect on itself that is causing it to be charmed or frightened.

Unarmored Movement Improvement. The master of the Ebon Serpent can move along vertical surfaces and across liquids on its turn without falling during its move.

Purity of Body. The master of the Ebon Serpent is immune to disease and poison.

Actions

Multiattack. The master of the Ebon Serpent makes two unarmed strike attacks or creates two beams of eldritch blasts.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage and 3 (1d6) poison damage.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 7 (1d10 + 2) force damage. Once on each of its turns when the master of the Ebon Serpent hits a creature with its eldritch blast, it can move that creature in a straight line 10 feet closer to itself.

Breath Weapon (Recharge 5–6). The master of the Ebon Serpent exhales acid in a 15-foot line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Bonebreaker. The master of the Ebon Serpent can spend 2 ki points to deal 27 (6d8) bludgeoning damage to a creature it has subjected to the grappled condition. The target creature must make a DC 17 Constitution saving throw or suffer disadvantage on its attack rolls, as well as Strength, Dexterity, and Constitution saving throws and ability checks until the end of its next turn. The target creature must make a new Constitution saving throw at the beginning of its turn to temporarily negate the effect until the start of its next turn. The effect ends when the creature regains at least 10 hit points or if it has maximum hit points.

Reactions

Deflect Missiles. The master of the Ebon Serpent can use its reaction to deflect or catch the missile when it is hit by a ranged weapon attack. When it does so, the damage it takes from the attack is reduced by 19 (1d10 + 14). If the damage is reduced to 0, the master of the Ebon Serpent can catch the missile if it is small enough for it to hold in one hand and if it has at least one hand free. If it catches a missile in this way, the master of the Ebon Serpent can spend 1 ki point to make a ranged attack (range 20 feet/60 feet) with the weapon or piece of ammunition it has just caught, as part of the same reaction (+9 to hit, range 20 ft./60 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage).

Slow Fall. The master of the Ebon Serpent can use its reaction when it falls to reduce any falling damage it takes by 55 points.

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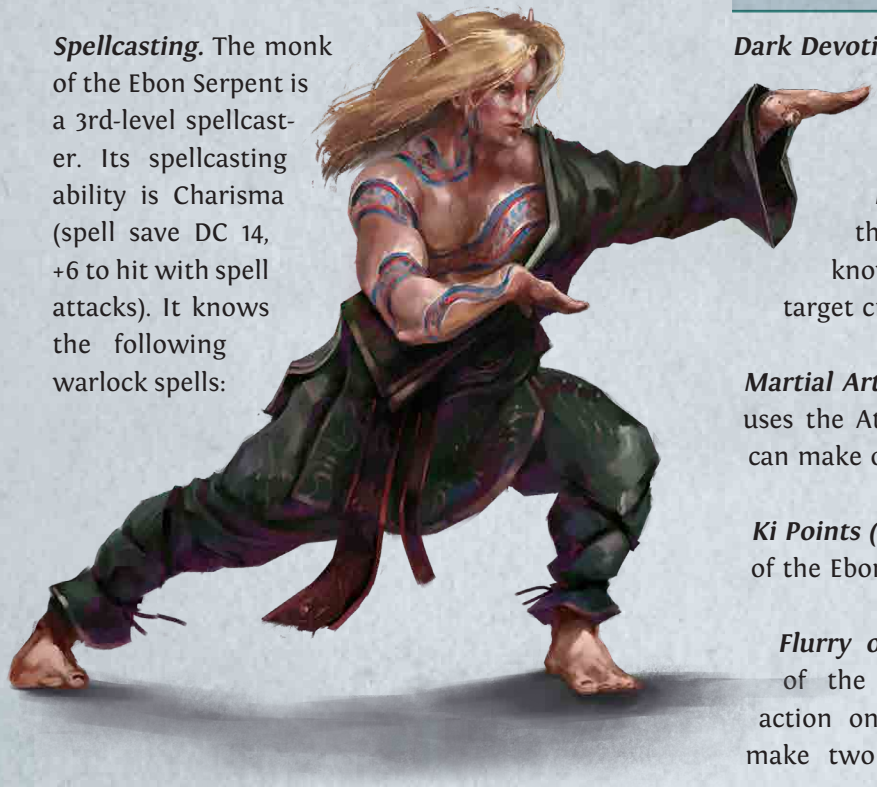
MONK OF THE EBON SERPENT

The Monks of the Ebon Serpent, diverse in species yet united in their dedication, train under the infamous Masters of the Ebon Serpent. These disciples have honed their bodies and minds to become vessels of martial prowess and arcane might. Channelling the potent energy of the Ebon Serpent, they master an array of combat techniques and eldritch spells, weaving them seamlessly together in their relentless pursuit of power. As they delve deeper into the forbidden knowledge of their dark arts, their loyalty to the Ebon Serpent grows, driving them to seek further enlightenment and become agents of impending doom.



MONK OF THE EBON SERPENT

Medium or small humanoid (any race), neutral evil

Armor Class 14 (unarmored defense)
Hit Points 49 (9d8 + 9)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Str +7, Dex +6
Skills Athletics +7, Stealth +6
Senses passive Perception 12
Languages Common, Draconic
Challenge 9 (5,000 XP)

Spellcasting. The monk of the Ebon Serpent is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following warlock spells:

- Cantrips (at will): *eldritch blast, true strike*
- 1st-2nd level (2 2nd level slots): *detect thoughts, expeditious retreat*, hellish rebuke, ray of enfeeblement*

*The monk of the Ebon Serpent casts this spell on itself before combat.

Dark Devotion. The monk of the Ebon Serpent gains advantage on saving throws against being charmed.

Know Vulnerability. As a bonus action, the monk of the Ebon Serpent can gain knowledge of the lowest ability score of a target creature.

Martial Arts. When the monk of the Ebon Serpent uses the Attack action with an unarmed strike, it can make one unarmed strike as a bonus action.

Ki Points (Recharges after a Long Rest). The monk of the Ebon Serpent has 6 ki points.

Flurry of Blows. Immediately after the monk of the Ebon Serpent takes the Multiattack action on its turn, it can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. The monk of the Ebon Serpent can spend 1 ki point to take the Dodge action as a bonus action on its turn.

Step of the Wind. The monk of the Ebon Serpent can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn, and its jump distance is doubled for the turn.

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Stunning Strike. When the monk of the Ebon Serpent hits another creature with a melee weapon attack, it can spend 1 ki point to attempt a stunning strike. The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the monk of the Ebon Serpent's next turn.

Sudden Strike. The monk of the Ebon Serpent can spend 1 ki point to gain advantage on its initiative roll.

Coiled Grappler. Creatures the monk of the Ebon Serpent has subjected to the grappled condition have disadvantage on their Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape. Additionally, the monk of the Ebon Serpent gains advantage on Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape a grapple.

Ki-empowered Strikes. The monk of the Ebon Serpent's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Pact of the Fang. The unarmed strike of the monk of the Ebon Serpent deals an additional 3 (1d6) poison damage and it gains a +1 bonus to its attack and damage rolls (already included).

Actions

Multiattack. The monk of the Ebon Serpent makes two unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage and 3 (1d6) poison damage.

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (1d10 + 2) force damage.

Reactions

Deflect Missiles. The monk of the Ebon Serpent can use its reaction to deflect or catch the missile when it is hit by a ranged weapon Attack. When it does so, the damage it takes from the attack is reduced by 13 (1d10 + 8). If the damage is reduced to 0, the monk of the Ebon Serpent can catch the missile if it is small enough for it to hold in one hand and if it has at least one hand free. If it catches a missile in this way, the monk of the Ebon Serpent can spend 1 ki point to make a ranged attack (range 20 feet/60 feet) with the weapon or piece of ammunition it has just caught, as part of the same reaction. (+7 to hit, range 20 ft./60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.)

Slow Fall. The monk of the Ebon Serpent can use its reaction when it falls to reduce any falling damage it takes by 30 points.

MORGAWR

Morgawr is an ancient kraken that has dedicated its existence to mastering the school of necromancy and becoming an archmage. Wielding almost unrivalled power through the study of the arcane and dominating the seas it has called its home, Morgawr eventually found the lost city of A'rvanshy in the Abysmal Rift and sought to claim it. Its attack was halted by the lich necromancer of the deep sea-elves, A'rvanshy, when the lich ascended to an aspect of necromancy and imprisoned the kraken in a minimus containment spell. For a thousand years, Morgawr slumbered in its gemstone prison, until a green dragon oracle named Ossiazzxontyr finally broke it free. Morgawr emerged in a fury and razed the city of A'rvanshy, murdering and then raising most of the population as undead servitors. Hundreds who were left alive are mere fodder for the kraken and live in terror under Morgawr's rule. Morgawr has a singular goal - finding the lost secrets of A'rvanshy's magical powers and claiming them as its own. The kraken's minions and agents scour the seas, and even dry lands, to obtain any trace of the deep-sea elves and A'rvanshy's legacy.

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MORGAWR

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)
Hit Points 560 (32d20 + 224)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	23 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12
Skills Arcana +22, History +22
Damage Resistance damage from spells
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses truesight 120 ft., passive Perception 14
Languages understands Abyssal, Aquan, Celestial, Elvish, Infernal, and Primordial but can't speak, telepathy 120 ft.
Challenge 25 (75,000 XP)

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

Spellcasting. Morgawr casts spells as an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Morgawr can cast *fog cloud* and *ray of enfeeblement* at will and has the following wizard spells prepared:

- Cantrips (at will): *chill touch, mage hand, prestidigitation, thunderclap, true strike*
- 1st level (4 slots): *cause fear, detect magic, expeditious retreat, identify*
- 2nd level (3 slots): *bleeding wound, blindness/deafness, locate object*
- 3rd level (3 slots): *animate dead, dispel magic, vampiric touch*
- 4th level (3 slots): *banishment, blight, control water*
- 5th level (3 slots): *cloudkill, cone of cold, teleportation circle*
- 6th level (1 slot): *circle of death, eyebite*
- 7th level (1 slot): *finger of death, teleport*
- 8th level (1 slot): *dominate monster, expedite decomposition*
- 9th level (1 slot): *meteor swarm, power word kill*

Amphibious. Morgawr can breathe air and water.



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Freedom of Movement. Morgawr ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from non-magical restraints or being grappled.

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

Siege Monster. Morgawr deals double damage to objects and structures.

Actions

Multiattack. Morgawr makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a large or smaller creature grappled by Morgawr, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Morgawr, and it takes 42 (12d6) acid damage at the start of each of Morgawr's turns. If Morgawr takes 50 damage or more on a single turn from a creature inside it, Morgawr must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Morgawr. If Morgawr dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage. The target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Morgawr has ten tentacles, each of which can grapple one target

Fling. One large or smaller object held or creature grappled by Morgawr is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. Morgawr magically creates three bolts of lightning, each of which can strike a target Morgawr can see within 120 feet of it. A target must make a DC 24 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Morgawr can take 4 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. Morgawr regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. Morgawr makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). Morgawr uses Lightning Storm.

Necrotic Ink Cloud (Costs 3 Actions). While underwater, Morgawr expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than Morgawr. Each creature other than Morgawr that ends its turn there must succeed on a DC 24 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. An undead creature that ends its turn there regains hit points equal to the amount of necrotic damage dealt. A strong current disperses the cloud, which otherwise disappears at the end of Morgawr's next turn.

Cast a Spell (Costs 3 Actions). Morgawr casts a spell from its list of prepared spells, using a spell slot as normal.

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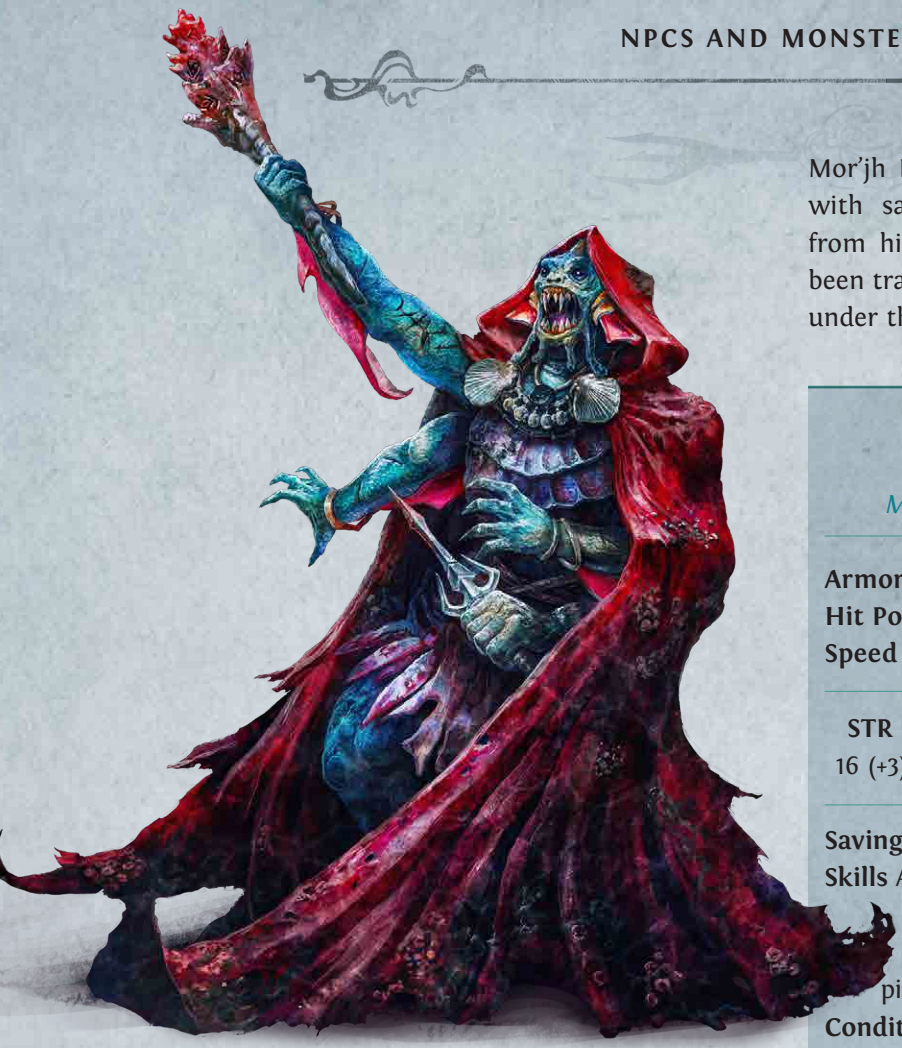

MOR'JH KOAH

Mor'jh Koah is the leader of the Rakhix Gharthok Kol'jah, the Blood Feeders from the Dark—the tribe of sahuagin inhabiting the Calhay Sea. He is the tribe's spiritual and military leader, dedicated to preserving the tribe's two-thousand-year devotion to the Darkness Within in the Temple of Bleeding Darkness. Mor'jh Koah was recently approached and turned into a vampire by Faeryl Myrryn, and tasked to find the Dark Star's blood in the region. Mor'jh Koah called for divine intervention, and miraculously, an agent of the Dark Star arrived at the temple in the form of a dark couatl and offered aid in return for the tribe's alliance. The divine serpent soon found the source of the blood—the Fang of Xantharos. Learning the blood's location, Mor'jh Koah relocated to the fang and is harvesting the dark celestial blood to use in transforming the tribe's brood into sahuagin tainted by the power of darkness.

Mor'jh Koah is an exacting ruler, guiding his tribe with savagery. He demands complete obedience from his warriors and lesser clerics, who have all been transformed into vampire spawns and initiated under the patronage of Faeryl Myrryn.

MOR'JH KOAH

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)
Hit Points 142 (19d8 + 57)
Speed 30 ft., swim 40 ft.

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

Saving Throws Dex +8, Wis +9, Cha +8
Skills Arcana +6, Deception +8, Insight +9, Perception +14, Religion +6, Stealth +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded
Senses blindsight 30 ft., darkvision 180 ft., passive Perception 24
Languages Common, Sahuagin
Challenge 16 (15,000 XP)

Spellcasting. Mor'jh Koah is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance, thaumaturgy, sacred flame (necrotic damage)*
- 1st level (4 slots): *command, fog cloud, inflict wounds, sleep*
- 2nd level (3 slots): *aid, blindness/deafness, darkness, hold person, silence, spiritual weapon, warding bond**
- 3rd level (3 slots): *dispel magic, fear, nondetection*, protection from energy, speak with dead*
- 4th level (3 slots): *control water, death ward*, greater invisibility*, phantasmal killer*

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- 5th level (2 slot): *contagion, dream, hallow, mislead*
- 6th level (1 slot): *blade barrier, harm*
- 7th level (1 slot): *symbol*

Mor'jh Koah is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He knows the following warlock spells:

- Pact of the Tome Cantrips (at will): *chill touch, resistance, true strike*
- Cantrips (at will): *eldritch blast, minor illusion, vicious mockery*
- 1st-3rd level (2 3rd level slots): *bleeding wound, enthrall, hold person, invisibility, mirror image*, suggestion, vampiric touch*

*Mor'jh Koah casts these spells on himself before combat.

Shapechanger. If Mor'jh Koah isn't in sunlight or running water, he can use his action to polymorph into a medium cloud of mist, or back into his true form.

While in mist form, Mor'jh Koah can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Legendary Resistance (3/Day). If Mor'jh Koah fails a saving throw, he can choose to succeed instead.

Misty Escape. When Mor'jh Koah drops to 0 hit points outside his resting place, he transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

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

Dark Sight. Mor'jh Koah can see in normal and magical darkness.

Shark Telepathy. Mor'jh Koah can magically command any shark within 120 feet of him, using a limited telepathy.

Regeneration. Mor'jh Koah regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Mor'jh Koah takes radiant damage or damage from holy water, this trait doesn't function at the start of Mor'jh Koah's next turn.

Spider Climb. Mor'jh Koah can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Mor'jh Koah has the following flaws:

- *Forbiddance*. Mor'jh Koah can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water*. Mor'jh Koah takes 20 acid damage when he ends its turn in running water, such as a river, a stream, or a current.
- *Stake to the Heart*. Mor'jh Koah is destroyed if a piercing weapon made of wood is driven into his heart while he is incapacitated in his resting place.
- *Sunlight Hypersensitivity*. Mor'jh Koah takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

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Actions

Multiattack. Mor'jh Koah casts a spell (can create two beams of eldritch blasts) and makes two claw attacks, or makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. Instead of dealing damage, Mor'jh Koah can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Mor'jh Koah, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Mor'jh Koah regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Mor'jh Koah's control.

Eldritch Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Charm. Mor'jh Koah targets one humanoid he can see within 30 feet of him. If the target can see Mor'jh Koah, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Mor'jh Koah. The charmed target regards Mor'jh Koah as a trusted friend to be heeded and protected. Although the target isn't underMor'jh Koah's control, it takes Mor'jh Koah's requests or actions in the most favorable way it can, and it is a willing target for Mor'jh Koah's bite attack.

Each time Mor'jh Koah or his 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 Mor'jh Koah is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Darkness Descends (Recharges after a Short or Long Rest). Mor'jh Koah can use his Channel Divinity to harness darkness. As an action, he presents his holy symbol and summons a 30-foot radius globe of darkness that functions as the *darkness* spell. The globe appears in a space that Mor'jh Koah can see within 30 feet of him. Any magical light effect within the globe is dispelled. Additionally, each hostile creature within the globe must make a Constitution saving throw. A creature takes necrotic damage equal to 20 (2d6 + 13) on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from Mor'jh Koah is not affected.

Cloak of Darkness. (Recharges after a Short or Long Rest). As a bonus action, Mor'jh Koah can weave shadows around himself into a magical cloak that hides his form and protects him from attacks. For 1 minute, creatures have disadvantage on attack rolls against Mor'jh Koah. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Conjure Shadows (Recharges after a Short or Long Rest). As an action, Mor'jh Koah can summon living shadows from darkness. This ability functions as a *conjure animals* spell, however, it summons a single shadow, which speaks Common and does Mor'jh Koah's bidding for one hour.

Divine Intervention (Recharges after a Long Rest). As an action, Mor'jh Koah can seek the divine intervention of the Darkness Within. If he rolls a percent lower than 13% on a percentile dice, his deity intervenes. If the Darkness Within intervenes, Mor'jh Koah can't use this feature again for 7 days.

One with Shadows. When Mor'jh Koah is in an area of dim light or darkness, he can use his action to become invisible until he moves or takes an action or a reaction.

Children of the Night (1/Day). Mor'jh Koah magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Mor'jh Koah can call 3d6 wolves instead. The called creatures arrive in 1d4

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rounds, acting as allies of Mor'jh Koah and obeying his spoken commands. The beasts remain for 1 hour, until Mor'jh Koah dies, or until Mor'jh Koah dismisses them as a bonus action.

Legendary Actions

Mor'jh Koah 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. Mor'jh Koah regains spent legendary actions at the start of his turn.

Move. Mor'jh Koah moves up to his speed without provoking opportunity attacks.

Claw. Mor'jh Koah makes one claw attack.

Bite (Costs 2 Actions). Mor'jh Koah makes one bite attack.



MYSTIC TEMPLAR

The Mystic Templar, a paladin of the god of magic, is not only a paragon of arcane knowledge but also a formidable melee fighter and wielder of magic. In their quest to unravel arcane wisdom, they master both the intricacies of spellcasting and the art of close combat, seamlessly blending martial prowess with mystical might. With their versatile skill set, they not only protect others from the ravages of arcane threats but also engage in direct confrontation, channeling their magical power to enhance their martial abilities. As zealous guardians of both ancient lore and the battlefield, they embody the harmonious fusion of sword and sorcery.

MYSTIC TEMPLAR

Medium or small humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +5, Cha +7
Skills Arcana +5, Athletics +8, Religion +5
Condition Immunities frightened
Senses passive Perception 11
Languages Common, Draconic
Challenge 9 (5,000 XP)

Spellcasting. The mystic templar is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The mystic templar has the following paladin spells prepared:

- 1st level (4 slots): *command, cure wounds, detect magic, divine favor, magic missile, shield*
- 2nd level (3 slots): *blur*, branding smite, lesser restoration, misty step, protection from poison**
- 3rd level (3 slots): *counterspell, dispel magic, magic circle*

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*The mystic templar casts these spells on itself before combat.

Divine Smite. When the mystic templar hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Health. The mystic templar is immune to disease.

Aura of Protection. Whenever the mystic templar or a friendly creature within 10 feet of it must make a saving throw, the creature gains a +3 bonus to the saving throw. The mystic templar must be conscious to grant this bonus.

Polearm Expert. When the mystic templar rolls a 1 or 2 on a damage die for an attack it makes with a melee weapon that it is wielding with two hands, it can reroll the die and must use the new roll. Other creatures provoke an opportunity attack from the mystic templar when they enter the reach it has with that weapon.

Spell Recovery. Whenever the mystic templar finishes a short rest, it regains a total of 6 levels of expended spell slots.

Actions

Multiattack. The mystic templar makes two attacks with its *+1 halberd*.

+1 Halberd. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 4 (1d8) radiant damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d10) piercing damage.

Lay on Hands (Recharges after a Long Rest). The mystic templar can touch a creature and restore up to 55 hit points to that creature. It can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. It can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Divine Sense (4/Day). The mystic templar can detect evil forces. Until the end of his next turn, the mystic templar knows the location of any celestial, fiend, or undead within 60 feet of it that is not behind total cover. It knows the type (celestial, fiend, or undead) of any being whose presence it senses, but not its identity. Within the same radius, it also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Channel Divinity (Recharges after a Short or Long Rest). The mystic templar has the following two Channel Divinity options:

- **Arcane Ward:** The mystic templar can use its reaction to activate its Channel Divinity to create a protective ward of magical energy around itself in a 30-foot radius. All creatures of its choice within the area gain advantage on their saving throws against spells and magical effects until the end of its next turn.

- **Disrupt Magic:** When a creature within 60 feet of the mystic templar casts a spell, the templar can use its reaction and Channel Divinity to attempt to disrupt it. The creature must make a DC 15 Charisma saving throw. On a failed save, the creature's spell fails, and they lose the spell slot expended to cast it.

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OSSIAZZXONTYR

Ossiazzxontyr, the enigmatic dragon oracle, resides near the Abysmal Rift. The adult dragon is a revered source of insight into the future. Seekers from all corners of the Isles are drawn to his wisdom, offering treasures to expand his hoard in exchange for glimpses into destiny. Ossiazzxontyr's divinations attract wealth and reputation, establishing him as the sought-after and manipulative seer of the land and seas. Unbeknownst to the seekers, the dragon oracle harbors a relentless hunger for power. He is calculating and charismatic, with an insatiable greed that drives him to amass as much influence and riches as possible.

OSSIAZZXONTYR

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 264 (23d12 + 115)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	21 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +11, Int +11, Wis +9, Cha +10
Skills Arcana +11, Deception +10, History +11, Insight +9, Perception +15, Persuasion +10, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Aquan, Celestial, Common, Draconic, Elvish
Challenge 17 (18,000 XP)

Amphibious. Ossiazzxontyr can breathe air and water.

Legendary Resistance (3/Day). If Ossiazzxontyr fails a saving throw, he can choose to succeed instead.

Spellcasting. Ossiazzxontyr is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Ossiazzxontyr has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, mage hand, minor illusion, prestidigitation, true strike*
- 1st level (4 slots): *comprehend languages, detect magic, identify, shield*
- 2nd level (3 slots): *detect thoughts, locate object, see invisibility*
- 3rd level (3 slots): *clairvoyance, fireball, tongues*
- 4th level (3 slots): *arcane eye, banishment, locate creature*
- 5th level (2 slots): *legend lore, scrying*
- 6th level (1 slot): *karmic debt, true seeing*
- 7th level (1 slot): *plane shift*

Boon of Divination (6/Day). Ossiazzxontyr can cast the *augury* spell without expending a spell slot or any components.

Essence Points. Ossiazzxontyr has 19 divination essence points (see Appendix A: Orbs of the Wondermaker for details).

Actions

Multiattack. Ossiazzxontyr can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Ossiazzxontyr's choice that is within 120 feet of the dragon and aware of him must succeed on a DC 18 Wisdom sav-

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ing 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 Ossiazzxontyr's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). Ossiazzxontyr exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Ossiazzxontyr 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. Ossiazzxontyr regains spent legendary actions at the start of his turn.

Detect. Ossiazzxontyr makes a Wisdom (Perception) check.

Tail Attack. Ossiazzxontyr makes a tail attack.

Wing Attack (Costs 2 Actions). Ossiazzxontyr beats his wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Ossiazzxontyr can then fly up to half his flying speed.

RAVENOUS SEA CUCUMBER

The gargantuan ravenous sea cucumber is an eerie aquatic animal that lies in wait at the ocean's depths. With its colossal, gelatinous body stretching over 50 feet, it possesses retractable branched tentacles that serve as its primary feeding appendages. This terrifying creature ensnares its prey with its sinuous tentacles, swiftly immobilising and drawing them into its grasp, ensuring a swift and horrifying demise.

RAVENOUS SEA CUCUMBER

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +4
Condition Immunities prone
Senses blindsight 60 ft., passive Perception 14
Languages -
Challenge 10 (5,900 XP)



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Water Breathing. The ravenous sea cucumber can breathe only underwater.

Actions

Intestine Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the ravenous sea cucumber can't use its tentacle on another target. If the target is a large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the ravenous sea cucumber. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ravenous sea cucumber, and it takes 21 (6d6) acid damage at the start of each of the ravenous sea cucumber's turns. The ravenous sea cucumber can store two large, four medium, or eight small-sized creatures in its stomach. If the ravenous sea cucumber takes 30 damage or more on a single turn from a creature inside it, the ravenous sea cucumber must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which are released in a space within 10 feet of the ravenous sea cucumber. If the ravenous sea cucumber dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement.



SAILOR

The home of a sailor is the ship, and its realm is the open sea. Most sailors are strong individuals from their daily tasks of rigging ropes and climbing masts. They feel more secure on a deck than on land and can find their balance even in the most severe storms.

SAILOR

Medium or small humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 13 (3d8)
Speed 30 ft.

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

Skills Athletics +6
Senses passive Perception 11
Languages Common
Challenge ⅛ (25 XP)

Sea Legs. While on a ship, the sailor has advantage on Dexterity saving throws against effects that would render it prone.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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SEA CAPTAIN

With a grizzled beard and a weather-beaten face, sea captains command respect from their crew through a mixture of discipline and wisdom. Their role on the ship is multifaceted, overseeing navigation, making crucial decisions during storms, and instilling a sense of camaraderie among the sailors, ensuring that the vessel remains a well-oiled machine on the treacherous seas.



SEA CAPTAIN

Medium or small humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +5, Wis +5
Skills Athletics +8, Intimidation +8, Perception +5
Senses passive Perception 15
Languages Common
Challenge 5 (1,800 XP)

Action Surge (Recharges after Short or Long Rest). On his turn, the sea captain can take one additional action.

Indomitable (Recharges after Short or Long Rest). The sea captain can reroll a saving throw that it fails.

Sea Legs. While on a ship, the sea captain has advantage on Dexterity saving throws against effects that would render it prone.

Sea Dog. The sea captain has proficiency with waterborne vehicles, navigator's tools, and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Seaborne Strike (3/Day). While on a ship, the sea captain can add a +3 damage bonus when making a weapon attack.

Salty Dog. The sea captain has advantage on saving throws against being frightened and charmed.

Swashbuckler (2/Day). The sea captain can choose to move up to its speed as a bonus action, without provoking opportunity attacks. When it moves this way, it can make a melee weapon attack against a creature with advantage.

Actions

Multiattack. The sea captain makes two attacks with its cutlass.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, reach 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Second Wind (Recharges after Short or Long Rest). On its turn, the sea captain can use a bonus action to regain hit points equal to 15 (1d10 + 10).

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SEA GIANT

The sea giant is a towering and malevolent creature that lurks in the depths of the seas and oceans. Looming over its prey, it stands at least 15 feet tall and is covered in thick, scaly skin that is impervious to most attacks. Its massive hands wield a greatspear with deadly precision, which it uses to hunt and impale its prey. With a series of spins, the sea giant can create a powerful vortex of water that draws in nearby creatures, leaving them helpless before its spear. Despite its formidable size and strength, the giant is withdrawn in nature, living in small communities deep within sea caves. It despises other underwater creatures and will attack anything that dares to enter its territory. The sea giant only ventures to the surface to hunt and explore worthy targets, such as ships or coastal towns.



SEA GIANT

Huge giant, neutral evil

Armor Class 16 (natural armor)
Hit Points 162 (13d12 + 78)
Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	9 (-1)	13 (+1)	8 (-1)

Saving Throws Str +9, Dex +5, Con +9
Skills Athletics +12, Survival +4
Damage Resistance cold
Senses darkvision 60 ft., passive Perception 11
Languages Giant
Challenge 7 (2,900 XP)

Amphibious. The sea giant can breathe air and water.

Actions

Multiattack. The sea giant makes two greatspear attacks.

Greatspear. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

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Whirlpool Spin. While underwater, the sea giant can spin rapidly to create a vortex of water that draws in creatures within a 30-foot radius range. A creature in the area must make a DC 17 Strength saving throw or be moved up to 30 feet in the sea giant's direction. As a bonus action, the sea giant can make a greatspear attack against one creature affected by its whirlpool spin ability during the same turn.

SLAUGHTERPAUNCH

Slaughterpaunch, the corpulent nalfeshnee demon, relishes in tormenting mortals with a sadistic pleasure, manipulating its victims and toying with them. With a bloated, rotund frame and wicked tusks, this vile creature is no ordinary demon: it is a vampire, turned by Faeryl Myrryn, a drow vampire arch-conjurer who discovered a dark ritual to afflict even outerplanar beings with vampirism. Slaughterpaunch's mastery of dark magic amplifies pain and suffering, while its disfigured wings grant it swift aerial assaults.



SLAUGHTERPAUNCH

Large undead (shapechanger), chaotic evil

Armor Class 20 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Con +12, Int +10, Wis +8, Cha +10
Skills Perception +8, Stealth +8
Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 18
Languages Abyssal, telepathy 120 ft.
Challenge 17 (18,000 XP)

Shapechanger. If Slaughterpaunch isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Large cloud of mist, or back into its true form. While in bat form, Slaughterpaunch can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, Slaughterpaunch can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

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

Misty Escape. When it drops to 0 hit points outside its resting place, Slaughterpaunch transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its nalfeshnee form, and it must reach its resting place within 2 hours or be destroyed. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. Slaughterpaunch regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If Slaughterpaunch takes radiant damage or damage from holy water, this trait doesn't function at the start of Slaughterpaunch's next turn.

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

Vampire Weaknesses. Slaughterpaunch has the following flaws:

- *Forbiddance.* Slaughterpaunch can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* Slaughterpaunch takes 20 acid damage if it ends its turn in running water.
- *Stake to the Heart.* If a piercing weapon made of wood is driven into Slaughterpaunch's heart while it is incapacitated in its resting place, Slaughterpaunch is paralyzed until the stake is removed.
- *Sunlight Hypersensitivity.* Slaughterpaunch takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. Slaughterpaunch uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite (Nalfeshnee Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Slaughterpaunch regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid or demon slain in this way and then buried in the ground rises the following night as a vampire spawn under Slaughterpaunch's control.

Claw (Nalfeshnee Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Horror Nimbus (Recharge 5–6). Slaughterpaunch magically emits scintillating, multicolored light. Each creature within 15 feet of Slaughterpaunch that can see the light must succeed on a DC 18 Wisdom saving throw or be 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 Slaughterpaunch's Horror Nimbus for the next 24 hours.

Teleport. Slaughterpaunch magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Charm. Slaughterpaunch targets one humanoid it can see within 30 feet of it. If the target can see Slaughterpaunch, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by Slaughterpaunch. The charmed target regards Slaughterpaunch as a trusted friend to be heeded and protected. Although the target isn't under Slaughterpaunch's control, it takes the Slaughterpaunch's requests or actions in the most favorable way it can, and it is a willing target for Slaughterpaunch's bite attack. Each time Slaughterpaunch or

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its 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 Slaughterpaunch is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Slaughterpaunch magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Slaughterpaunch can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Slaughterpaunch and obeying its spoken commands. The beasts remain for 1 hour, until Slaughterpaunch dies, or until Slaughterpaunch dismisses them as a bonus action.

Legendary Actions

Slaughterpaunch 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. Slaughterpaunch regains spent legendary actions at the start of its turn.

Move. Slaughterpaunch moves up to its speed without provoking opportunity attacks.

Claw. Slaughterpaunch makes one claw attack.

Bite (Costs 2 Actions). Slaughterpaunch makes one bite attack.

SPELLSLAVE SORCERER

Spellslave sorcerers are practitioners of magic who have willingly or unwillingly undergone vile transformations through which their bodies and minds have been infused with the essence of aboleths. This empowerment grants them access to powerful psychic abilities they can channel into their magic. These sorcerers typically serve an aboleth master, whom they are bound to obey. They cast spells at their master's orders, acting as pools of spells for their master's use.

SPELLSLAVE SORCERER

Medium or small humanoid (any race), neutral evil

Armor Class 10
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +4, Cha +6
Skills Arcana +4, Deception +6, Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Common, Deep Speech
Challenge 5 (1,800 XP)

Spellcasting. The spellslave sorcerer is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The spellslave sorcerer knows the following sorcerer spells:

- Cantrips (at will): *fire bolt, mage hand, message, minor illusion, true strike*
- 1st level (4 slots): *charm person, magic missile, sleep*
- 2nd level (3 slots): *scorching ray, suggestion*
- 3rd level (3 slots): *lightning bolt, haste**
- 4th level (1 slot): *confusion*

*The spellslave sorcerer casts this spell on itself before combat.

Font of Magic (Recharges after a Long Rest). The spellslave sorcerer has 7 sorcery points. As a bonus action, the spellslave sorcerer can transform unexpended sorcery points into one spell slot on its turn, a 1st level spell slot for 2 points, a 2nd level spell slot for 3 points, a 3rd level spell slot for 5 points, or a 4th level spell slot for 6 points. Alternatively, the spellslave sorcerer can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Heightened Spell. When the spellslave sorcerer casts a spell that forces a creature to make a saving throw to resist its effects, it can spend 3 sorcery points to

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give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When the spellslave sorcerer casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Psychic Energy. When the spellslave sorcerer casts a spell that deals damage, it can spend 3 sorcery points to change the damage type to psychic damage.

Actions

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 11 (2d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Probing Telepathy. The spellslave sorcerer can spend 1 sorcery point to cast the *detect thoughts* spell without expending a spell slot or any components.

THANSTYNDURLYATH

Thanstyndurlyath, the majestic ancient deep-sea dragon, dwells in the uncharted abyssal trenches of the ocean, where sunlight never reaches. With shimmering scales that mirror the bioluminescent wonders of the deep, this formidable creature possesses a thunderous breath weapon that can rend the very foundations of the ocean floor. Living a solitary existence, Thanstyndurlyath fiercely guards her most precious possession—the gleaming treasure that cradles her egg, a symbol of hope and continuation of her lineage.

THANSTYNDURLYATH

Gargantuan dragon, neutral evil

Armor Class 20 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	23 (+6)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +8, Con +12, Wis +8, Cha +8
Skills Perception +14, Stealth +8
Damage Resistance cold
Damage Immunities thunder
Condition Immunities deafened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Aquan, Common, Draconic
Challenge 20 (25,000 XP)



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Amphibious. Thanstyndurlyath can breathe air and water.

Legendary Resistance (3/Day). If Thanstyndurlyath fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Thanstyndurlyath can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Thanstyndurlyath's choice that is within 120 feet of the dragon and aware of her 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 Thanstyndurlyath's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5–6). Thanstyndurlyath exhales a thunderous blast in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 72 (16d8) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw is stunned until the end of Thanstyndurlyath's next turn and also deafened for 1 minute.

Wing Jet. Thanstyndurlyath uses her wings to propel herself underwater, and moves up to the distance of triple her swimming speed.

Legendary Actions

Thanstyndurlyath 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. Thanstyndurlyath regains spent legendary actions at the start of her turn.

Detect. Thanstyndurlyath makes a Wisdom (Perception) check.

Tail Attack. Thanstyndurlyath makes a tail attack.

Wing Attack (Costs 2 Actions). Thanstyndurlyath beats her wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Thanstyndurlyath can then fly up to half her flying speed.

TREASURE CLAM

Treasure clams are rare mollusks that grow to giant size in shallower coaster waters. They lure their prey by growing semi-precious gemstones of various kinds that glint in the light. They catch whoever swims near them in a vice-like clamp while gnawing



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on their flesh. It takes a treasure clam six months to grow a gemstone worth 500 gold pieces.

TREASURE CLAM

Large beast, unaligned

Armor Class 18 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	1 (-5)	8 (-1)	2 (-4)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities blinded, charmed, deafened, prone
Senses blindsight 30 ft., passive Perception 9
Languages –
Challenge 5 (1,800 XP)

Limited Amphibiousness. The treasure clam can breathe air and water, but it needs to be submerged at least once every hour to avoid suffocating.

Create Gem. The treasure clam can produce a gemstone worth 500 gold pieces of any type every 6 months, as long as it doesn not have a gemstone in its cavity.

Actions

Closed Shell. The treasure clam can close its shell. Until it opens it again, it gains a +4 bonus to AC. While closed, its speed becomes 0, it has disadvantage on Dexterity saving throws, and cannot take any actions.

Clamp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the treasure clam can't clamp another target. If the target is a medium or smaller creature grappled by the treasure clam, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the treasure clam, and it takes 26 (6d6 + 5) bludgeoning damage at the start of each of the treasure clam's turns. If the treasure clam takes 35 damage or more on a single turn from a creature inside it, the treasure clam must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the treasure clam. If the treasure clam dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

UNIT OF CRUSTANOIDS

The Crustanoids' military units, known as "Clawguard," are a fearsome sight to behold. Comprised of 15 to 20 warriors, each equipped with formidable razor-sharp claws, they are unmatched in close combat. Working in unison, they form imposing shield walls with their sturdy exoskeletons, adeptly defending against ranged attacks, such as projectiles and ranged spells, while steadily advancing towards their adversaries. Their coordination, unwavering loyalty, and sheer strength make the Clawguard a force to be reckoned with on the battlefield.

UNIT OF CRUSTANOIDS

Gargantuan unit of large humanoids (crustanoid), neutral

Armor Class 16 (natural armor)
Hit Points 805 (70d20 + 70)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Stealth +6
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10
Languages Crustanoid
Challenge 12 (8,400 XP)

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Unit. The unit of crustanoids can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a large creature. The unit of crustanoids has a space of 50 feet. The unit makes Strength ability checks with a +7 modifier.

Amphibious. The unit of crustanoids can breathe air and water.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 80 (16d6 + 24) bludgeoning damage and the target is grappled (escape DC 17), or 40 (8d6 + 12) bludgeoning damage and the target is grappled (escape DC 17) if the unit has half of its hit points or fewer.

Wall of Claws. The unit of crustanoids can create a shield wall using their sizable claws. The unit of crustanoids adds 4 to its AC against all ranged attacks until the start of their next turn.

Reactions

Parry. The unit of crustanoids adds 2 to its AC against one melee attack that would hit it. To do so, the unit of crustanoids must see the attacker.

UNIT OF DARK BLOOD SAHUAGIN

Dark blood sahuagin were created by the infusion of the Dark Star's blood into the unhatched fish eggs of the sahuagin tribe of Rakhix Gharthok Kol'jah. Sahuagin born from these eggs bear the traits of the solar of darkness—they can see through even magical darkness and their bodies are infused with necrotic energies. The sahuagin swarm from their spawning grounds, raiding the coastal cities of the Isles of Xantharos to feed on flesh and blood.

UNIT OF DARK BLOOD SAHUAGIN

Gargantuan unit of medium humanoids (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 1,150 (100d20 + 100)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skill Perception +5
Damage Resistance necrotic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 9 (5,000 XP)

Unit. The unit of dark blood sahuagin can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a medium creature. The unit of dark blood sahuagin has a space of 50 feet. The unit makes Strength ability checks with a +5 modifier.

Blood Frenzy. The unit of dark blood sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Dark Sight. Magical darkness doesn't impede the unit of dark blood sahuagin's darkvision.

Limited Amphibiousness. The unit of dark blood sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The unit of dark blood sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

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Actions

Multiattack. The unit of dark blood sahuagin makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 28 (8d4 + 8) piercing damage plus 28 (8d6) necrotic damage, or 14 (4d4 + 4) piercing damage plus 14 (4d6) necrotic damage if the unit has half of its hit points or fewer.

Claws. *Melee Weapon Attack:* +5 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 28 (8d4 + 8) slashing damage plus 28 (8d6) necrotic damage, or 14 (4d4 + 4) piercing damage plus 14 (4d6) necrotic damage if the unit has half of its hit points or fewer.

UNIT OF DEEP-SEA ELVES

In the enigmatic realm of the ocean's depths, a formidable unit of Deep-Sea Elves stands vigilant, wielding spears that gleam like moonlit coral. Swift and graceful, they navigate the aquatic realm with unparalleled finesse, making them unrivaled combatants in their domain. Armed with keen senses and an intimate understanding of the sea's mysteries, they execute ambushes with precision, striking their foes with deadly force before melding back into the shadows of the deep.

UNIT OF DEEP-SEA ELVES

Gargantuan unit of medium humanoids (elf), neutral good

Armor Class 14 (leather, shield)
Hit Points 575 (50d20 + 50)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages Aquan, Elvish
Challenge 9 (5,000 XP)

Unit. The unit of deep-sea elves can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a medium creature. The unit of deep-sea elves has a space of 50 feet. The unit makes Strength ability checks with a +4 modifier.

Amphibious. The unit of deep-sea elves can breathe air and water.

Fey Ancestry. The unit of deep-sea elves has advantage on saving throws against being charmed, and magic can't put him to sleep.

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the unit's space, or range 20/60 ft. *Hit:* 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the unit has half of its hit points or fewer.

UNIT OF DREAD STINGERS

The Dread Stingers, a feared pirate faction, are masters of ruthless and cunning fighting tactics as a combat unit. With Captain Zavasha Indrioza at the helm, they sail the treacherous seas, striking fear into the hearts of their enemies. Swift and slippery, their guerrilla warfare techniques and poisonous stingers ensure their adversaries face a formidable and deadly force on every encounter.

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UNIT OF DREAD STINGERS

Huge unit of medium humanoids (human, shapechanger), chaotic neutral

Armor Class 14 in humanoid or hybrid form (leather armor), 12 in stingray form (natural armor)
Hit Points 1,105 (130d12 + 260)
Speed 30 ft., (swim 40 ft. in hybrid or stingray form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +7, Con +6
Skills Acrobatics +7, Athletics +10, Intimidation +4, Stealth +11
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 10
Languages Common (can't speak in stingray form), Thieves' Cant
Challenge 12 (8,400 XP)

Unit. The unit of dread stingers can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a medium creature. The unit of dread stingers has a space of 25 feet. The unit makes Strength ability checks with a +6 modifier.

Shapechanger. The unit of dread stingers can use its action to polymorph into a stingray-humanoid hybrid or into a stingray (use the **giant stingray** monster entry), or back into their true form, which is humanoid. Its statistics, other than its AC and speed, 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.

Amphibious. The unit of dread stingers can breathe air and water in hybrid form.

Cunning Action. On each of its turns, the unit of dread stingers can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing and Smell. The unit of dread stingers has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sea Legs. The unit of dread stingers has advantage on Strength (Athletics) checks made to climb while on ships or while swimming. It also has advantage on saving throws against being knocked prone.

Sea Dog. The unit of dread stingers has proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Sneak Attack (1/Turn). The unit of dread stingers deals an extra 56 (16d6) damage, or 28 (8d6) if the unit has half of its hit points or fewer, when it hits a target with a weapon attack and the unit doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). The unit of dread stingers makes two attacks with its shortsword (humanoid form) or one with its sting and one with its shortsword (hybrid form).

Sting (Stingray or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 52 (8d6 + 24) piercing damage plus 112 (32d6) poison damage, or 26 (4d6 + 12) piercing damage plus 56 (16d6) poison damage if the unit has half of its hit points or fewer. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werestingray lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 52 (8d6 + 24) piercing damage,

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or 26 (4d6 + 12) piercing damage if the unit has half of its hit points or fewer.

UNIT OF KNIGHTS OF A'RVANSHY

The valiant knights of A'rvanshy, astride their majestic giant seahorses, employ cunning tactics in their tireless quest to defend their people. Masters of hit-and-fade maneuvers, they strike swiftly and decisively against their foes, exploiting their seahorses' agility and speed to confound enemies with surprise attacks. In battle, their tight formation and coordinated assaults exhibit the seamless cohesion of a well-trained brotherhood, overwhelming adversaries with combined strength and precision. Ever vigilant, they keep their ancestral city's safety at heart, ensuring they remain a beacon of hope amidst the darkness, as they stand unwaveringly against the sinister forces of Morgawr.

UNIT OF KNIGHTS OF A'RVANSHY

Gargantuan unit of medium humanoids (elf), lawful good

Armor Class 21 (plate armor, shield, defense)
Hit Points 700 (56d20 + 112)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Str +7, Con +6
Skills Animal Handling +6, Athletics +7, Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Aquan, Common, Elvish
Challenge 10 (5,900 XP)

Unit. The unit of knights of A'rvanshy can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a large creature. The unit of knights of A'rvanshy has a space of 50 feet. The unit makes Strength ability checks with a +7 modifier.

Amphibious. The unit of knights of A'rvanshy can breathe air and water.

Fey Ancestry. The unit of knights of A'rvanshy has advantage on saving throws against being charmed, and magic can't put it to sleep.

Mount. The unit of knights of A'rvanshy's mounts are **giant seahorses**. The mounts take their turns on the unit of knights of A'rvanshy's initiative and the knights can command them to move to a specific location. The mounts can take the Attack, Dash, Disengage, or Dodge actions upon the knights' commands but they can only make one attack per turn. If the knights are incapacitated, the mounts act independently. If the mounts die, the knights can call new mounts and befriend them after a long rest. The unit of knights of A'rvanshy only ride their mounts underwater and its mounted abilities function only while they are underwater.

Bareback Rider. The unit of knights of A'rvanshy has advantage on saving throws to stay astride their mounts.

Action Surge (Recharges after Short or Long Rest). On the unit of knights of A'rvanshy's turn, the knights can take one additional action.

Actions

Multiattack. The unit of knights of A'rvanshy makes one attack with its riding tridents. Additionally, the seahorses can make a seahorse ram attack.

Riding Trident. *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 76 (8d12 + 24) piercing damage, or 38 (4d12 + 12) piercing damage if the unit has half of its hit points or fewer.

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Seahorse Ram. *Melee Weapon Attack:* +5 to hit, reach 0 ft., all creatures in the unit's space. *Hit:* 36 (8d6 + 8) bludgeoning damage or 18 (4d6 + 4) bludgeoning damage if the unit has half of its hit points or fewer.

Impaling Charge. The unit of knights of A'rvanshy can make a single attack when their mounts move at least 20 feet straight toward their target. In this case, their riding trident attack deals 152 (16d12 + 48) piercing damage, or 76 (8d12 + 24) piercing damage if the unit has half of its hit points or fewer. If they moved at least 30 feet before the attack, their riding trident attack deals 228 (24d12 + 72) piercing damage, or 114 (12d12 + 36) piercing damage if the unit has half of its hit points or fewer.

Quick Mount. The unit of knights of A'rvanshy can mount an animal as a bonus action.

Second Wind (Recharges after Short or Long Rest). On the unit of knights of A'rvanshy's turn, the knights can use a bonus action to regain hit points equal to 68 (8d10 + 24).

Reactions

Shielded Rider. The unit of knights of A'rvanshy can move behind the mount so that the knights gain half cover against attacks against them.

UNIT OF MERFOLK

The Unit of Merfolk Warriors, a graceful assembly of ocean-dwellers, exudes an aura of ethereal beauty and power. With their aquatic forms, they effortlessly navigate the seas, displaying remarkable coordination and fluidity in their movements. Armed with spears, they command the waters, unleashing mesmerizing displays of aquatic prowess in battle.

UNIT OF MERFOLK

Gargantuan unit of medium humanoids (merfolk), neutral

Armor Class 11
Hit Points 575 (50d20 + 50)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +4
Senses passive Perception 14
Languages Aquan, Common
Challenge 9 (5,000 XP)

Unit. The unit of merfolk can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a medium creature. The unit of merfolk has a space of 50 feet. The unit makes Strength ability checks with a +4 modifier.

Amphibious. The unit of merfolk can breathe air and water.

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Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the unit's space, or range 20/60 ft. *Hit:* 36 (8d8) piercing damage, or 18 (4d8) piercing damage if the unit has half of its hit points or fewer.

Unit. The unit of Xantharosian slave warriors can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a medium creature. The unit of Xantharosian slave warriors has a space of 50 feet. The unit makes Strength ability checks with a +5 modifier.

UNIT OF XANTHAROSIAN SLAVE WARRIORS

The Unit of Xantharosian Slave Warriors, a diverse mix of species, stands as an unyielding force bound by shared suffering. Clad in chain shirts and bearing shields, they move and fight as one, overwhelming foes with precise formations and unique tactics that leverage their combined strength. Their indomitable spirit and unwavering unity serve as an example of their masters' effectiveness, promising a formidable and unpredictable challenge on the battlefield.

UNIT OF XANTHAROSIAN SLAVE WARRIORS

Gargantuan unit of medium humanoids, any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 575 (50d20 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, water vehicles
Senses passive Perception 14
Languages Common
Challenge 9 (5,000 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 0 ft., all creatures in the unit's space, or range 20/60 ft. *Hit:* 36 (8d6 + 8) piercing damage, or 18 (4d6 + 4) piercing damage if the unit has half of its hit points or fewer.

WARLOCK

Bound by a pact with a higher power, whether it be a fiend, fey lord, dragon, or another formidable entity, the warlock seeks to rise to greater heights by harnessing the granted power in exchange for loyal service. Driven by a relentless hunger for power and influence, warlocks delve into forbidden knowledge, weaving eldritch spells with unearthly prowess. Their path is one of cunning and manipulation, utilizing the dark arts bestowed upon them to manipulate allies and adversaries alike, all in pursuit of personal ascension and the fulfillment of their sinister desires.

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WARLOCK

Medium or small humanoid (any race), any alignment

Armor Class 12 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wis +5, Cha +6
Skills Arcana +3, Deception +6, History +3, Persuasion +6
Senses passive Perception 12
Languages Any two languages
Challenge 6 (2,300 XP)

Spellcasting. The warlock is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The warlock has the following warlock spells prepared:

- Cantrips (at will): *eldritch blast, mage hand, prestidigitation*
- 1st-5th level (2 5th level slots): *conjure elemental, counterspell, dimension door, dispel magic, fly, hellish rebuke, hold monster, mirror image, slow, witch bolt*

Eldritch Mind. The warlock has advantage on Constitution saving throws that it makes to maintain its concentration on a spell.

Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 3 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or a saving throw, it can use this feature to add a d10 to its roll. It can do so after seeing the initial roll but before any of the roll's effects occur.

Actions

Multiattack. The warlock can create two bolts of eldritch blasts.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

WERESTINGRAY TEMPLATE

The following information applies to a creature, including player characters, who contract the curse of werestingray lycanthropy. The creature gains the following features only in stingray or hybrid form.

Werestingray Template

Werestingray Lycanthropy. On a full moon, which happens once every week, an afflicted creature turns into a crafty stingray-humanoid hybrid or

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into a stingray (use the **giant stingray** monster entry) based on the DM's discretion. While in stingray or hybrid form, the character has a Dexterity score of 15 if their score isn't already higher, a +1 bonus to AC (from natural armor), and a swim speed of 40 ft. It gains damage immunity against bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered. Its other 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.

Darkvision. The werestingray gains darkvision to 60 feet.

Amphibious. The werestingray can breathe air and water in hybrid and stingray form.

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

Sting (Stingray or Hybrid Form Only). As a bonus action, the werestingray can make a sting attack that deals 3 (1d6) piercing damage plus 14 (4d6) poison damage and the target must succeed on a Constitution saving throw (DC 8 + the werestingray's proficiency bonus + the werestingray's Constitution Modifier) or be poisoned for 1 minute. Attack and damage rolls for the natural weapons are based on Strength or Dexterity, whichever is greater. If the target is a humanoid, it must succeed on a Constitution saving throw (DC 8 + the werestingray's proficiency bonus + the werestingray's Constitution Modifier) or be cursed with werestingray lycanthropy.

XANTHAROSIAN HALF-DRAGON TEMPLATE

A beast, fey, giant, humanoid, or monstrosity can become a Xantharosian half-dragon. Xantharosian half-dragons are born with the essence of the ancient fey dragon, Xantharos, whose power manifests through their very being. These gifted creatures quickly become dominant within their own ranks, or in the case of sophisticated, intelligent creatures, they are considered nobles by birthright within Xantharosian society. Xantharosian half-dragons come in all forms of dragonkind and carry a wisp of fey grace and magic. They are taller and heavier than normal half-dragons and live an extremely long life compared to humanoids.



Xantharosian Half-Dragon Template

Age. The Xantharosian half-dragon lives three times longer than their base race.

Wings. The Xantharosian half-dragon has draconian wings and a flying speed of 60 feet.

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Scaled Body. The scales of the Xantharosian half-dragon provide it with a natural AC of 13.

Senses. The Xantharosian half-dragon gains blindsight with a radius of 10 feet and darkvision with a radius of 60 feet.

Breath Weapon (Recharge 5–6). A Xantharosian half-dragon can use its action to exhale destructive energy. The Xantharosian half-dragon's draconic ancestry determines the exhalation's size, shape, and damage type. When a Xantharosian half-dragon uses its breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by its draconic ancestry. The DC for this saving throw equals 8 + the Xantharosian half-dragon's Constitution modifier + its proficiency bonus. The Xantharosian half-dragon's size determines the damage, area, and saving throw type of its breath weapon.

Size	Breath Weapon
Large or smaller	As a wyrmling dragon of the same color.
Huge	As a young dragon of the same color.
Gargantuan	As an adult dragon of the same color.

Damage Immunity. The Xantharosian half-dragon becomes immune to a type of damage based on its color.

Color	Damage Immunity
Black or copper	Acid
Blue or bronze	Lightning
Brass, gold, or red	Fire
Green	Poison
Silver or white	Cold

Fey Ancestry. The Xantharosian half-dragon has advantage on saving throws against being charmed, and magic can't put it to sleep.

Languages. The Xantharosian half-dragon speaks Draconic in addition to any other languages it knows. Creatures that can't speak can understand Draconic.

YSHARA, THE SOFT SPOKEN

Yshara the Soft-spoken, a young elven woman born into slavery under Clan Fyrr, emerged as a symbol of hope two hundred years ago. Speaking softly and calmly with an air of confidence, she fearlessly led the revolt against her cruel oppressors, her words infused with powerful magic capable of halting armies in their tracks. Through her collection of poems, the Calls of Unbinding, she inspired and rallied countless enslaved individuals to rise against their chains. Though her demise came at the hands of the Scaled Council, Yshara's legacy endured through the unwavering efforts of the secret society known as the Children of the Coffle, who continue to carry her torch, fighting to eradicate slavery in Xantharos.

YSHARA, THE SOFT SPOKEN

Medium humanoid (elf), chaotic good

Armor Class 13
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Dex +7, Cha +9
Skills History +10, Insight +11, Perception +7, Performance +13, Persuasion +13
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic, Elvish
Challenge 11 (7,200 XP)

Fey Ancestry. Yshara has advantage on saving throws against being charmed, and magic can't put her to sleep.

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Spellcasting. Yshara is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following bard spells prepared:



- Cantrips (at will): *light, message, prestidigitation, vicious mockery*
- 1st level (4 slots): *cure wounds, detect magic, disguise self, healing word, heroism*
- 2nd level (3 slots): *enhance ability*, hold person*
- 3rd level (3 slots): *dispel magic, sending*
- 4th level (3 slots): *dimension door, freedom of movement**
- 5th level (2 slots): *greater restoration, hold monster, legend lore, mass cure wounds*
- 6th level (1 slots): *irresistible dance, mass suggestion*
- 7th level (1 slots): *divine word*

*Yshara casts these spells on herself before combat.

Bardic Inspiration (Recharges after a Short or Long Rest). Yshara has 5 bardic inspirations (d10). Yshara regains one use of bardic inspiration at the start of her turn if she has none left.

Jack of All Trades. Yshara can add +2 to any ability checks she makes that don't already include her proficiency bonus.

Song of Rest. Yshara can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d10 hit points if it spends any hit dice to regain hit points at the end of that rest. Yshara can confer this benefit on herself as well.

Countercharm. Yshara can start a performance that lasts until the end of her next turn. During that time, Yshara and any friendly creatures within 30 feet of her have advantage on saving throws against being frightened or charmed. A creature must be able to hear Yshara to gain this benefit. The performance ends early if Yshara is incapacitated or silenced or if she voluntarily ends it (no action required).

Power of Words. Yshara can expend bardic inspirations when casting a spell that only has a verbal component. For each bardic inspiration expended this way, the range of the spell is doubled and she can affect an additional number of creatures equal to the original number of creatures affected by the spell.

Sanctuary. A creature who targets Yshara with an attack or a harmful spell must first make a DC 17 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage

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ZENURIM

A notorious succubus spy even amongst the demons of the Abyss, Zenurim served many masters through her unimaginably long existence. One of her most notable achievements was luring Lord Vantraqx Ironclaw the Fiend Slayer to a trap set by Marla-Thra, the Conjoined Suppressors. She now serves Lord Rhogar Zlatozar the Dauntless whose binding compels her to do his bidding.



ZENURIM

Medium fiend (shapechanger), neutral evil

Armor Class 16 (natural armor)
Hit Points 132 (24d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	16 (+3)	16 (+3)	23 (+6)

Saving Throws Dex +9, Wis +8, Cha +11
Skills Acrobatics +14, Deception +16, Insight +13, Perception +13, Persuasion +16, Religion +8, Stealth +14
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from non-magical attacks
Senses blindsense 10 ft., darkvision 60 ft., passive Perception 23
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 13 (10,000 XP)

Shapechanger. Zenurim can use her action to polymorph into a small or medium humanoid, or back into her true form. Without wings, the fiend loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Nondetection. Zenurim can't be targeted by any divination magic or perceived through magical scrying sensors.

Evasion. Zenurim can nimbly dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Zenurim instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/Turn). Zenurim deals an extra 28 (8d6) 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 his that isn't incapacitated and Zenurim doesn't have disadvantage on the attack roll.

Reliable Talent. Whenever Zenurim makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

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Telepathic Bond. Zenurim ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Actions

Claw (Fiend Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Charm. One humanoid Zenurim can see within 30 feet of it must succeed on a DC 19 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Zenurim's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Zenurim's charm for the next 24 hours. Zenurim can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss. Zenurim kisses a creature charmed by it or a willing creature. The target must make a DC 19 Constitution saving throw against this magic, taking 39 (6d10 + 6) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. As a bonus action, Zenurim magically enters the Ethereal Plane from the Material Plane, or vice versa.

Reactions

Uncanny Dodge. When an attacker that Zenurim can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

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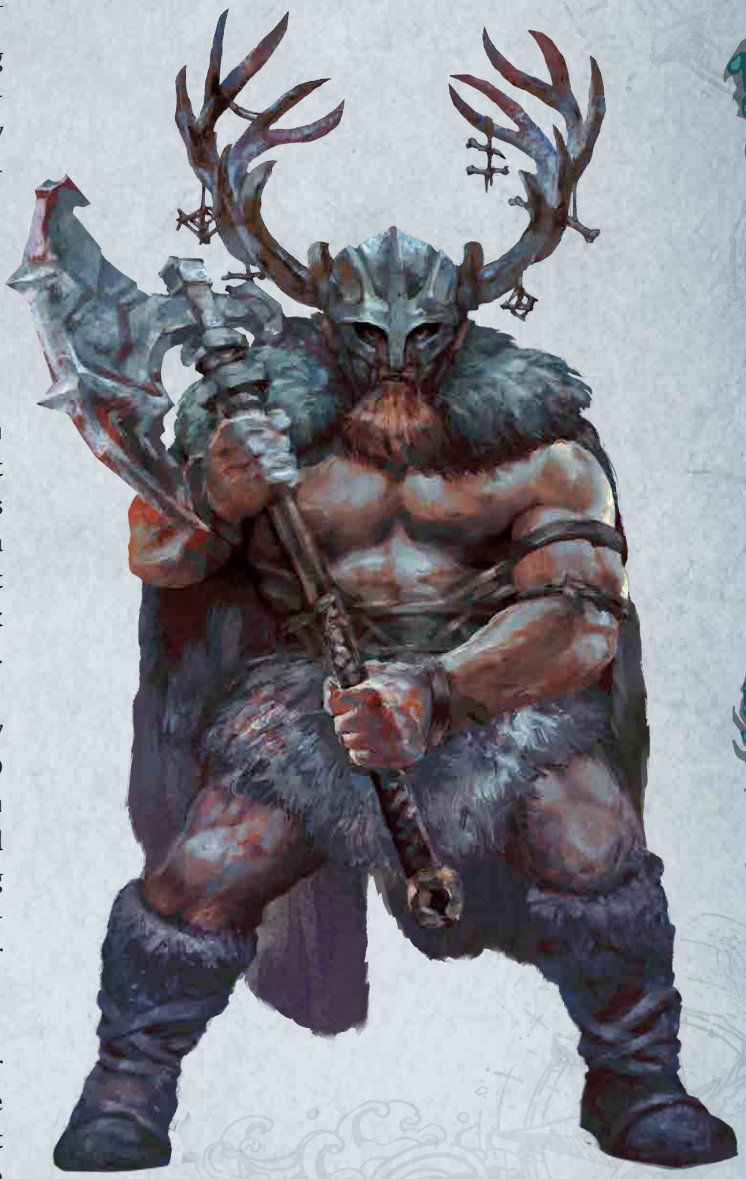
SUBCLASSES

BARBARIAN

Horned Rager



These barbarians, either born with horns or using horned helmets, learn how to use their pointed appendages as weapons in addition to any weapon they wield. Their fighting technique makes them unpredictable opponents who can deliver devastating and painful strikes that can even demolish structures. Horned ragers are the first to enter melee, using distance, speed, and the weight of their bodies to punish those in their way.

Horned Gore. Starting at 3rd level, you learn to add an extra thrust with your horns during combat. You must wear or have some form of horns to be able to use this feature. For the duration of your rage you can make a single melee weapon attack with your horned helmet as a bonus action on each of your turns. This attack deals 1d6 plus your Strength modifier piercing damage.

Goring Charge. Starting at 6th level, you learn how to impale your opponents. If you move at least 10 feet straight toward a creature and then hit it with a horned gore attack on the same turn, your horned gore deals 2d6 + double your Strength modifier piercing damage and the target must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Rage-empowered Strikes. Starting at 6th level, your raging attacks penetrate even those normally immune to nonmagical attacks. Your horned gore attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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Devastating Impact. Starting at 10th level, your gore attacks turn into a devastating weapon. Your horned gore attacks score a critical hit on a roll of 19 or 20 and deal double damage to objects and structures. When you hit another creature with your goring charge attack, you can expend one use of your rage to attempt a stunning impact. The target must succeed on a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer stunned.

Sudden Gore. Starting at 14th level, you can use your reaction to deliver a horned gore. When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a horned gore attack against that creature.

Shark Totem Barbarian

The Shark Totem Barbarian embodies the primal ferocity and predatory instincts of the ocean's apex predator. They become formidable warriors through their connection with the Shark Totem, unleashing devastating attacks and demonstrating unparalleled resilience. Their relentless pursuit of prey, razor-sharp defenses, and ability to harness the destructive power of the deep make them an unstoppable force, striking fear into the hearts of their enemies and embodying the untamed spirit of the shark.

Predator's Sight. Starting at 3rd level, your bond with the Shark Totem grants you a primal form of perception, resembling the keen senses of a shark. While raging, you gain blindsight with a range of 30 feet.

Unrelenting Assault. Starting at 6th level, the relentless nature of the shark starts to flow through your veins. While raging, whenever you reduce a hostile creature to 0 hit points, you can immediately move up to half your movement speed and make a melee weapon attack against another creature within reach. This movement does not provoke opportunity attacks. If the attack hits, you gain temporary hit points equal to your Constitution modifier (minimum of 1).

Predatory Assault. Starting at 10th level, when you enter a rage you can unleash your fury at your enemies. While you are raging, you can make a single melee weapon attack as a bonus action on each of your turns against creatures that don't have all of their hit points.

Blood Frenzy. Starting at 14th level, when you enter a rage, your connection to the Shark Totem heightens your predatory instincts. While you are raging, you gain advantage on attack rolls against creatures that don't have all of their hit points.



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BARD

College of Sea Shanties



The College of Sea Shanties celebrates the sea's spirit and sailors' camaraderie through rhythmic melodies and captivating performances. These bards serve as the heart and soul of the crew, bolstering their allies with inspiring sea shanties and enhancing their physical abilities with harmonious coordination. With their songs of adventure and tales of the deep, they navigate the treacherous waters, inspiring bravery and invoking the power of the ocean to overcome challenges and forge indomitable bonds among their companions.

Rhythmic Coordination. Starting at 3rd level, you can lead a rhythmic chant to enhance the physical performance of your allies. As a bonus action, you can expend one use of your Bardic Inspiration to grant advantage on Dexterity (Acrobatics) and Strength (Athletics) checks for 10 minutes, representing the synchronized teamwork inspired by the sea shanties. The number of creatures you can choose is equal to your Charisma modifier (minimum of 1), and they must be within 60 feet of you. A creature must be able to hear you to gain this benefit.

Invigorating Melody. Starting at 3rd level, you can invoke a melody that provides protection to yourself and nearby allies. As a bonus action, you can expend one use of your Bardic Inspiration to have yourself and all friendly creatures within 60 feet gain temporary hit points equal to your bard level + your Charisma modifier. This temporary hit points bonus lasts for 1 minute or until depleted. A creature must be able to hear you to gain this benefit.

Chant of Steadfast Resolve. Starting at 6th level, your mastery of the sea shanty bardic arts grants you and your allies unyielding resolve against fear and charm. As a bonus action, you can expend one use of your Bardic Inspiration to have yourself and all friendly creatures within 60 feet become immune to fear and charm effects for 1 minute. A creature must be able to hear you to gain this benefit.

Irresistible Rhythm. Starting at 14th level, you learn how to unleash a mesmerizing melody that captivates creatures and compels them to dance. As a bonus action, you can expend one use of your Bardic Inspiration to force each creature of your choice within 60 feet to make a Wisdom saving throw against your spell save DC. The target creature must be able to hear you to be affected. On a failed save, they are irresistibly compelled to join a joyous and energetic dance. They are incapacitated and must use their movement on each of their turns to dance, unable to take any other actions. The affected creatures continue to dance for 1 minute or until they take damage. They can repeat the saving throw at the end of each of their turns, ending the effect on a success. Creatures that are immune to being charmed are unaffected by this ability.

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College of the Siren

The College of the Siren embraces the glamorous world of drag, where performers exude confidence, charm, and creativity. As masters of enchantment and social influence, these bards use their powers to captivate audiences, inspire allies, and manipulate the emotions of their foes. Through dazzling transformations, witty banter, and mesmerizing performances, they empower their allies and command attention, leaving a trail of awe and adoration in their wake.



Dazzling Performance. Starting at 3rd level, you learn how to channel the essence of a drag performance. As a bonus action, you can expend one use of your Bardic Inspiration to adopt a drag persona's glamorous and exaggerated features. This transformation grants you advantage on Charisma (Performance) checks for 10 minutes, reflecting your newfound confidence and stage presence.

Witty Repartee. Starting at 3rd level, your sharp tongue and quick wit become your weapons of choice. As a bonus action, you engage in a delightful banter, distracting a creature within 30 feet of you. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target has disadvantage on its next attack roll or ability check. The effect lasts until the end of your next turn. A creature must be able to hear you to be affected by this feature. You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Siren's Aura. Starting at 6th level, your very presence exudes an irresistible aura of allure and charm. As a bonus action, you can expend one use of your Bardic Inspiration to captivate all creatures of your choice within 30 feet of you. Each affected creature must make a Wisdom saving throw against your spell save DC. On a failed save, they are charmed by your mesmerizing presence for 1 minute. While charmed, they are incapacitated. The effect ends if they take any damage or if you or your allies attack them.

Euphoric Crescendo. Starting at 14th level, you learn how to unleash a climactic performance of pure euphoria. As an action, you envelop all creatures of your choice within 60 feet of you in waves of transcendental joy. All affected creatures in the area must make a Wisdom saving throw against your spell save DC. On a failed save, they are overwhelmed by the euphoric crescendo, becoming stunned until the end of your next turn. While stunned, they are filled with an overwhelming sense of bliss, causing them to have disadvantage on Wisdom saving throws and ability checks. A creature must be able to hear and see you to be affected by this feature. Once you use this feature, you can't use it again until you finish a long rest.

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CLERIC

Travel Domain

Clerics of the Travel Domain are devoted to travel and exploration. They embody the spirit of journeying, seeking new horizons, and facilitating the movement of themselves and others. They are skilled in navigating treacherous terrains, aiding their allies in swift voyages, and evading danger. These clerics bring the blessings of swift movement, teleportation, and protection against obstacles and hazards to their companions, ensuring safe passage and enabling their party to traverse vast distances with ease.

Travel Domain Spells. Starting at 1st level, you gain access to the following domain spells, which are always prepared and don't count toward the number of spells you can prepare each day.

Cleric Level	Spells
1st	*expeditious retreat, longstrider*
3rd	*misty step, pass without trace*
5th	*fly, haste*
7th	*dimension door, freedom of movement*
9th	*teleportation circle, tree stride*

Fast Movement. Starting at 1st level, your walking speed increases by 10 feet while you aren't wearing heavy armor. This speed bonus doesn't stack with movement increases from other class features. This bonus increases to 15 feet at 8th level and to 20 feet at 15th level.

Bonus Proficiency. Starting at 1st level, you become proficient in the Strength (Athletics) and Dexterity (Acrobatics) skills.

Fleet of Foot. Starting at 2nd level, you can use your reaction to move up to half your speed without provoking an attack of opportunity when an enemy moves close enough to threaten you with a melee weapon.

Channel Divinity: Speed of the Wanderer. Starting at 2nd level, you can gain a boost of divine speed. As a bonus action, you can use your Channel Divinity to double your movement speed for 10 minutes, to triple



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your movement speed for 1 minute, or to quadruple your movement speed until the end of your next turn.

Channel Divinity: Enhanced Transportation. Starting at 6th level, your connection to the fabric of dimensions allows you to extend the reach of your transportation abilities. As part of the action used to cast a spell, you can use your Channel Divinity to augment the capacity and range of a transportation or teleportation spell you cast. This augmentation bestows the effects of the spell to a number of additional creatures equal to your Wisdom modifier (minimum of 1), even if the spell's original target is "self." Furthermore, the distance covered by the spell is doubled, and you are always considered to be very familiar with the destination.

Divine Displacement. Starting at 8th level, you can imbue your weapon strike with the essence of teleportation. When you hit a creature with a melee weapon attack, the target must make a Strength saving throw against your spell save DC. On a failed save, the target is teleported up to 30 feet to an unoccupied space of your choice that you can see. The target must be Large or smaller to be affected by this ability. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Planar Ward. Starting at 17th level, you can harness the divine energies to create a powerful barrier that disrupts teleportation and planar travel. As an action, you can create a Planar Ward with a radius of 300 feet centered on yourself. This ward lasts for 1 hour, and within its boundaries, all forms of teleportation and planar travel are suppressed. Creatures and objects attempting to teleport or cross planar boundaries while inside the ward are prevented from doing so. When you create the ward with the Planar Ward feature, you can choose any number of creatures or objects within the radius of the ward to be unaffected by its effects.

Water Domain

Water Domain clerics embody the essence of flow and adaptability, harmonizing with the ever-changing tides of life. They seek equilibrium and serenity, drawing inspiration from the interplay of opposing forces. As conduits of the god of Nature, they purify and rejuvenate, channeling the healing powers of water. Their deep connection to emotions and intuition allows them to navigate the hidden depths of the human spirit. Through their guidance, they offer the transformative journey of growth, guiding others towards spiritual renewal and a deeper understanding of their place within the natural order.

Water Domain Spells. Starting at 1st level, you gain access to the following domain spells, which are always prepared and don't count toward the number of spells you can prepare each day.

Cleric Level	Spells
1st	*create or destroy water, purify food and drink*
3rd	*misty step, silence*
5th	*water breathing, water walk*
7th	*control water, freedom of movement*
9th	*cone of cold, conjure elemental*



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Bonus Proficiency. Starting at 1st level, you become proficient with waterborne vehicles and your choice of one of the following skills: Wisdom (Insight), Wisdom (Perception), or Wisdom (Survival).



Fluid Resilience. Starting at 1st level, you learn how to effortlessly flow through effects that try to bind you. You have advantage on saving throws against effects that would restrain or grapple you.

Channel Divinity: Underwater Adaptation. Starting at 2nd level, you can use your divine power to grant yourself the ability to thrive in aquatic environments. As a bonus action, you can use your Channel Divinity to gain swim speed equal to your walking speed, darkvision to 60 feet, resistance to cold damage, and the ability to breathe underwater for 8 hours.

Healing Waters. Starting at 6th level, you can channel the purifying energies of water. As an action, you can expend a spell slot to restore hit points to yourself or a creature you touch. The target regains 2d6 hit points for each spell level of the expended spell slot.

Tidal Surge. Starting at 8h level, you can manifest the destructive powers of water. As an action, you can unleash a tidal wave of water in a 30-foot cone. Each creature in that area must make a Dexterity saving throw against your spell save DC or take 8d8 bludgeoning damage on a failed save, or half as much on a successful one. A creature that fails its saving throw is also pushed back 10 feet and knocked prone. Once you use this feature, you can't use it again until you finish a long rest.

Elemental Summoning. Starting at 17th level, your deep connection to the element of water grants you the ability to summon a powerful water elemental. As an action, you can summon a water elemental to an unoccupied space within 30 feet of you. The elemental remains under your control for 1 hour, obeying your commands to the best of its abilities. The summoned water elemental gains a bonus to its attack rolls and damage rolls equal to your Wisdom modifier (minimum of 1). Once you use this feature, you can't use it again until you finish a long rest.

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DRUID

Circle of the Deep

Druids of the Circle of the Deep venerate the deep seas and draw their power from the mysteries and wonders in the ocean's depths. They are attuned to aquatic environments, can easily traverse underwater realms, and can harness the forces of water and tides. These druids excel in manipulating water, creating powerful waves, assuming aquatic forms, and invoking the raw power of the deep sea to overwhelm their foes. Their connection to the underwater world allows them to protect and restore the delicate balance of marine ecosystems, making them guardians of the oceans and defenders of aquatic life.

Circle of the Deep Spells. Starting at 2nd level, you gain access to the *ray of frost* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.

Druid Level	Spells
1st	*create or destroy water, purify food and drink*
3rd	*misty step, silence*
5th	*coral growth, water breathing*
7th	*aquatic adaptation, control water*
9th	*cone of cold, conjure elemental*

Aquatic Affinity. Starting at 2nd level, you become attuned to the hazards of the deep seas. You gain a swimming speed equal to your walking speed, and you can breathe both air and water. Additionally, you have advantage on Constitution saving throws made to resist the effects of extreme cold or high pressure in underwater environments.

Sea Beast Mastery. Starting at 2nd level, you gain the ability to communicate with sea creatures. You can understand and speak the languages of underwater creatures, and you have advantage on Wisdom (Animal Handling) checks made to influence or command aquatic beings.



Sea Beast Control.
Starting at 6th level, you learn how to control sea creatures. As an action, you can attempt to charm a beast that has an innate swimming speed and which you can see within 60 feet. The beast must make a Wisdom saving throw. On a failed save, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature is friendly to you. Once you use this feature, you can't use it again until you finish a long rest.

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Shape of Water. Starting at 10th level, you can take the form of a water elemental. You can expend one use of your Wild Shape ability to transform into a water elemental. While in this water elemental form, you gain a bonus to your attack rolls and damage rolls equal to your Wisdom modifier (minimum of 1).

Maelstrom's Embrace. Starting at 14th level, you can call upon the power of the deep sea, creating a swirling maelstrom of water centered on yourself. The maelstrom has a radius of 30 feet and lasts for 1 minute. Any creature that starts its turn within the maelstrom or enters it for the first time on a turn must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 3d10 bludgeoning damage and is pulled 10 feet toward the center of the maelstrom and is restrained. On a successful save, it takes half damage, isn't pulled and isn't restrained. Additionally, the area within the maelstrom is heavily obscured, and creatures other than you have disadvantage on Wisdom (Perception) checks to perceive anything beyond 5 feet of themselves. A creature within the area of the maelstrom must hold its breath or start to suffocate. Once you use this feature, you can't use it again until you finish a long rest.

Circle of the Five Winds

Druids of the Circle of the Five Winds consider the element of air superior to all other forces of nature. Their devotion is deeply rooted in both material and philosophical principles related to this element, which they consider sacred. The five winds represent the different strengths of air movement, corresponding to a different aspect and dogma of this elemental power.



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Circle of the Five Winds Spells. Starting at 2nd level, you gain access to the *shocking grasp* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.

Druid Level	Spells
1st	*feather fall, thunderwave*
3rd	*gust of wind, levitate*
5th	*call lightning, wind wall*
7th	*conjure minor elementals, ice storm*
9th	*commune with nature, conjure elemental*

Fog Vision. Starting at 2nd level, your eyes can penetrate fog and clouds. You can see normally in lightly obscured areas covered by magical or nonmagical fog, vapor, or clouds to a distance of 120 feet. At 6th level, you become able to see normally in heavily obscured areas covered by magical or nonmagical fog, vapor, or clouds to a distance of 120 feet.

Gale Guard. Starting at 2nd level, you can't be moved by strong winds. You become immune to wind effects that would render you prone, pick you up, change your speed, or move you against your will.

Swift Winds. Starting at 6th level, you can instantly create forceful blasts of wind. You can use your reaction to cast the *gust of wind* or the *wind wall* spells.

Charged Thunder. Starting at 10th level, the lightning and thunder you create are more destructive. When you roll lightning or thunder damage for a spell you cast, you can reroll any roll of 1 or 2 on the lightning or thunder damage die, but you must use the new roll.

Whirlwind Form. Starting at 14th level, you can turn into a whirling tornado just like an air elemental. You can turn into a whirlwind for 1 minute that has a radius of 30 feet and a flying speed of 60 feet. Any creature that starts its turn within the whirlwind or enters it for the first time on a turn must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 3d10 bludgeoning damage and is flung up 20 feet away from you in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against your spell save DC or take the same damage and be knocked prone. On a successful save, the target takes half the bludgeoning damage and isn't flung away or knocked prone. Instead of flinging the target creature, you can choose to grapple and carry it with your fly speed. Creatures carried this way become grappled and must make a new Strength saving throw at the end of their turn. On a failed save, the target remains grappled and takes 3d10 bludgeoning damage. If the saving throw is successful, the target takes half the bludgeoning damage and it isn't grappled. Once you use this feature, you can't use it again until you finish a long rest.

FIGHTER

Buccaneer

Buccaneers are daring sailors who live a life of adventure on the high seas. They are known for their cunning, bravery, and skill with weapons. Buccaneers bring these qualities to the battlefield on ships, striking fear into the hearts of their enemies and leading their allies to victory. They are often charismatic and have sharp tongues, with a strong sense of humor and a love for telling stories of their adventures. Many buccaneers become ship captains or the commanders of fighting units in naval combat.

Sea Dog. Starting at 3rd level, you gain a deep understanding of ships and sailing, giving you proficiency with waterborne vehicles, navigator's tools, and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Seaborne Strike. Starting at 3rd level, you learn how to fight with weapons while on ships. When you make a weapon attack while on a ship, you can add your

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proficiency bonus to the damage roll. You can use this feature a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Salty Dog. Starting at 7th level, you have advantage on saving throws against being frightened and charmed. In addition, you gain proficiency in Strength (Athletics) and Wisdom (Perception) checks made while on ships. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

Swashbuckler. Starting at 10th level, You can choose to move up to your speed as a bonus action, without provoking opportunity attacks. When you move this way, you can make a melee weapon attack against a creature with advantage. You can use this feature a number of times equal to your Dexterity modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Inspiring Commander. Starting at 15th level, you can inspire bravery in your allies. When you take the Attack action, you can choose one ally within 30 feet of you to gain temporary hit points equal to your fighter level + your Charisma modifier (minimum of 1).

Captain's Orders. Starting at 18th level, you learn how to rally your crew in combat. You can use your action to grant yourself and allies within 30 feet of you advantage on attack rolls and saving throws until the end of your next turn. You can use this feature a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mounted Knight

Mounted Knights are champions who train for long years as expert riders. They form a special bond with their mounts, treating them as companions and often even as family. Through years of synchronized fighting with their steeds, mounted knights can use their mount's movement as well as their own to gain crucial advantages in combat and make devastating charging attacks.

Mount. Starting at 3rd level, you gain a mount. Choose a beast that has a challenge rating of 1/2 or lower. This CR increases to 2 at 10th level and 5 at 15th level. Your mount takes its turn on your initiative and you can command it to move to a specific location. Your mount can take the Attack, Dash, Disengage, or Dodge actions upon your command but it can only make one attack per turn. If you are incapacitated, your mount acts independently. If your mount dies, you can call a new mount and befriend it after a long rest.

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Quick Mount. Starting at 3rd level, you have mastered the technique of instantly straddling your mount. You can mount your animal as a bonus action.

Bareback Rider. Starting at 3rd level, you do not need a saddle to ride your mount, You have advantage on saving throws to stay astride your mount and if you fall off your mount, you always land on your feet.

Impaling Charge. Starting at 7th level, you can make a devastating lance or riding trident attack when you charge your opponents. As an action, you can make a single attack when your mount moves at least 20 feet straight toward your target. You can add your mount's Strength modifier to your weapon damage, and double your weapon's damage die if your mount moved at least 20 feet or triple it if it moved at least 30 feet before the attack.

Shielded Rider. Starting at 10th level, you master the art of riding on the side of your mount. You can use your reaction to lower your body to the side of your mount so that you gain half cover against attacks against you.

Rapid Retreat. Starting at 15th level, you can spur your mount to quickly disengage from the fray. You can command your mount to take the Disengage action as a bonus action.

Elusive Target. Starting at 18th level, you can move your mount to elude attacks against you. When mounted, you can use your reaction to cause a melee attack from a target that you can see that would hit your mount to miss or you can gain advantage on a Dexterity saving throw against an effect whose origins you can see.

Riding Trident. This trident is longer than its shorter counterpart and perfectly balanced for mounted combat.

Type	Damage	Weight	Properties
Martial Melee Weapon	1d12 piercing	6 lb.	Reach, Special, Versatile (2d6)
Special: You have disadvantage when you use a riding trident to attack a target within 5 feet of you. A riding trident requires two hands to wield when you aren't mounted.			

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MONK

Way of the Serpent

For thousands of years, monks of this particular tradition have dedicated themselves to perfecting their martial arts techniques by closely observing and practicing the combat styles of a diverse range of serpents. Their primary emphasis lies on cultivating speed, grappling with their opponents, and executing lethal holds. These monks typically reside in the deepest and most isolated regions of jungles and deserts, often situated in close proximity to snake nests. Their daily routines revolve around feeding and honoring the various species of snakes while observing their movements.



Sudden Strike. Starting at 3rd level, you have learned how to be swift as a striking snake. You can spend 1 ki point to gain advantage on your initiative roll.

Coiled Grappler. Starting at 6th level, you become a master of wrestling and gripping your opponents. Creatures you have subjected to the grappled condition have disadvantage on their Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape. Additionally, you gain advantage on Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape a grapple.

Bonebreaker. Starting at 11th level, you learn how to snap the bones of those in your grasp. As an action, you can spend 2 ki points to deal 6d8 bludgeoning damage to a creature you have subjected to the grappled condition. The target creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or suffer disadvantage on its attack rolls, as well as Strength, Dexterity, and Constitution saving throws and ability checks until the end of its next turn.

Choke Hold. Starting at 17th level, you learn how to block the airways of a creature with a deadly lock. As an action, you can spend 3 ki points to choke a creature you have subjected to the grappled condition. The target creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or start to suffocate. As an action, you can maintain your chokehold on the target creature until it escapes.

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Way of the Wave

Monks who practice the path of the Way of the Wave are attuned to the rhythmic and dynamic nature of water. They draw inspiration from the ebb and flow of ocean tides, embodying the fluidity and adaptability of their elemental muse. These monks possess a remarkable sense of grace and agility, seamlessly transitioning between offense and defense like the ever-shifting currents. Through disciplined training and meditation, they have unlocked the secrets of water's power, allowing them to strike with precision, evade with finesse, and harness the very essence of fluidity in their martial techniques.

Crushing Surge. Starting at 3rd level, you become able to summon a blast of water that crashes into your enemies. You can spend 1 ki point to make a ranged weapon attack with a blast of water to a range of 30 feet, dealing 2d8 bludgeoning damage on a hit. The target that takes damage must also make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or become prone. For each additional ki point spent, the damage increases by an additional 1d8 and the range increases by 10 feet. This attack is considered magical.

Evasive Currents. Starting at 6th level, you can emulate the elusive nature of water and divert incoming attacks with ease. When hit by an attack, you can use your reaction and spend 2 ki points to redirect the attack's force, causing it to miss.



Fluid Precision. Starting at 11th level, the fluidity of water guides your strikes, granting you exceptional accuracy. You can spend 2 ki points to gain advantage on all attacks against a single target until the end of your turn.

Tsunami Assault. Starting at 17th level, you reach the pinnacle of your mastery over the Way of the Wave and you can unleash a strike that has a devastating impact. As an action, you can

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spend 3 ki points to deliver a powerful strike to a range of 60 feet that strikes the target with a destructive blast of water. The target must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the target is rendered unconscious for 1 minute. On a successful save, the target is stunned for 1 round.

PALADIN

Oath of Grandeur

Paladins who swear the Oath of Grandeur dedicate themselves to the pursuit of extraordinary beauty, unwavering confidence, and captivating charisma. They seek to embody the pinnacle of aesthetics and inspire awe in those around them through their majestic appearance and unwavering self-assurance. These paladins draw upon the power of their own radiant presence and magnetic charm to inspire others and bring about a world of splendor.

Tenets of Grandeur. Paladins who swear the Oath of Grandeur share the following tenets:

- **Exemplify Confidence.** Exude unwavering self-assurance and radiate an aura of confidence. Stand tall in the face of adversity, inspiring others with your unyielding belief in your own abilities. Encourage others to embrace their own greatness and strive for excellence.
- **Champion Elegance.** Embrace elegance and refinement in all aspects of life. Pursue beauty, grace, and sophistication, whether it be in combat, diplomacy, or personal conduct. Showcase the pinnacle of grandeur in everything you do.
- **Inspire Admiration.** Seek to become a figure of awe and inspiration to others. Act with integrity, honor, and nobility, and let your actions speak volumes. Through your words and deeds, motivate others to reach for greatness and unlock their true potential.
- **Exude Charisma.** Cultivate a charismatic presence that captivates and influences those around you. Develop your social skills, charm, and persuasiveness to command respect and admiration. Utilize your natural magnetism to inspire loyalty and rally others to noble causes.



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Oath of Grandeur Spells. Starting at 3rd level, you gain access to the following oath spells, which are always prepared and don't count towards the number of spells you can prepare each day.

Paladin Level	Spells
3rd	*command, heroism*
5th	*enhance ability, enthrall*
9th	*major image, sending*
13th	*compulsion, hallucinatory terrain*
17th	*mislead, seeming*

Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- **Grandiose Presence.** As an action, you can use your Channel Divinity to emanate an aura of awe-inspiring grandeur. Each creature of your choice within 30 feet of you must make a Wisdom saving throw or be charmed by you for 1 minute or until they take damage. While charmed in this way, they idolize and hold you in the highest regard, treating you with utmost respect and admiration.

- **Majestic Aura.** As an action, you can use your Channel Divinity to unleash your majestic presence, emanating an aura of awe-inspiring grandeur. Your allies are filled with a sense of awe and inspired by your regal presence, fueling their determination and emboldening their actions. All creatures of your choice within 60 feet of you who can see you gain temporary hit points equal to your Charisma modifier + your paladin level. These temporary hit points remain for 1 minute or until they are depleted.

Radiant Aura. Starting at 7th level, your presence exudes an aura of radiant beauty and unwavering confidence, inspiring awe in your allies. You and friendly creatures within 10 feet of you that can see you have advantage on Charisma saving throws until you are incapacitated. At 18th level, the range of this aura increases to 30 feet.

Imposing Majesty. Starting at 15th level, you exude an awe-inspiring aura of grandeur. As an action, you unleash your majestic power, causing your enemies to waver in your presence. Creatures of your choice within 30 feet of you have disadvantage on attack rolls against you for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

Aspect of Grandeur. Starting at 20th level, your unwavering confidence and grandiose presence reach their pinnacle. As an action, you channel the divine energy within you, transforming into a celestial being of unparalleled splendor. You gain the following benefits for 1 minute:

- You gain advantage on all Charisma-based ability checks and regain a number of hit points equal to your Charisma bonus at the start of your turn. You can make initiative rolls with your Charisma modifier instead of your Dexterity modifier.
- You emanate an aura of grandeur within 60 feet. You and creatures of your choice within the area become immune to being frightened and charmed.
- Your charisma becomes truly legendary. Your Charisma score increases by 6, to a maximum of 26.

Once you use this feature, you can't use it again until you finish a long rest.



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Oath of Magic

Paladins who swear the Oath of Magic dedicate themselves to the pursuit of arcane knowledge and the preservation of magic. They wield their martial prowess in harmony with the arcane arts, serving as guardians of magical powers and defenders against those who seek to misuse or disrupt the delicate equilibrium of magical forces. These paladins draw upon their connection to magic to protect, heal, and empower themselves and their allies.

Tenets of Magic. Paladins who swear the Oath of Magic share the following tenets:

- **Arcane Insight.** Dedicate yourself to unlocking the deepest mysteries of magic. Pursue knowledge and understanding of arcane lore, uncovering forgotten spells, and unraveling complex enchantments.
- **Weaver of Arcane Shields.** Take upon yourself the role of a guardian against magical threats. Stand resolute in the face of arcane dangers, shielding others from the ravages of destructive spells.
- **Guardian of Mystical Lore.** Safeguard ancient and forbidden knowledge from falling into the wrong hands. Do not tolerate its manipulation for personal gain, harm, or the subjugation of others.
- **Mystical Balance.** Strive to maintain harmony and equilibrium in the realm of magic. Seek to understand and respect the delicate interplay between arcane and divine forces. Use your powers responsibly, ensuring that the natural order of magic remains intact.

Oath of Magic Spells. Starting at 3rd level, you gain proficiency in the Intelligence (Arcana) skill and access to the following oath spells, which are always prepared and don't count towards the number of spells you can prepare each day.

Paladin Level	Spells
3rd	*magic missile, shield*
5th	*blur, misty step*
9th	*counterspell, dispel magic*
13th	*fire shield, stoneskin*
17th	*teleportation circle, wall of force*



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Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- **Arcane Ward:** You can use your reaction to activate your Channel Divinity to create a protective ward of magical energy around yourself in a 30-foot radius. All creatures of your choice within the area gain advantage on their saving throws against spells and magical effects until the end of your next turn.

- **Disrupt Magic:** When a creature within 60 feet of you casts a spell, you can use your reaction and Channel Divinity to attempt to disrupt it. The creature must make a Charisma saving throw against your spell save DC. On a failed save, the creature's spell fails, and they lose the spell slot expended to cast it.

Spell Recovery. Starting at 7th level, your connection to magic grants you an enhanced recovery of your magical resources. Whenever you finish a short rest, you regain expended spell slots with a combined level equal to half your paladin level (rounded up).

Arcane Severance. Starting at 15th level, you have been granted the power to sever the connection between your foes and their magical powers. As part of your attack action, you can unleash a devastating Arcane Severance against a creature you hit with a melee weapon attack. The target must make a Charisma saving throw against your spell save DC. On a failed save, the target's connection to magic is severed, rendering them unable to cast spells or use any magical abilities for 1 minute. While under the effects of Arcane Severance, the target's attempts to cast spells or use magical abilities automatically fail, and any ongoing magical effects or spells they had active are suppressed. Additionally, if the target is concentrating on a spell, they lose concentration immediately. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the effect ends on the target. Once you use this feature, you can't use it again until you finish a long rest.

Templar of Magic. Starting at 20th level, you have become a chosen emissary of the god of magic. As an action, you can call upon the most potent arcane energies, gaining the following benefits for 1 minute:

- Whenever you cast a spell that restores hit points or grants temporary hit points, the healing or temporary hit points provided are maximized.
- You automatically succeed on your Constitution saving throw to maintain concentration on your spells.
- You can cast spells that have a casting time of one action using a bonus action instead.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER

Deep-sea Stalker

Few rangers are better suited for underwater environments than the deep-sea stalker. Many of this conclave share an aquatic heritage, but some terrestrial members also join upon their attraction for the depths of the sea. Deep-sea stalkers are at home in deep bodies of water, able to hold their breath and swim like the aquatic creatures they track, and can summon the creatures of the deep to aid them in their explorations.

Home in the Sea. Starting at 3rd level, you have acclimatized to your underwater surroundings, granting you the following benefits:

- You can speak, read, and write Aquan.
- You gain a swimming speed equal to your walking speed. If you already have a swimming speed, it increases by 10 feet.
- You can breathe both air and water.
- You gain darkvision 60 ft.
- Attacking underwater does not impose disadvantage.

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Underwater Favored Enemy. Starting at 3rd level, you have significant experience studying, tracking, and hunting aquatic creatures. You add a type of favored enemy: creatures with swimming speeds. You gain the ability to track your favored enemies underwater with no disadvantage. At 9th level, you gain the ability to comprehend and verbally communicate with beasts that have a swimming speed. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.

Underwater Natural Explorer. Starting at 7th level, you are particularly familiar with underwater environments and are adept at traveling and surviving in such regions. You add a type of favored terrain: underwater.

Call of the Sea. Starting at 11th level, you can summon a creature of the sea to aid you and your companions. You can cast the *conjure animals* spell without using spell slots or material components and summon a beast with a swimming speed, up to a challenge rating of 5 or lower. Once you use this feature, you can't use it again until you finish a short or long rest.

Sea Form. Starting at 15th level, your maneuverability underwater has become unrivaled. As a bonus action, you gain the following benefits for 1 minute while underwater and not wearing heavy armor:

- Your swimming speed increases by 20 feet.
- You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
- When you take the attack action, you can make three attacks.

Once you have used this ability, you cannot use it again until you take a short or long rest.

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Wyrmslayer

These skilled hunters possess extensive knowledge of dragonkind, delving into their prey's anatomy, culture, habits, and fighting styles. With their comprehensive understanding and specialized combat training, Wyrmslayers gain powers that enhance their resilience, critical strikes, and tactical prowess against dragons, making them formidable adversaries in their quest to protect the realms from draconic threats.

Breath Weapon Endurance. Starting at 3rd level, your relentless training has honed your resilience against the elemental powers of dragons. You can use your reaction to reduce acid, cold, fire, lightning, or poison damage by 1d10 + your Constitution modifier + your ranger level.

Wyrmhunter's Courage. Starting at 3rd level, your will becomes fortified against the fearsome presence of dragons. You gain advantage on saving throws against being frightened.

Dragonbane Precision. Starting at 7th level, you learn how to deliver devastating blows against dragon-type creatures. Your attacks against dragon-type creatures deal one additional weapon damage die on a hit. Additionally, you score a critical hit on an attack roll of 19 or 20 against dragon-type creatures.

Cripple Dragons. Starting at 11th level, you gain the ability to thwart some of the basic abilities of creatures with wings. When you score a critical hit against a winged creature that has a flying speed, you cause its flying speed to become 0 until the creature regains hit points. Furthermore, when you score a critical hit against a creature with a breath weapon, you can lower the recharge of its breath weapon to a roll of 6 until the creature regains hit points.

Dragonslayer. Starting at 15th level, your relentless pursuit and experience in slaying dragons grant you unparalleled prowess. You become immune to being frightened and gain advantage on all attack rolls against dragon-type creatures. Additionally, you can spend an action to prepare your first attack on your next turn, which automatically hits and scores a critical hit if the target is a dragon-type creature.



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ROGUE

Cult Agent

Agents of secretive cults are the manipulative hands of such organizations, taking care of tasks in the field. These individuals masquerade as ordinary citizens or as well-respected people who excel in roles unrelated to their true dedication. These agents act as undetectable spies, assassins, and thieves for their cults, which reward them with otherwise inaccessible information and treasure. The loyalty of these agents is unquestionable, and it is also secured via numerous enchantments and magical bonds that would kill or cripple them in case they would break their ties to the cult.



Habitual Liar. Starting at 3rd level, you become an expert in lying, something that you do every day. You gain advantage on Charisma (Deception) checks when telling a lie.

False Form. Starting at 3rd level, your sheer will to appear as someone different grants you powers that help you blend in amongst people. You can cast the *disguise self* spell without expending a spell slot or material components a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Veil of Lies. Starting at 9th level, your lies become so convincing that they even fool divination spells. You can tell falsehoods and lies when magically compelled to tell the truth, even when you are charmed or when your thoughts are read. You don't need to be aware of being under the effect of a spell or magical power to be able to use this feature.

Untraceable. Starting at 13th level, you become undetectable by the use of divination magic. Divination spells and divination magic of any kind can't sense, perceive, affect, or provide information about you in any way.

False Perceptions. Starting at 17th level, you are able to manipulate the outcome of divinations concerning you. You become aware of any divination spells or powers that target you or include information about you or any item that you possess. You can alter how such divination spells perceive you or what information they provide about you or any item that you possess.

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Pirate

Pirates are daring and cunning rogues who have made a name for themselves on the high seas as ruthless warriors. They are quick on their feet, skilled in combat, and always looking for their next big score. Whether they are pillaging ships, hunting for treasure, or just causing mayhem, pirates are never to be underestimated.

Sea Legs. Starting at 3rd level, you become an expert in navigating a ship and swimming in water. You have advantage on Strength (Athletics) checks made to climb while on ships or while swimming. You also have advantage on saving throws against being knocked prone.

Sea Dog. Starting at 3rd level, you gain a deep understanding of ships and sailing, giving you proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

Plunderer's Trove. Starting at 9th level, you become an expert in plundering ships and coastal towns. You can always determine if a chest or door is trapped, and you have advantage on Dexterity checks made to open locks.

Finesse Weapon Master. Starting at 13th level, you have mastered the art of fighting with a finesse weapon. When you roll damage for a weapon attack with a finesse weapon, you can roll an extra damage die.

Dread Pirate. Starting at 17th level, you become an expert in frightening your enemies. Whenever you score a critical hit or reduce a creature to 0 hit points, creatures of your choice within 30 feet of you who can see you must make a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or become frightened of you for 1 minute.



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SORCERER

Aboleth Bloodline

Some slaves are selected by aboleths for advancement based on their potential. The aboleth masters infuse the bodies and minds of such creatures with their own essences and intellects, granting them aberrant physical features and planting a seed of potential that is expected to be harnessed. Besides the physical mutation, this transformation amplifies the psychic abilities of one's mind that eventually allows them to probe, enslave, and drain the minds of other creatures.

Aberrant Mutation. Starting at 1st level, the infusions and body modifications you received from your aboleth masters bestowed you with aboleth eyes. You gain proficiency on Wisdom (Perception) skill checks and your proficiency bonus is doubled for Wisdom (Perception) skill checks. You gain darkvision to 120 feet, and you speak, read, and write Deep Speech. At 11th level, as an action you can spend 1 sorcery point to become amphibious for one hour to breathe air and water.

Probing Telepathy. Starting at 6th level, you manifest telepathic powers. You gain telepathy to 120 feet. As an action, you can spend 1 sorcery point to cast the *detect thoughts* spell without expending a spell slot or any material components.

Psychic Energy. Starting at 6th level, you can infuse your spells with psychic energies. When you cast a spell that deals damage you can spend 3 sorcery points to change the damage type to psychic damage.

Enslave. Starting at 14th level, you learn how to reach into and manipulate the minds of other creatures through your telepathy. You can take an action to target one creature you can see within 30 feet of you. The target must succeed on a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier) or be magically charmed by you for one day or until you die or until you are on a different plane of existence from the target. The charmed target is under your control and can't take reactions, and you and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. The target can also repeat the saving throw when it is at least 1 mile away from you. Once you use this feature, you can't use it until you finish a long rest.

Psychic Drain. Starting at 18th level, you can heal yourself by feeding on the intellect of other creatures. As an action, you can cause one creature charmed by you to take 8d6 psychic damage. You regain hit points equal to the damage the creature takes.



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Efreeti Bloodline

The Efreeti Bloodline sorcerer traces their lineage back to the fiery realms of the efreet, beings of elemental fire and immense power. They possess a fiery essence within themselves, granting them access to potent fire magic and the ability to manipulate flames with ease. Their bloodline manifests in their appearance, as hints of fire dance within their eyes and warmth radiates from their skin. With an intense aura of confidence and determination, they stride through the world, leaving no doubt about their fiery disposition. Their role in society is that of catalysts, demanding attention and respect with their commanding presence. They are both protectors and agents of change, wielding the destructive power of fire to purge darkness and ignite hope.



Fiery Soul. Starting at 1st level, you acquire the heritage of your efreet ancestors. You gain resistance to fire damage, darkvision to 60 feet, and you can speak, read, and write Ignan.

Inferno Mastery. At 6th level, your affinity for fire magic allows you to manipulate flames with unparalleled finesse. When you cast a spell that deals fire damage, you can apply one metamagic option to that spell by spending 1 fewer sorcery point than normal (minimum of 1). You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Sparkling Step. Starting at 14th level, you gain the ability to step through flames with ease. As a bonus action, you can expend a sorcery point to magically teleport up to 60 feet to an unoccupied space that you can see within 10 feet of a source of fire. You arrive with a burst of fiery sparkles that cover a radius of 5 feet around your destination. Any creature within the area must make a Dexterity saving throw against your spell save DC, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Infernal Ascendancy. Starting at 18th level, your connection to the elemental plane of fire reaches its apex. You gain immunity to fire damage, and you can add your Charisma modifier to any spells or effects that deal fire damage. Additionally, when you cast a spell that deals fire damage, you can reroll any number of the damage dice once. You must use the new rolls.

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WARLOCK

Ebon Serpent Patron

Individuals who subscribe to the belief in the end of days eventually become consumed by their obsession with its inevitability, often envisioning it taking the form of an ebon serpent that roams the multiverse. Those who seek power from this serpent gain profound insight into impending events. They regard the world and its inhabitants as temporary entities destined to perish. Their knowledge reveals to them the weakness of other creatures, information which they exploit to further their cause. They exude confidence in their knowledge, using it to alter reality toward an eventual doom. They are usually fanatical individuals with esoteric manners and dark secrets.



Ebon Serpent Expanded Spells. At 1st level, your Ebon Serpent patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*bane, detect evil and good*
2nd	*augury, detect thoughts*
3rd	*bestow curse, clairvoyance*
4th	*death ward, divination*
5th	*commune, geas*

Dark Devotion. Starting at 1st level, your conviction in the forthcoming apocalypse strengthens your self-awareness. You gain advantage on saving throws against being charmed.

Know Vulnerability. Starting at 1st level, you gain the ability to pinpoint the weakest spot on any given creature. As a bonus action, you can gain knowledge of the lowest ability score of a target creature as well as its vulnerabilities. At 6th level, you also gain knowledge of all of its condition immunities. At 10th level, you also gain knowledge of all of its damage resistances and damage immunities.

Conviction of the Spared. Starting at 6th level, you know when your own end will come. You can reroll a failed saving throw. Once you use this feature, you can't use it until you finish a long rest.

Exploit Weakness. Starting at 10th level, you learn how to bring about an almost certain doom upon a creature. You can use your reaction to target a creature that is about to make a saving throw. The target creature makes its saving throw with the ability of your choice instead of the ability in the original saving throw. Once you use this feature, you can't use it until you finish a short or long rest.

Invoke the End. Starting at 14th level, you can make any creature face its ultimate demise. As an action, you can target a creature that must make a Charisma saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is reduced to 0 hit points. On a successful save, the creature becomes frightened for 1 minute. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the creature is no longer frightened. Once you use this feature, you can't use it until you finish a long rest.

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Vampire Lord Patron

The Vampire Lord is the epitome of a parasitic creature that uses its dedicated servitors as tools to bolster its existence in undeath. Rather than bestowing the powers of vampirism, the Vampire lord offers gifts that serve its own needs. When full-fledged vampires dedicate themselves to a Vampire Lord, they have even stronger bonds to their master and become even more powerful through their warlock pacts.

Vampire Expanded Spells. At 1st level, your Vampire Lord patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*false life, inflict wounds*
2nd	*levitate, pass without trace*
3rd	*nondetection, speak with dead*
4th	*death ward, freedom of movement*
5th	*antilife shell, geas*

Children of the Master. Starting at 1st level, you can befriend the children of the night to serve your bidding in both daytime and night. You can cast the *animal friendship* spell at will, without expending a spell slot. The spell only targets wolves, bats, and rats.

Dampen Sunlight. Starting at 6th level, you can call on your patron and channel your connection to the night to create an area where sunlight is subdued. As an action, you can dampen sunlight or other sources of bright light in a 30-foot radius sphere for 10 minutes. The area is filled by dim light and becomes lightly obscured. While you remain in the area, you gain advantage on stealth skill checks. The area negates a creature's sunlight sensitivity, sunlight weakness, and sunlight hypersensitivity traits. Once you use this feature, you cannot do so again until you finish a short or long rest.

Aura of Susceptibility. Starting at 10th level, your very presence can shake the minds of those you wish to beguile in your master's service. As a bonus action, you can emit an aura with a radius of 10 feet centered on you that has a duration of 1 minute. All creatures of your choice within your aura have disadvantage on Wisdom saving throws to resist being charmed. Once you use this feature, you cannot do so again until you finish a long rest.

Immortal Servitude. Starting at 14th level, your patron grants you everlasting life and the gift of the healing blood. You no longer age and become immune to any effects that would age you. Additionally, you can siphon life force from others to heal your wounds. As a bonus action, make a ranged spell attack against a target within 25 feet. You gain advantage on this attack if the target is charmed by you, a vampire spawn, or a vampire. On a hit, the target takes 5d6 necrotic damage and has its hit point maximum reduced by an amount equal to the necrotic damage taken. You regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. You can use this feature a number of times per day equal to your Charisma bonus (minimum of 1), and you regain all expended uses when you finish a long rest.



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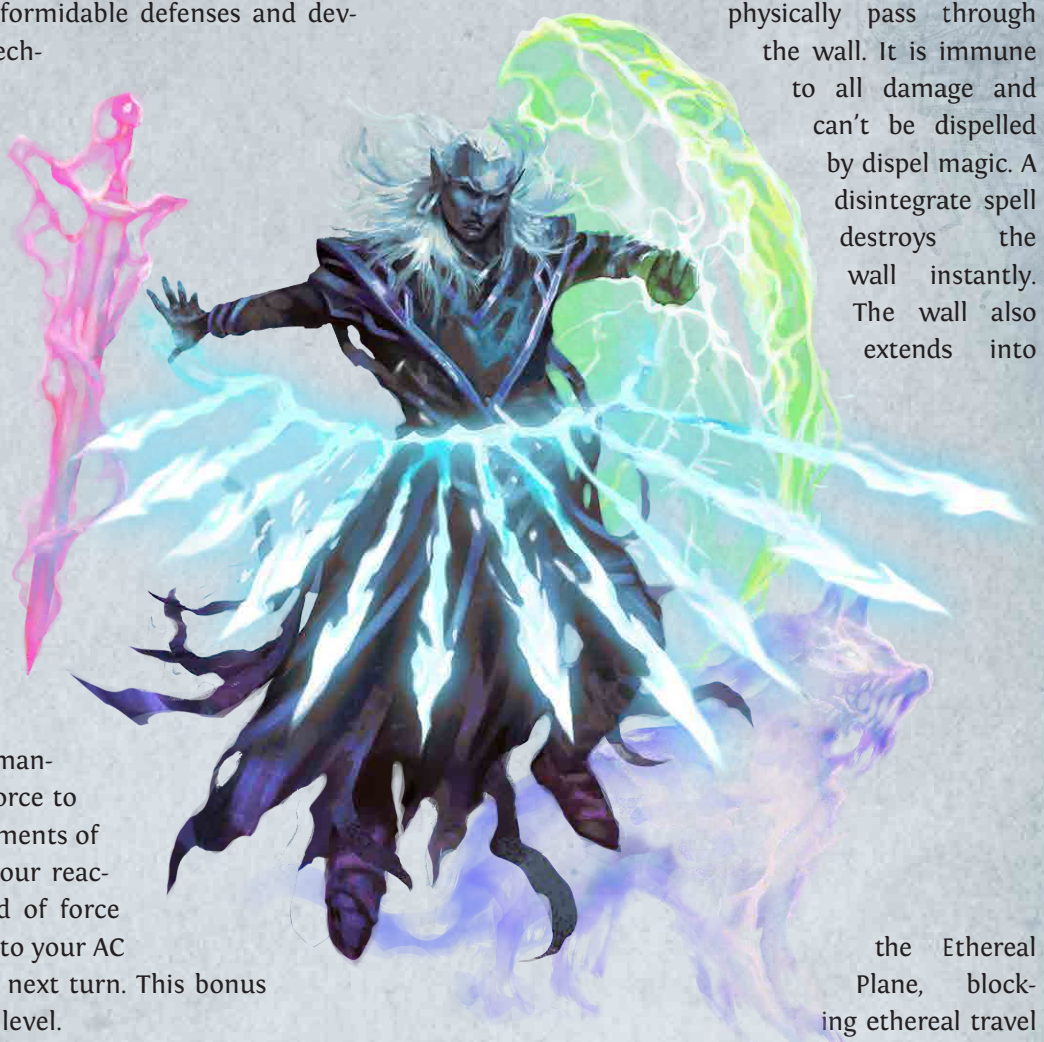
WIZARD

School of Force

Wizards who follow this school become masters of manipulating and channeling the raw power of force, shaping it into formidable defenses and devastating offensive techniques. Through their extensive studies and unwavering focus, force wizards gain the ability to conjure force shields, transmute spell damage, and manipulate the battlefield with walls of force, making them accomplished wielders of unadulterated magical force.



Force Shield. Starting at 2nd level, your mastery over force magic allows you to manifest a shield of pure force to protect yourself in moments of danger. You can use your reaction to create a shield of force that grants a +2 bonus to your AC until the start of your next turn. This bonus increases to +3 at 10th level.

Potent Force. Starting at 6th level, your understanding of force magic enables you to amplify its destructive potential. Whenever you deal force damage with a spell, you can add your Intelligence modifier to the damage dealt. In addition, all of your evocation spells that create force effects are harder to dispel and counter as if they were three spell levels higher.

Force Ward. Starting at 10th level, your mastery of force magic grants you the ability to conjure a barrier of pure force. You can use your reaction to create a wall of force that lasts until the start of your next turn. The wall can be a hemispherical dome or a sphere with a height and radius of up to 10 feet. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice of which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Forceweaver. Starting at 14th level, you learn how to transmute the very essence of your damaging evocation spells. You can alter the damage type of any evocation spell you cast to force damage a number of times per day equal to your Intelligence modifier (minimum of 1). You regain any expended uses when you finish a long rest.

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School of Metamagic

These wizards possess a deep understanding of the underlying mechanics of spells, enabling them to manipulate and enhance their magical abilities. Through the utilization of sorcery points, reduced costs for certain metamagic options, and specialized expertise in a chosen metamagic, they become masters of metamagic manipulation, wielding an unrivaled level of control over the very fabric of spells.

Arcane Convergence. Starting at 2nd level, you learn how to convert your magical resources to raw magical energies. As a bonus action, you can expend one spell slot and gain a number of sorcery points equal to the slot's level. These sorcery points are available to you until you finish a long rest and can only be used on metamagic options. Once you use this feature, you can't use it again until you finish a long rest.



Metamagic Transcription. Starting at 2nd level, your studies into metamagic grant you an understanding of raw magic. You can choose to learn two of the metamagic options available for sorcerers. You can learn another one at 6th, 10th and 14th level.

Spell Reconfiguration. Starting at 2nd level, you learn how to alter spells using raw magic. You can use sorcery points to apply the metamagic options you have learned to spells you cast. You use your Intelligence modifier where the metamagic option relies on a Charisma modifier.

Limited Metamagic Mastery. Starting at 6th level, you have learned to use metamagic with greater efficiency. You can use a metamagic option that you have already learned with one fewer sorcery point than normally required (minimum of 1). You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Metamagic Specialization. Starting at 10th level, your focus on a specific aspect of metamagic grants you greater mastery over its techniques. Choose one metamagic option that you have already learned. When using that chosen metamagic option, you can apply it by spending one fewer sorcery point than normally required (minimum of 1). You can't reduce the sorcery point cost of a metamagic option by more than one point, even when combining reductions from other features.

Metamagic Mastery. Starting at 14th level, your understanding of metamagic reaches new heights, granting you greater freedom in its usage. You can use any previously learned metamagic option that originally costs 1 sorcery point without spending any sorcery points. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

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FEATS

Bolstering Summoner

Prerequisite: The ability to cast at least one conjuration spell that summons creatures.

Your extensive knowledge of the magical art of summoning grants you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain advantage on Charisma ability checks made to interact with creatures you have summoned.
- You can summon creatures with your conjuration spells that are one CR higher than normally allowed by the spell. If the spell allows you to summon more creatures, only the highest CR option can be one CR higher.
- Creatures summoned by your spells gain +2 on their attack and damage rolls.





Cautious

You have honed your skills in situational awareness, interpersonal acuity, and keen observation of your surroundings, granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Wisdom (Insight) skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on Wisdom (Perception) skill checks made to notice traps.
- You have advantage on Dexterity saving throws against traps that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.
- When making a Wisdom ability check, you can roll a d4 and add the number rolled to the result of your check.

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Dagger Master

Your extensive training in fighting with daggers grants you the following benefits:



- You gain a +1 bonus to attack rolls you make with a dagger.
- You can add your ability modifier to damage rolls when using a dagger as an off-hand weapon.
- You can draw or stow two daggers when you would normally be able to draw or stow only one.
- You can throw a dagger to a normal range of 40 feet and a long range of 80 feet.
- When you score a critical hit with a dagger to a creature that can bleed, you can deal a bleeding wound. The target takes 1d4 damage at the end of each of its turns for each bleeding wound it has until it regains 1 hit point.

Deep Diver

You are practiced in holding your breath and moving underwater, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You can hold your breath for a number of minutes equal to 1 + double your Constitution modifier (minimum of 30 seconds). When you run out of breath or when you are choking, you can survive for a number of rounds equal to double your Constitution modifier (minimum of 1 round).
- You gain a swimming speed equal to your walking speed.



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Dragon Friend

Your vast knowledge of dragons and experience in dealing with them grant you the following benefits:



- Increase your Charisma score by 1, to a maximum of 20.
- You gain advantage on Charisma ability checks made to interact socially with dragon-type creatures.
- You become immune to the frightful presence of dragon-type creatures.
- You learn how to speak, read, and write Draconic.
- If you spend 1 minute talking to a non-hostile dragon-type creature that can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 10 minutes thereafter.

Helpful

You have become an expert at helping others, granting you the following benefits:



- Increase your Charisma score by 1, to a maximum of 20.
- When you take the Help action, you can aid a number of creatures equal to your Charisma modifier instead of just a single creature.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 ability check with the same ability as the creature you are aiding. On a success, that creature's check gains a bonus equal to your proficiency bonus. To receive this bonus, the creature must be able to understand what you're saying.

Jungle Survivalist

Your expertise in surviving in jungle environments grants you the following benefits:



- Increase your Constitution score by 1, to a maximum of 20.
- As an action, you can inspect a plant or animal within 5 feet of you and determine whether it is poisonous.
- You gain proficiency in the Wisdom (Survival) and the Intelligence (Nature) skill. If you are already proficient in either skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on Wisdom (Survival) skill checks made in jungle environments.

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Knockout Master



You are practiced in hitting your target on a vital spot to cause them to fall unconscious, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you score a critical hit against a creature of your size or smaller with a melee attack that deals bludgeoning damage, you can force the target to make a Constitution saving throw (DC equals 8 + proficiency bonus + your Strength modifier). On a failed save, the target becomes prone and unconscious for 1d6 rounds.

Oversized Weapon Specialist

Prerequisite: Strength 17 or higher.



You have become an expert in fighting with large and two-handed weapons in one hand, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You can wield weapons suitable for creatures one size category larger than yourself. Such weapons deal double the damage dice of the normal-sized version of the weapon.
- You can wield a two-handed weapon appropriate to your size in one hand but only if you wield one such weapon.

Seasoned Captain

Prerequisite: Proficiency with water vehicles.



You have mastered controlling waterborne vehicles and leading their crew, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain advantage on Charisma ability checks made to influence the crew of your ship.
- You gain advantage on Wisdom (Survival) checks made to navigate at sea, and you can determine the direction and approximate distance to the nearest port or land.
- You can use your reaction to grant your ship advantage on a saving throw a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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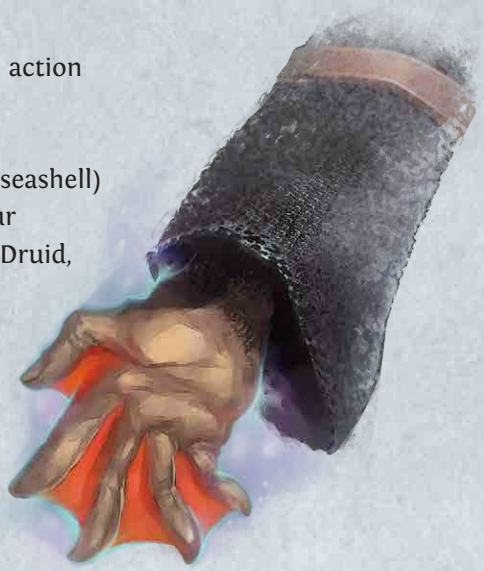
SPELLS

Aquatic Adaptation

4th-level transmutation



Casting Time: 1 action
Range: Touch
Components: V, S, M (a small seashell)
Duration: 1 hour
Classes: Cleric, Druid, Ranger

You tap into the primal forces of water and nature, granting yourself or a willing creature you touch the ability to adapt to aquatic environments. While submerged in water, the target can breathe underwater, gains a swim speed equal to their current walking speed, gains darkvision with a range of 60 feet, and gains resistance to cold damage.

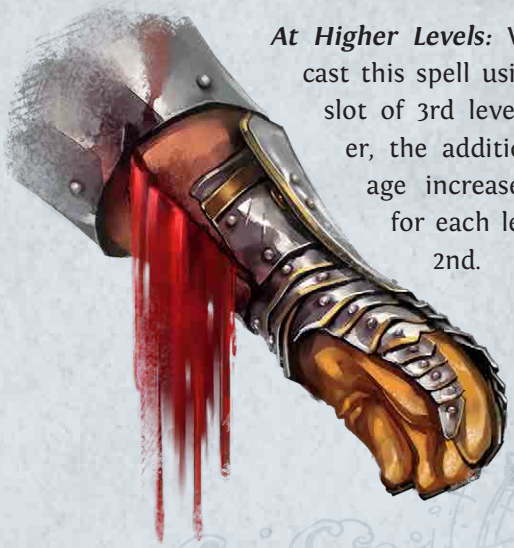
At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The additional creatures must be within 30 feet of each other when you target them.

Bleeding Wound

2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small vial of blood)
Duration: Concentration, up to 1 minute
Classes: Cleric, Sorcerer, Warlock, Wizard

You draw upon the dark powers of necromancy to curse a target's blood. Choose a creature within range that you can see. The target must make a Constitution saving throw if it can bleed. On a failed save, the curse takes hold and the target suffers no immediate damage. However, if the target creature takes bludgeoning, slashing, or piercing damage from any source while the spell is active, it suffers 1d6 damage at the end of each of its turns for the duration of the spell or until it regains all of its lost hit points.



At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the additional damage increases by 1d6 for each level above 2nd.

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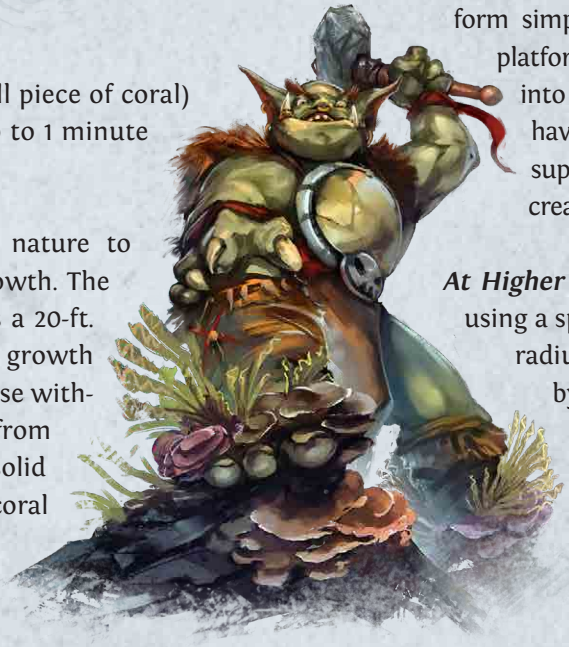
Coral Growth

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of coral)
Duration: Concentration, up to 1 minute
Classes: Cleric, Druid



You harness the power of nature to summon a surge of coral growth. The spell instantaneously creates a 20-ft. radius sphere of rapid coral growth centered on a point you choose within range. The coral emerges from the ground, water, or any solid surface in the area. The coral created by this spell withers away once the spell ends. Choose a mode:

- **Barrier Formation:** You create a dense, durable barrier of tightly woven tentacled branches. The spell creates an up to 40-ft. wide and 20-ft. tall, 4-in. thick wall. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw against your spell save DC. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The barrier has an AC of 16 and 60 hit points. It blocks movement and line of sight. If the barrier takes damage exceeding its remaining hit points, it crumbles and disappears.
- **Entangling Tendrils:** The coral growth extends tendrils that ensnare creatures within the area. Creatures of your choice within the area must succeed on a Strength saving throw against your spell save DC or become restrained. A restrained creature can free itself by succeeding on a Strength saving throw against your spell save DC. A creature can also be freed by destroying the coral formation, which has AC 16 and 30 hit points. The area of the coral growth is difficult terrain.
- **Temporary Structures:** You shape the coral to form simple temporary structures, such as platforms, steps, ramps, or huts that fit into the area. These structures each have AC 16 and 30 hit points. They can support the weight of medium size creatures and objects.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the radius of the coral growth increases by 10 feet for each slot level above 3rd. Additionally, the hit points of the barrier formed by the spell increase by 10 for each slot level above 3rd.

Deep Dive

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a fish scale)
Duration: 10 minutes
Classes: Druid, Ranger



Your lungs fill with air, granting yourself or a willing creature you touch the ability to take a deep dive. While submerged in water, the target can hold its breath for the duration and gains a swim speed equal to their current walking speed.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The additional creatures must be within 30 feet of each other when you target them.

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Echoes of Doom

9th-level divination

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of black onyx)
Duration: 1 minute
Classes: Cleric, Sorcerer, Warlock, Wizard



You tap into the fabric of fate and reveal a harrowing vision of the world's end to a target creature within range, delivered by the dreaded Ebon Serpent. The target must make a Charisma saving throw. On a failed save, the target takes 35 (10d6) psychic damage and becomes frightened for the spell's duration. A target that fails its saving throw by 5 or more takes 70 (20d6) psychic damage and becomes paralyzed with fear for the duration of the spell. It also gains an indefinite madness with the flaw: "I find it hard to care about anything that goes on around me", which lasts until cured. On a successful save, the target becomes frightened for the spell's duration.

Expedite Decomposition

8th-level necromancy



Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute
Classes: Druid, Sorcerer, Warlock, Wizard

This spell can target a single undead creature within range. You summon a cloud of noxious smoke around your target, which starts to eat their flesh from without and within. The target must succeed on a Constitution saving throw or take 39 (6d12) poison damage and become poisoned for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On each successive failed save, the target takes 39 (6d12) poison damage. After three successful saves, the spell ends. The spell inflicts damage on targets that are immune to being poisoned or poison damage. Once the target is reduced to 0 hit points, only its bones remain.

At Higher Levels: When you cast this spell using a spell slot of 9th level, the damage increases by 1d12.

Grim Prophecy

7th-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small hourglass filled with black sand)
Duration: Concentration, up to 1 minute
Classes: Cleric, Warlock



You choose a target creature within range and show it a haunting vision of its possible death in the future, causing a severe temporal backlash that inflicts negative effects on the target. The target must succeed on a Charisma saving throw. On a failed save, the target takes 28 (8d6) psychic damage and has disadvantage on all ability checks, saving throws, and attack rolls for the duration of the spell due to the overwhelming trauma caused by the vision of their own death. On a successful save, the target takes half damage and is frightened until the end of its next turn.

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Jungle's Whisper

2nd-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a leaf from a tropical plant)
Duration: Concentration, up to 1 hour
Classes: Bard, Cleric, Druid, Ranger



Drawing upon the mystical connections of the jungle, you attune your senses to the environment and the creatures that dwell within. The whispers of the jungle grant you insight and knowledge, aiding you in acquiring information or tracking specific targets. You gain advantage on Wisdom (Nature) checks to recall information about plants, animals, and natural phenomena. Additionally, you can decipher tracks and find resources, gaining advantage on Wisdom (Survival) checks made in jungle environments. You gain an intuitive sense of the presence of creatures within 120 feet of you. You can detect their general location and approximate number, although you cannot discern their exact identity or specific details about them.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 hour for each slot level above 2nd.

Karmic Debt

6th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a black and a white pebble)
Duration: Concentration, up to 1 minute
Classes: Cleric, Sorcerer, Warlock, Wizard

You tap into the cosmic balance of the universe, creating a karmic bond between a target creature within range and their offensive and baleful actions. The target must succeed on a Charisma saving throw. On a failed save, whenever the target deals damage to a creature or object through spells, attacks, or other means, an equal amount of damage is dealt back to the target as karmic backlash. This damage is of the same type as the original damage dealt and cannot be reduced or prevented by any means. Any additional effects, such as conditions or status effects, caused by the target's actions, are mirrored back upon the target. For example, if the target inflicts a creature with a condition, the target will be afflicted with the same condition.



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Phantasmal Entrapment

2nd-level illusion

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small crystal or glass cube)
Duration: Concentration, up to 1 minute
Classes: Sorcerer, Warlock, Wizard



You create an illusionary environment around a creature within range. The creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature believes it has been enclosed within an up to 10-foot space with features of your choosing, such as a cave, a room, or a box. Creatures of huge or larger are not affected by the spell. The creature can act normally but only perceives the illusory environment for the spell's duration. You can choose the phantasmal environment to appear as a damaging threat, like acid, fire, spiked walls, or crushing walls, that deal 1d6 psychic damage to the target at the end of the target's turn. A creature can attempt a new saving throw at the start of its turn. On a successful save, the effect ends. A creature that failed its saving throw can be moved by another creature normally, but it remains under the spell's effect and has no knowledge of its surroundings or what is happening to it until the phantasmal entrapment effect ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 minute for each level above 2nd.

Proficiency Augmentation

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small quantity of gemstones worth at least 250 gp)
Duration: 1 hour
Classes: Bard, Cleric

You touch a willing creature and grant them proficiency in one skill, tool, or vehicle of your choice.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



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Repair Object

4th-level transmutation

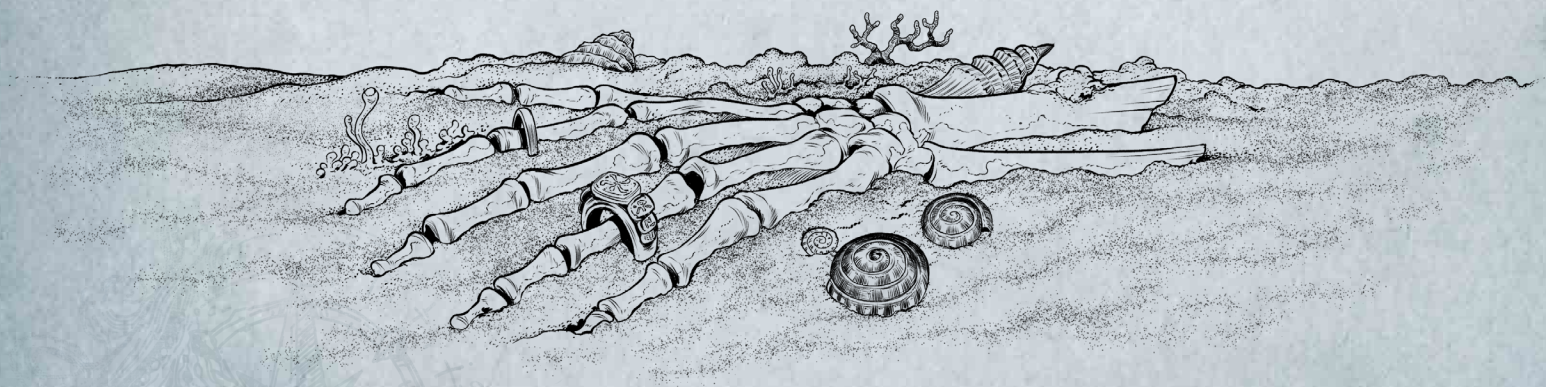
Casting Time: 1 minute
Range: Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Wizard

This spell immediately repairs any object of medium or smaller size you touch, regardless of its material. A large or larger object or a construct type creature regains 44 (8d10) hit points. If the damaged object regains its maximum hit points, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the amount of hit points regained increases by 11 (2d10) for each spell slot above 4th.





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Invitation Letter

HANDOUT #1

Highly Esteemed Hero !

I, Lord Rinavaram of the ancient Clan Shatterwind, ruler of Clan Shatterwind, son of Lord Valserlax Shatterwind, One seated on the Scaled Council, am raising My quill to express My recognition and respect with regard to the heroic deeds that You have achieved. News of Your actions has reached My noble self and I'm hereby saluting your success and honoring Your great skills .

Concerning the above, I'm writing to inform You about the grave situation unfolding in My homeland, the Isles of Xantharos, and My noble estate. Foul discord has befallen the highly esteemed Scaled Council, the sovereign authority of Our noble domain. Our council of ancient Lords is unable to achieve unity on the question of a sahuagin invasion that is, in My noble opinion, threatening Our land and Our society as a whole. Their sheer number, their overflowing force swarming from the sea under the night skies, and the fact that they invade from several locations are more than alarming and should require serious consideration and a firm response. According to Our laws and traditions, the Scaled Council consigns the duty of territorial defenses to the noble Clan closest to the threat's source, including Mine and a few others. While My noble Clan stands ready to commit to a collective war against the hordes of sea devils, other Clans are unconcerned with the looming invasion or restrained in their response to protect the Isles, besides their immediate personal interests.

I hereby declare You as My allies and cordially invite You to My residence at the Seat of Scales, where We shall confabulate and You shall decide if You were willing to advocate My demands at the Scaled Council. I shall return from My research at the western shores of the Gullet for the annual Chase of Dragons and We shall break bread over exchanges of wisdom. You will have the opportunity to lend Your experience and share Your revelations about waging such a war. Your presence might convince the neutral elements of the Scaled Council about the necessity of action, and hopefully, it will also raise the attention of all opposing Clans.

I also hereby offer each of You 10.000 gold pieces worth of precious gemstones from the vaults of Clan Shatterwind, in case You would be able to facilitate consent within the Scaled Council on thwarting or crushing the sahuagin invasion in unity, as our laws rightfully demand in such a situation. May the Gift of Xantharos elevate Us, and grant Us wisdom and strength to defend our rightful lands! I wish you a pleasant journey over the Calhary Sea.

With high prospects and regards,
Lord Rinavaram Shatterwind

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The Spellslave's Journal

HANDOUT #2

Day 1: We left Xantharos today, departing in the morning from the Wyvern's Sweep and the Master's keep. The Flamedrake ship, captained by our noble master, Lord Bercmo Fizzmos, and maintained by the unseen crew under his command, sailed gracefully across the waves with the sun shining high in the sky. The excitement and anticipation of the journey ahead was palpable amongst us, and we shared stories of the mysterious node of enchantment magic we were seeking. We were determined to find it, no matter the challenges that lay ahead.

Day 4: We were attacked by wrestlingray pirates who emerged from below the sea. Master Fizzmos and our collective magical powers were able to defeat them, but not before they inflicted some damage on our ship. We're lucky to be alive.

Day 9: We arrived on the shores of Kirakku Island after a long journey from Xantharos. Master Fizzmos seems eager to find the node of enchantment he's been searching for. The master anchored the Flamedrake in a hidden cove and we are ready to set out. The island is wild and untamed, and I can sense danger lurking in the shadows.

Day 10: Today, we came across a vast ruin that unmistakably bore the hallmarks of minotaur architecture. Master Fizzmos was particularly intrigued by a peculiar small structure nestled within the labyrinthine remains. However, he wisely deduced it to be a potential trap and cautioned us that our objective must lie elsewhere.
We've set up a campsite in a clearing in the middle of the jungle. Master Fizzmos seems pleased with the location, and we've made it our base of operations.

Day 11: We stumbled upon further ruins of the minotaur civilization. During our exploration, Laticus, unfortunately encountered a group of red, bloated spiders that swiftly overwhelmed him. Their venom appeared to rapidly dehydrate and wither his body, leaving him beyond our help. The Master ordered us to abandon both Laticus and the site.

Day 12: We were attacked by a black half-dragon tyrannosaurus rex that emitted a stench so foul it made us all gag. I had heard of this creature before and how the Wyrmslayers of Fralkyn defeated it, so I couldn't believe we were standing face to face with the beast. Master Fizzmos seemed unfazed,
but I could tell he was calculating his next move
before he ordered us to retreat.
Unfortunately, Shlomar didn't survive the encounter
and was snatched by the colossal wyrmbeast.



Day 13: Today, we stumbled upon a minotaur village. Master Fizzmos was not interested in making contact, but I could see the curiosity in his eyes. We've covered a lot of ground in our search for the node, and I can sense a growing tension within our group. The island is starting to take its toll on us.



Day 15: We have been making expeditions to various parts of the island, searching for any sign of the node. The jungle is dense and full of dangers, but I'm starting to get used to it. Master Fizzmos has been pushing us hard, and I can tell he's getting frustrated at the lack of progress. But I have faith that we'll find what we're looking for, and we will all receive the gifts the Master has promised us."

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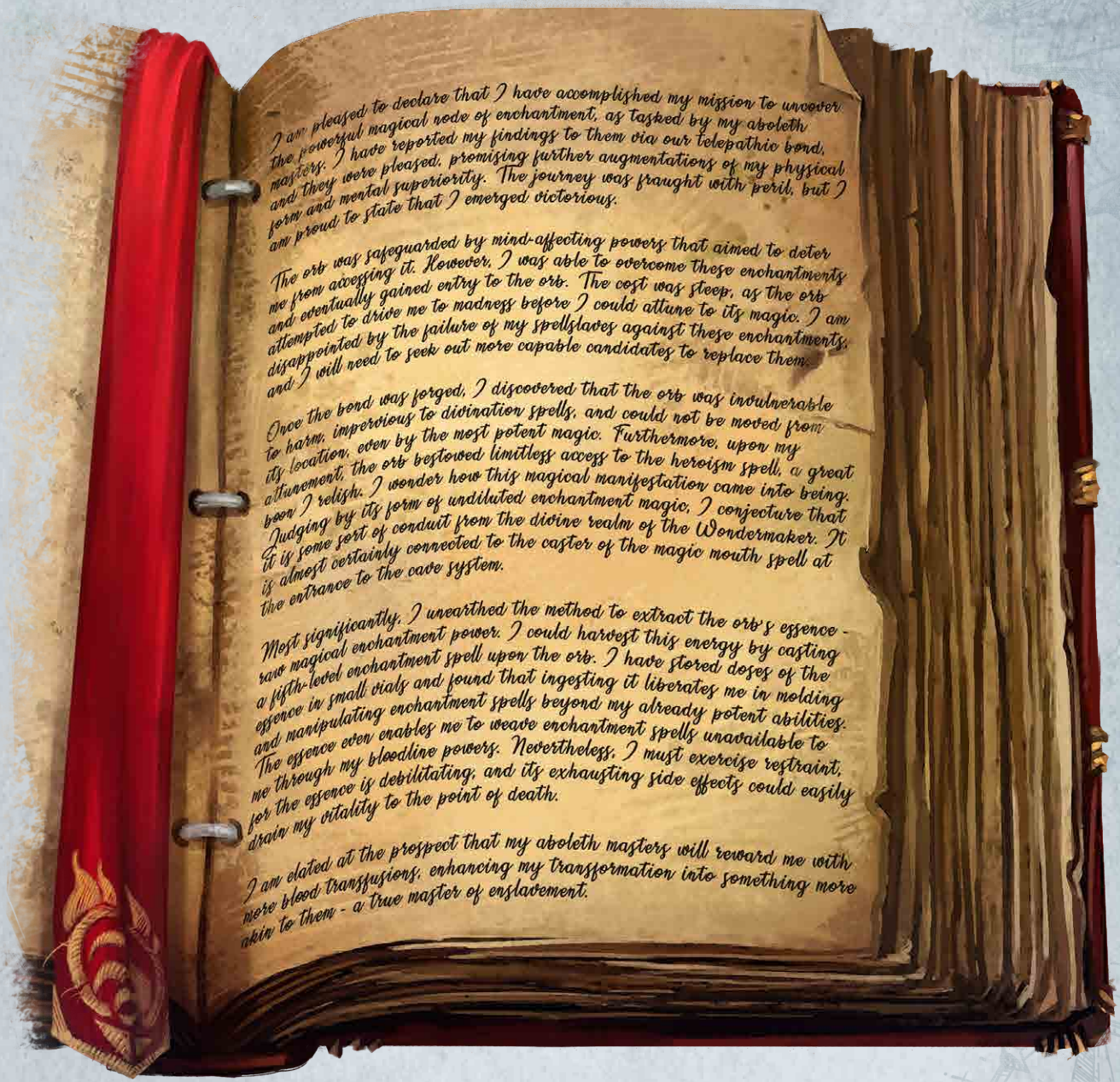
Lord Beremo Fizzmos' Notes

HANDOUT #3



I am pleased to declare that I have accomplished my mission to uncover the powerful magical node of enchantment, as tasked by my aboleth masters. I have reported my findings to them via our telepathic bond, and they were pleased, promising further augmentations of my physical form and mental superiority. The journey was fraught with peril, but I am proud to state that I emerged victorious.

The orb was safeguarded by mind-affecting powers that aimed to deter me from accessing it. However, I was able to overcome these enchantments and eventually gained entry to the orb. The cost was steep, as the orb attempted to drive me to madness before I could attune to its magic. I am disappointed by the failure of my spellslaves against these enchantments, and I will need to seek out more capable candidates to replace them.

Once the bond was forged, I discovered that the orb was invulnerable to harm, impervious to divination spells, and could not be moved from its location, even by the most potent magic. Furthermore, upon my attunement, the orb bestowed limitless access to the heroism spell, a great boon I relish. I wonder how this magical manifestation came into being. Judging by its form of undiluted enchantment magic, I conjecture that it is some sort of conduit from the divine realm of the Wondermaker. It is almost certainly connected to the caster of the magic mouth spell at the entrance to the cave system.

Most significantly, I unearthed the method to extract the orb's essence - raw magical enchantment power. I could harvest this energy by casting a fifth-level enchantment spell upon the orb. I have stored doses of the essence in small vials and found that ingesting it liberates me in molding and manipulating enchantment spells beyond my already potent abilities. The essence even enables me to weave enchantment spells unavailable to me through my bloodline powers. Nevertheless, I must exercise restraint, for the essence is debilitating, and its exhausting side effects could easily drain my vitality to the point of death.

I am elated at the prospect that my aboleth masters will reward me with more blood transfusions, enhancing my transformation into something more akin to them - a true master of enslavement.

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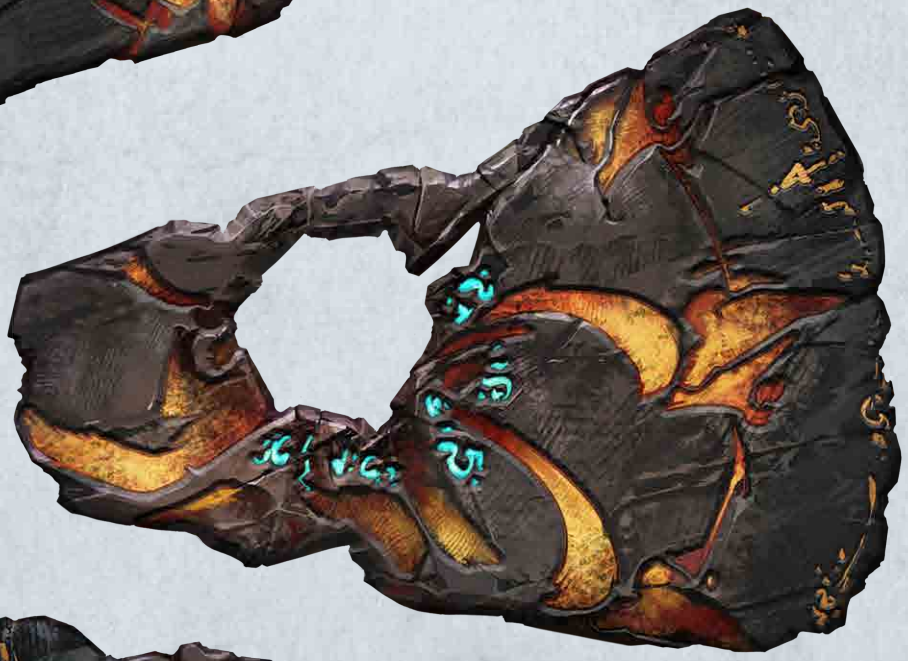
Puzzle of the Cliffs

HANDOUT #4

A



B



C



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Hymn of the Guardian Sphere

HANDOUT #5

The Hymn of the Guardian Sphere

Hail, sea-elves, of the ocean's might,
Whose songs do guide to the mystic sight,
Where magic flows in the tides below,
And the place of power shall forever glow.

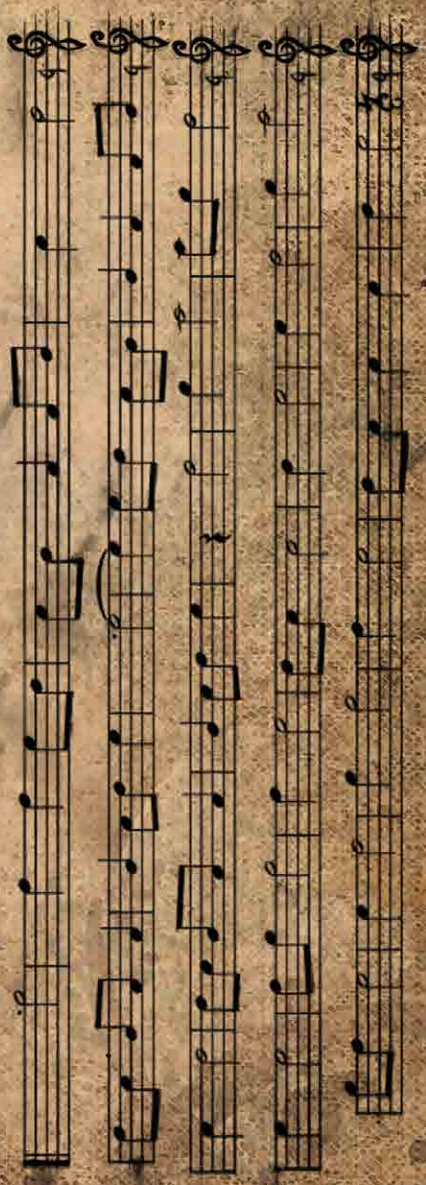
Seek ye the currents, through the coral deep,
Where dolphins dance and seaweed waves do sweep.
And in the deep a verdant archway shines,
Beneath the sea, a forgotten spire reclines.

By the sunken realms of the shadow kin
Lies the secret of the ocean's rim,
Where magic shines and coral grows,
This place of power no one knows.

In ocean's dark, when moonlight's bright,
A place of magic comes to sight.
Its power glows, so pure and clear,
Leading sea-elves to the sacred sphere.

At the heart of the magic a sphere doth gleam,
Piercing the deep like a sunbeam,
A node of defense, where magic doth thrive,
Its power doth shield, and shall forever survive.

So sing, sea-elves with voices high and clear
Of the magic that is ever near,
The place of power created by the sage,
Whose mastery of magic doth never age.



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Tablet of the Pact

HANDOUT #6



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