

THE TOMB OF MERCY

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A 5th-Edition Adventure for Five Characters of 8th Level



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INTRODUCTION

Welcome to the Tomb of Mercy! Within these pages is a unique twist on the standard 5th-edition adventure. Here, the players and the DM compete in a race against time to see if all humanity can be saved, or if the fiendish servants of the Hells can corrupt the world for their own nefarious purposes. Special time-keeping and resurrection mechanics are included to keep the pace exciting and the plot moving.

A couple of special handouts can be found at the back of the book that include a set of pre-generated characters and a deck of cards used during play. Feel free to make copies of these pages for use during the game.

And now, prepare to delve into the long-forgotten Tomb of Mercy!

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ADVENTURE BACKGROUND

In the epoch before the Great Mage Wars rent apart the world, the Empire of the Bladed Sun loomed over the West, its shimmering towers and walled citadels a testament to the prosperity of the humans who knelt in their shadows.

The reign of the Bladed Sun was not to last, however, and as the generations marched onward, the oracles of the Empire—led by the Voice of Omens—glimpsed ever more clearly a prophecy:

When the shadow of the solar eclipse falls upon the Empire, the underworld shall rise to tear Humanity asunder.

Knowing they could not stand against the coming hordes of the Hells, the Empress of the Bladed Sun erected the Tomb of Mercy—a vault in which she could house the Ark Colossi: three stone eidolons that would carry the souls of Humanity away from Armageddon and toward a new dawn elsewhere.

Shepherded by half-celestial priestesses called the Daughters of the Eclipse, thousands of Imperial subjects were marched to the Tomb of Mercy. Though their bodies would be destroyed and possessions discarded, the spirits of these fortunate humans were entombed in the soul gems of lawful demiliches, which would act as Sacred Vessels to be carried by the Ark Colossi.

As prophesized by the Voice of Omens, the solar eclipse came, its shadow bringing the infernal host and heralding the onset of the Mage Wars. The Tomb of Mercy was overrun by the denizens of the Hells, and no living human knows the fate of the Ark Colossi—if they remember the Empire of the Bladed Sun at all.

Centuries have passed, and the Hells' maw threatens once more to swallow the whole of Humanity. You—the far-flung descendants of the First Queen of the Bladed Sun—must march into the Wasted West, unseal the blighted Tomb of Mercy, and set the last remaining Ark Colossus safely on its blessed pilgrimage.

Fail, and Humanity will surely face extinction.

FAMINE MIST

The presence of the Horned Daughter of Famine has caused every chamber of the Tomb of Mercy to be permeated with famine mist, an acrid haze the color of dried blood that reeks of spoiled meat and rotten crops. The famine mist presents two dangers to the characters:

- Once exposed to the famine mist, the characters have 3 hours of real time to slay the Horned Daughter of Famine and send the Ark Colossus on its path. If the characters cannot do so within the time limit, they each wither like parchment thrown into a bonfire and the game ends in defeat.
- Whenever a character spends a hit die to regain lost hit points, he only regains half the normal amount of hit points.

SACRED AUGURIES

This adventure comes with three printable sets of cards: six Gates, six Monuments, and six Wardens. These cards represent the potential paths taken by the third and final Ark Colossus. Throughout the game, as the characters rescue Sacred Vessel Skulls and uncover forgotten prophecies, they receive Sacred Auguries to aid them in deducing the Ark Colossus' true path.

"The Ark Colossus shall carry the Sacred Vessels through the [GATE], seeking to forge Civilization anew in the shadow of the [MONUMENT]. [WARDEN] shall ward the Ark Colossus as it carries out its blessed pilgrimage."

However, as the Horned Daughter of Famine and her undead guardians corrupt the Tomb and defeat the characters, the GM likewise earns Sacred Auguries for her own nefarious purposes.

At the start of the game, separate the three types of cards—Gates, Monuments, and Wardens—that are part of the set of cards you photocopied and cut out. Shuffle each stack and, without looking, take the top card from each stack and place all three into an envelope.

Reshuffle the remaining cards into a single deck, which becomes the Sacred Augury deck. Throughout the game, the players (and the GM) are prompted to draw cards from the Sacred Augury deck. The players should not share their cards with the GM, and vice versa, unless a game effect instructs otherwise.

If the players successfully complete the adventure and send the Ark Colossus on its pilgrimage, they have 1 minute to privately write down as a group which Path, Monument, and Guardian cards they believe are sealed in the envelope. The GM likewise must write her guess as to which cards are sealed in the envelope. Both the players and the GM are permitted to review the list of possible Gates, Monuments, and Wardens (see page 24).

When both the players and the GM have written down their guesses, have the players read their guess as a group, followed by the GM. Finally, dramatically unseal the envelope and reveal the cards within—these cards represent the path to be taken by the Ark Colossus as laid down by the Daughters of the Eclipse.

- If the players correctly guessed more cards than the GM, they win the game. The Ark Colossus makes its pilgrimage safely, as the characters have used the auguries of the Sacred Vessels to dispatch legions to escort the Colossus.
- If the players correctly guessed fewer cards than the GM or had no correct guesses, they lose the game. The Horned Daughter of Famine in her malice coerced enough auguries from the Sacred Vessels to outwit the characters and allow her infernal patron

to intercept the Ark Colossus along its pilgrimage.

- In the case of a tie, the players win the game. The gods shine their countenance down upon Humanity, moved by their efforts to persevere in their faith.

RESTING

The characters are permitted to take short rests while exploring the Tomb of Mercy.

Long rests are not possible.

DEATH AND RESPAWNING

When a character dies in the Tomb of Mercy, she respawns at the start of her next turn adjacent to an ally. If the character was slain outside of an encounter, she respawns immediately. That player may re-enter the game with the same character or choose a new one.

A character respawns with her full complement of hit points, hit dice, and spells. However, there are some effects that persist between characters:

- Diseases
- Mutations
- Curses

SLAUGHTER RULE

Each time a character dies in the Tomb of Mercy, the GM draws a Sacred Augury card. If there are no Sacred Augury cards left to draw, the GM steals one at random from the players.

If six characters die during the course of this adventure, the Horned Daughter of Famine absorbs their souls and becomes too powerful for the characters to slay. The game ends in defeat. Make sure the number of slain characters is visible to the players at all times.



1. CRATER OF MOTHER MERCY

Roiling storm clouds weep acid rain down upon this wide crater, the corrosive drops gouging deep tears into the face of a colossal angel statue. The twisted cage-like bones of slain eldritch titans lie scattered in the shadow of the mournful angel. A misshapen figure draped in a tattered cloak petitions the angel statue, gesturing through the hissing air with clawed hands above a crude altar at the angel's feet.

Monsters

A **conjoined bonewraith dust goblin spirit caller** carries out a ritual at the base of the colossal angel statue, casting willing dust goblin sacrifices into the hissing pools of acid flooding the crater. The bonewraith goblins believe the ancient angel statue is a goddess who will grant their tribe dominance over the others should the bonewraith offer enough sacrifices.

The spirit caller attacks the characters immediately. When the battle turns against the spirit caller, it calls down from the storm clouds a **living cloudkill tornado**.

Hazards

The crater is flooded with pools of **eldritch titan bile** 10 feet deep and choked with warped goblin skeletons. A character entering or starting its turn in the bile takes 11 (2d10) acid damage.

In addition, there is a 10% chance the character develops a random mutation (d6) that lasts until the character completes his next short rest:

1. **FRAGILE THIRD ARM.** Disadvantage on all Strength checks and saving throws.
2. **MISMATCHED BEETLE WINGS.** Disadvantage on all Dexterity checks and saving throws.
3. **EXPOSED SECOND HEART.** Disadvantage on all Constitution checks and saving throws.
4. **MADDENED SECOND BRAIN.** Disadvantage on all Intelligence checks and saving throws.
5. **HALLUCINATING THIRD EYE.** Disadvantage on all Wisdom checks and saving throws.
6. **BABBLING SECOND MOUTH.** Disadvantage on all Charisma checks and saving throws.

Monuments

The colossal angel statue depicts Mother Mercy, a goddess worshipped by the civilization that erected the Tomb of Mercy. She raises a stone trumpet to the sky with her right hand; a stone urn is tucked under her left arm, its surface embossed with the icon of a sun-disk eclipsed by two moons.

Terrain

The eldritch titan bones provide total cover from ranged attacks.

There are two sealed marble doorways at the base of the colossal angel statue. Each leads into the wall of the crater and bears the image of hundreds of wailing corpses being pulled off pikes and into the sky by the gravity of a sun eclipsed by two moons.

Treasure

When slain, the bonewraith goblin drops an *eclipse talisman*, which can be used to open the sealed doors leading into the Tomb.

Development

The *eclipse talisman* has no power in the hands of the bonewraith goblin. However, once possessed by a human, it radiates dim light akin to a candle. A human touching the sealed doors while carrying the talisman causes the doors to split open, allowing access into the Tomb of Mercy:

Thunder rumbles in the distance, and the monstrous stone doors grind open, sending splintered goblin bones and rivulets of acid tumbling down the walls of the crater. Like mouths, the doors swallow the light, revealing a pair of curved passageways inlaid with the sacred glyphs of an extinct civilization. Cloying mist the color and odor of spoiled meat wafts from the passageways, obscuring vision further into the Tomb.


2. NAILING WALL

Melted vigil candles and finger-length nails litter the floor of this crumbling shrine. A pile of swollen wooden masks lies heaped in the center of the shrine, with an urn filled with nails standing nearby. Hundreds of masks have been nailed to the walls, each with a name scrawled across its forehead. The stench of burning crops and the sound of faint weeping lingers in the fetid air.

Masks and Nails

When the characters investigate the piles of masks and nails, they are suddenly reminded of someone they lost before their journey into the Wasted West, as well as what claimed the life of that loved one: **pestilence**, **famine**, or **war**. Each individual feels a gentle urge to inscribe the name of the loved one upon a blank mask and nail it to the wall. They are not, however, compelled to do so.





After each character has nailed a mask to the wall (or passed on the opportunity), each of the hundreds of masks begins to sing a mournful hymn. Inform the characters they may pray for one of the following: **light**, **warmth**, or **iron**. Give the players 1 minute to decide. When the characters have chosen, announce the effect of their prayers as written below:

- **LIGHT.** Mother Mercy illuminates for her children the path towards divine wisdom. You may kneel and petition the Voice of Triumph for guidance a second time.
- **WARMTH.** Mother Mercy kindles the courage of her children in the face of Death's frigid grasp. Your spirit cannot be claimed by the cursed sword Kadavergehorsam.
- **IRON.** Mother Mercy makes the skin of her children like the armor of the sacred Valkyries. Your flesh cannot be broken by pestilent grubs.

Secret Door to the North

If the cold-iron mask worn by the impaled eclipse knight in the alcove east of area 7 and south of area 10 is nailed to the wall, a section of the northern wall grinds open, allowing the characters to enter area 4A.

3. SHEPHERD'S CLOCK

Dozens of skeletons lie huddled in each others' arms in this alcove, their moldering bones draped in shredded cloaks and tarnished talismans. An iron obelisk rises from the tangle of skeletons, a rusted armillary clock riveted into its face. The hiss and pop of eldritch titan bile can be heard through a fissure in the eastern wall.

Armillary Clock

The armillary clock has two iron hands, each ending on a crescent moon. At the center of the clock is a sun-disk, and at the top of the clock is a planet bearing the distinct topography of Midgard. The mechanism of the armillary clock prevents manual movement of the hands. A character can attempt a DC 25 Strength or Dexterity check to force or release the locking mechanism; failure breaks the hands of the clock entirely.

A sufficiently-strong character can push the colossal iron gears in the Armillary Vaults (areas 4A and 4B), which moves the moons on the clock. If both moons are rotated so that they sit between the Sun in the center and the world at the top (as if forming an eclipse), the clock lets out a resonant chime. The characters then hear the secret stairwell open to the south of area 5, allowing the characters to ascend into the colossal statue of Mother Mercy (area 11).

Graffiti on the back of the obelisk reads, in ancient Common: "Though we shall perish, praise Mother Mercy that we shall not perish alone."

Fissure

The PCs can squeeze through the fissure in the eastern wall, which leads to the Firemace Shrine (area 7).

Open Secret Door to the North

A section of the northern wall has rotated open, allowing the characters to enter area 4B.

4. ARMILLARY VAULTS (4A WEST, 4B EAST)

Faded paint peels from tiefling-skin tapestries depicting a lone angel silhouetted by an eclipse. The winged woman holds up a single resolute hand, as if to turn away the looming eclipse. An iron gear the size of a water wheel collects cobwebs at the head of the vault, its surface marred with bloody handprints.

Colossal Iron Gears

A character making a DC 25 Strength check can rotate a gear in either vault, as can a character affected by the *potion of death giant strength* found in the Pestilent Reliquary (area 10). Rotating the water-wheel-sized gears causes a metallic grinding sound to emit from the armillary clock in area 3; characters observing the clock while the gears are being rotated notice they control the position of the hands displaying the crescent moons.

Treasure (4B. Eastern Vault)

The withered corpse of a tiefling priest clutches the *hand of the plague bearer* (see New Magic Items).

5. DAUGHTERS OF THE ECLIPSE

Hissing droplets of eldritch titan bile drip from the vaulted ceiling onto piles of offerings laid at the feet of four hooded statues. Though their eyes are covered, each statue leers down from a raised alcove upon the offerings, long-expired lanterns clutched in their right hands, shepherd's crooks in their left. A cobbled path of sun-disk-shaped coins winds toward a double iron door strangled by roots.

Statues

A character making a DC 13 Intelligence (History or Religion) check identifies the statues as the Daughters

of the Eclipse, four priestesses of great resolve who shepherded the fearful people of the Empire of the Bladed Sun into the Sacred Vessels.

Offerings

There is little of value among the offerings—most are personal effects or sentimental trinkets.

If any players have successfully completed the Kobold Press adventure *Last Gasp*, there is a scarab-shaped talisman among the offerings bearing the symbol of Menet-Ka. A character can identify the symbol with a DC 10 Intelligence (History or Religion) check. The talisman functions as a *scarab of protection* with 2d4 charges.

Double Iron Door to the North

Though thorny, the roots covering the double iron door to the north can be pulled down. The door is not sealed—the characters can push it open, allowing egress into the Shattered Temple of the Ark Colossus (area 6).

6. SHATTERED TEMPLE OF THE ARK COLOSSUS

Moss-covered skeletons in hooded robes sway from gibbets of swollen oak, the groaning of frayed nooses reverberating through this otherwise silent temple. Dead trees burst from the broken stone floor like arms from a grave, their gnarled limbs obscuring a crumbling pavilion in the center of the temple. A standing colossus looms beyond the pavilion, its chest inlaid with skull-shaped indentations.

Ark Colossus

The third and only remaining Ark Colossus is wrought from blessed rune-scribed stone and stands five times the height of a human. Dozens of skull-shaped indentations are hewn into the body of the colossus—all but three are filled with blasted, cracked, and scorched demiliches that cannot be removed by any force or magic.

Fitting a freed Sacred Vessel skull from area 8 into one of the three remaining slots awakens the souls within. They speak in unison: “Praise Mother Mercy, for we have been chosen to raise Humanity anew.” The souls within the Sacred Vessel then grant one character their blessing (see New Magic Items) and bestow upon the group of characters their memories and premonitions—the players draw 3 Sacred Augury cards.

Once fit into the Ark Colossus, a Sacred Vessel skull cannot be removed.

Once all three vacant slots in the Ark Colossus have been filled, turn to area 12 and begin the final battle with the Horned Daughter of Famine.

Crumbling Pavilion

Inside the pavilion is a moss-covered statue of an armored angel with long flowing hair and pupils carved in the likeness of an eclipse. A character carefully studying the statue’s face or making a DC 10 Intelligence (Investigation) or Wisdom (Perception) check notices the eyes can be pushed like buttons. Doing so raises the portcullis barring entry to area 8.

When the characters push the angel statue’s eclipse-eyes, announce: “The crypts of the Sacred Vessels have opened!”

Treasure

A character making a DC 15 Intelligence (Investigation) or Wisdom (Perception) check spots a panel high in the back of the Ark Colossus’ neck that, when pried open, reveals a niche containing desiccated maps, withered historical documents, faded works of art, and rotten seeds. However, a character carefully sifting through the refuse discovers a *skull seed* (see New Magic Items).

One of the four hanged corpses is not a human pilgrim, but rather a tiefling knight. Though its cudgel and spiked pit-fiend scale mail are badly rusted, the *devouring shield* strapped to its arm is unblemished and can be taken without incident (see New Magic Items).

7. FIREMACE SHRINE


A fountain the size of a city square dominates this domed chamber, the figure at its center hewn in the likeness of a winged knight. The symbol of a sun-disk eclipsed by two moons is emblazoned onto the statue’s shield, and a spiked nimbus frames her horned helm. A sun-disk-shaped hole bored into the apex of the domed ceiling casts a cone of overcast daylight down upon the statue’s stern upward gaze.

Dozens of charred and twisted corpses ring the fountain, most lying half-submerged in pools of hissing slime that have collected in the sunken recesses of the uneven stone floor.

Eclipse Knight Fountain

A character making a DC 13 Intelligence (History or Religion) check recognizes the figure depicted by the statue as an eclipse knight: a member of a small but





sacred order tasked with protecting the Daughters of the Eclipse as they prepared the three Ark Colossi.

The statue raises in its gauntleted right hand a cold-iron mace inlaid with divine glyphs and patterns of swirling sacred fire. A character making a DC 20 Intelligence (Arcana or History) or DC 15 Intelligence (Religion) check recognizes the weapon as the *firemace of judgment*, an intelligent artifact weapon that tests those who might wield its divine might (see New Magic Items).

If a character takes the *firemace*, several burning wraiths rise from the scorched corpses and bellow in unison:

“What you now possess is the Firemace of Judgment, one of six artifact weapons passed down from the gods to the most zealous and merciless clerics in the mortal realm. This weapon might be yours, if you can match the brutality of these ancient inquisitors.”

After the wraiths speak, each character is presented with the fiery apparition of a random fallen mortal (d6). The apparition asks the question listed in the table below:

1. **MAGE.** “I have mastered forbidden rituals. How would you defeat me?”
2. **PRIEST.** “I am protected by the will of the gods. How would you defeat me?”
3. **ASSASSIN.** “I make no sound and leave no trace. How would you defeat me?”
4. **PALADIN.** “Thousands heed my word as holy writ. How would you defeat me?”
5. **BARD.** “I have heard tell of your weaknesses long before we meet in battle. How would you defeat me?”
6. **DRUID.** “I command the forces of nature itself. How would you defeat me?”

There are no incorrect answers, though a character should keep her response to one or two sentences. When she answers, consult the table below to find the choice that most closely matches hers and determine which firemace edict she receives. A firemace edict persists between all her characters and lasts until the end of the game.

BRUTE FORCE. Deal 25 damage to a single monster in one turn.

TRICKERY. Disable a trap or make a successful Charisma (Deception) check.

ENDURANCE. Make a successful saving throw.

CUNNING. Make a successful Strength or Dexterity check.

FOLLOWERS. Deal damage to a monster already in melee with an ally.

DEMAGOGUERY. Make a successful Charisma check.

STUDY. Make a successful Intelligence or Wisdom check.

PROTECTION. Spend a hit die to recover lost hit points.

ARTIFACT. Use a limited-use power of a magic item other than the *firemace of judgment*.

Scorched Corpses

Half the corpses ringing the fountain are fallen pilgrims, their cold-iron daggers reduced to ash. The remaining corpses are tieflings, their rune-etched armor molten and twisted like a sword withdrawn too soon from a forge. Many corpses bear human bite marks.

Eldritch Titan Bile

The pools of eldritch titan bile in this shrine pose a hazard identical to those in area 1.

Impaled Eclipse Knight to the East

The corpse of an eclipse knight is visible in an alcove to the east, the broken-off arm of a large statue driven through its breastplate like a spear. A pool of eldritch titan bile prevents the characters from reaching the corpse, unless by some magic they are able to fly, teleport, or part water. The eclipse knight wears a cold-iron mask that glows through the famine mist with azure radiance.

A *mage hand* spell can reach the slain eclipse knight from across the pool of eldritch titan bile but does not have enough strength to pry the cold-iron mask from its face.

Portcullis to the South

The cold-iron portcullis to the south is magically reinforced and is opened by pressing the statue’s eyes in area 6.

Alternatively, the portcullis can be forced open with a DC 25 Strength check.

8. CRYPTS OF THE SACRED VESSELS

Hundreds of sun-disk-shaped compartments line the walls of this moss-choked catacomb, each overflowing with piles of salt and tarnished wedding bands that glow with dim candlelight. Cold-iron sarcophagi lie in alcoves ringing the catacomb, their lids covered with cracked scroll tubes.

An idol hewn in the likeness of a four-armed angel kneels in the center of the catacomb, his hands

thrusting a two-headed pegasus skeleton toward a sun-disk-shaped aperture in the ceiling.

Monsters

When the characters enter the crypts, a **possessed eclipse knight blade of drought** rises from the southernmost sarcophagus and attacks. The possessed eclipse knight lumbers into melee without hesitation and fights until destroyed.

Traps

Each round on initiative count 0, the four-armed angel idol in the center of the crypt rotates to face a random cardinal direction (1—North; 2—East; 3—South; 4—West). The pegasus skeleton held aloft by the idol breathes a volley of superheated iron nails at every character in its line of sight. Characters in the area who fail a DC 16 Dexterity saving throw take 33 (6d10) fire damage, or half as much on a success. A character reduced to 0 hit points by this trap transforms into molten iron that collects into sword-shaped molds embossed into the floor tiles. Ask that player what message is engraved on his character's sword.

A character adjacent to the idol can disable it for 1 round as an action with a DC 15 Dexterity check. Failure by 5 or more causes the trap to act twice on its next activation.

The possessed eclipse knight is immune to this trap.

Hazards

The pools of eldritch titan bile in these crypts pose a hazard identical to those in area 1.

Basin of Salt

A cold-iron basin engraved with angels carrying a sun-disk stands in the northeast corner of the crypts. The basin is filled with salt stained red with long-dried blood. A character making a DC 20 Intelligence (Medicine) or Wisdom (Nature or Survival) check identifies the dried blood as that of several pegasi.

If the blood of a living *sacrificial newborn pegasus* taken from the Pestilent Reliquary (area 10) is spilled into the basin, the tolling of a church bell reverberates through the crypt. The magic of the ritual consecrates the Tomb, reducing the potency of the famine mist. Add 30 minutes to the time the players have remaining to complete the adventure.

Treasure

When the eclipse knight is slain, an *eclipse talisman* materializes in the knight's open sarcophagus against the south wall.

Cold-iron Sarcophagi

There are six cold-iron sarcophagi in these crypts. If the broken scroll tubes are cleared from its surface, each bears the emblem and name of one of the Empire of the Bladed Sun's strongholds:

- A. Citadel of the Shield Maidens
- B. Tower of the Astronomers
- C. Fortress of the Solar Knights
- D. City of Sacred Fountains
- E. Cloister of the Chosen
- F. Scriptorium of the Testament Bearers

If an *eclipse talisman* is touched to one of the cold-iron sarcophagi, the divinely-sealed cover stone is shattered, as is the *eclipse talisman*. Within each sarcophagus is the corresponding *sacred vessel skull* (see New Magic Items).

When the third *sacred vessel skull* is freed, the double iron door sealing the entrance to the Pestilent Reliquary (area 10) opens.

9. CHAPEL OF THE VOICE OF NIGHTMARES

The double iron door leading into this area is magically sealed and bears the image of a skull with two cannonball-sized emeralds for eyes. An inscription across the teeth of the skull reads:

"Should this sacred chapel be defiled, your spirits shall be forfeit as penance."

To open the sealed door, two characters must each touch one of the skull's emerald eyes. Doing so causes an apparition of those characters to be sucked into the emerald eyes like demilich soul gems. The spirits of these characters have been offered as collateral and are forfeit if the pit fiend wraith is summoned (see Traps, below). The sealed doors then open into the chapel:

A cross-shaped bridge of eroded stone rises above a chasm filled with cracked church bells and splintered bones. Four carillons rise from the pit, skulls with gems for eyes and teeth swinging on spiked chains where bells once hung. The colossal face of a horned devil gazes upon the bridge from the head of the chapel, its brimstone maw slowly grinding open.

The encounter begins as soon as the doors to the chapel open.

Petitioning the Voice of Triumph

After the exalted mummified angel of pestilence is slain and the gear trap is either disabled or resolved, the great devil face at the head of the chapel reverts to its original form—the angelic visage of the Voice of Triumph.

The Voice of Triumph beckons the characters to approach and asks for the wisest among them to kneel and render an offering. Should one character make an offering, such as a magic item, two hit dice, or a spell slot of 3rd level or higher, the Voice of Triumph reveals a celestial truth—the players steal a Sacred Augury card held by the GM (or draw a Sacred Augury card if the GM's hand is empty).

If the exalted mummified angel of pestilence corrupted the memories of the Voice of Triumph, roll percentile dice. If the result is equal to or less than the percent chance for a misleading answer, the GM instead steals or draws a Sacred Augury card.

Unless the characters prayed at the Nailing Wall for light (area 2), they may petition the Voice of Triumph but once.

Monsters

An **exalted mummified angel of pestilence** stands at the head of the chapel, silhouetted by the opening mouth of the great devil face. She does not advance across the bridge, preferring to brand advancing enemies with her *symbol of the plague scarab* and breathe apocalyptic locust swarms.

Traps

GEARS. Four monstrous cold-iron gears churn in the walls of the chapel, their turning causing the mouth of the great devil face to slowly grind open. A character adjacent to one of the gears can disable it as an action with a DC 13 Strength, Dexterity, or Intelligence check.

As long as at least one gear remains active, the mouth continues to open and is fully wide at the end of the 5th round of battle. If the characters are unable to disable all four gears in 5 rounds, a pit fiend wraith emerges from the maw and lets out a nightmarish roar.

Announce to the players: “The chapel has been defiled!” Both characters who offered their souls as collateral, if still alive, die instantly. The pit fiend wraith disappears afterward in a cloud of ashes, cackling.

The gears continue to turn even after the exalted mummified angel of pestilence is slain.

SWINGING DEMILICHES. Blighted, hollowed-out Sacred Vessel skulls swing across the bridge on chains attached to the empty carillons. A character moving through

the 3×2-square space between the carillons must make a DC 16 Dexterity saving throw or be struck by one of the swinging demiliches for 11 (2d10) bludgeoning damage and 11 (2d10) necrotic damage.

A character struck by a swinging demilich cannot benefit from a Sacred Vessel boon until the end of its next turn.

Terrain

Four church bells lie scattered across the nave (marked as a, b, c, and d), each taken from the carillons flanking the bridge. The fallen bells provide three-quarters cover (+5 to AC and Dexterity saving throws) against the exalted mummified angel of pestilence's attacks to characters standing behind them.

However, the shaking of the chapel from the colossal gears causes one bell at random to fall into the pit each turn on initiative count 0.

Hazards

A character falling into the pit of cracked church bells takes 11 (2d10) bludgeoning damage and 11 (2d10) thunder damage. Climbing out of the pit requires a DC 10 Strength check.

Treasure

An *eclipse talisman* can be found among the smoldering remains of the exalted mummified angel of pestilence.

10. PESTILENT RELIQUARY

The iron door blocking this vault is magically sealed (DC 35 Strength check) and opens only after the characters liberate their third Sacred Vessel skull from area 8.

Cold-iron urns and the husks of thousands of dead centipedes litter the ground at the feet of a hooded angelic idol. Four lithe arms stretch from underneath the idol's stone cloak, three clutching with six-fingered hands motes of flowering earth unspoiled by the surrounding rot. The idol's fourth arm has broken off at the shoulder.

Treasure

Scattered among the urns are the following treasure (see New Magic Items):

- a *potion of death giant strength*
- a *mewling sacrificial newborn pegasus* preserved inside an urn enchanted with the *gentle repose* spell
- a prophetic scroll—the players draw a Sacred Augury card



Atop the head of the four-armed angel statue is an *iron nimbus*.

If the *skull seed* from area 6 is planted in one of the motes of dirt held by the four-armed angel statue and then watered with blood, a potion, or similar magical liquid, the seed immediately sprouts into a tall gnarled plant. The plant grows the height of two humans before flowering outward to reveal a moss-covered skull. The skull speaks in a voice like wind rustling through dead leaves:

"Praise the hands of Mother Mercy, and blessed are Her children who seek Her guidance."

Tell the players the moss-covered skull is that of the Voice of Omens, advisor to the First Empress of the Bladed Sun. The Voice of Omens reveals to the players (and only the players) either the Gate, Monument, or Warden card sealed in the envelope—they have 1 minute to decide.

Double Iron Doors to the South

Beyond these iron doors is a narrow precipice allowing a character to shimmy toward the impaled eclipse knight and pry the cold-iron mask from its face. The eclipse knight has been impaled by the idol's missing fourth arm and is pinned against the easternmost wall.

11. SHEPHERD'S CLOISTER

The stairs leading up to the interior of the colossal statue of Mother Mercy open only if the characters have solved the Shepherd's Clock puzzle in area 3.

The heretofore-hidden stairwell coils upward several stories before opening into a shrine lit with overcast daylight. A statue hewn in the likeness of a hooded angel motions toward the source of the light: the open eyes and mouth of the Mother Mercy, which gazes down upon the crater from which you first entered the hallowed Tomb.

Four undead women, each carrying dilapidated lanterns and shepherd's crooks, rise from stone benches and bow their heads.

Daughters of the Eclipse

The characters can recognize the four women as the Daughters of the Eclipse depicted in area 5.

Once the undead Daughters of the Eclipse are aware of the characters, they rise to their feet and begin singing a hymn in hoarse, dissonant tones. The entire Tomb then rumbles. Outside, in area 1, the characters can see the bones of the eldritch titan rise and reassemble with great calamity. Once risen, the eldritch titan skeleton hoists itself out of the crater and out of the characters' sight.

Afterward, the Daughters of the Eclipse fold their hands in prayer. Announce to the players: "The fallen titan now serves the Mother Mercy and her children!"

Unbeknownst to the players, the eldritch titan will return to aid them in the final battle against the Horned Daughter of Famine in area 12.

12. BLIGHTED TEMPLE OF THE ARK COLOSSUS

Tremors wrack the shattered temple, the rumbling knocking the angelic statues that flank the chamber from their daises. The shattering of the statues' folded hands and veiled faces is drowned out by the rushing of eldritch titan blood cascading into the temple from fissures. The dead trees and gibbets fuse into grotesque statues of petrified wood, each in the likeness of a wailing pilgrim.

Eldritch Titan Skeleton

When the battle begins, the skeleton of the eldritch titan from area 1 smashes through the walls and roof.

If the characters reached the Shepherd's Cloister (area 11), the eldritch titan grabs the corrupted ark colossus, wrenches it in half, and carries the pieces away toward the horizon.

If the characters did not reach the Shepherd's Cloister, the eldritch titan skeleton claws and bites at the characters. When a character is reduced to 0 hit points, the eldritch titan skeleton immediately scoops up the unconscious character and devours it, offering no chance at death saving throws.

Two straining columns of locusts fill the temple. The first column rises from the pavilion, and out from the column steps a horned woman jangling with pestilent totems. The second column engulfs one of the open sun-disk platforms, and when the curtain of vermin parts, a twisted ark colossus lumbers forth, wailing skulls set into its brimstone frame.

Monsters

In this final encounter, the characters face the source of the Tomb's blight: the **Horned Daughter of Famine**. She is accompanied by her familiar: a **corrupted ark colossus** carrying the Sacred Vessel skulls left behind by the characters. All fight without mercy until destroyed.

Hazards

ELDRITCH TITAN BLOOD. As **eldritch titan bile** (see area 1), except the damage dealt is doubled and creatures exposed to the hazard always suffer a random mutation.

Terrain

The petrified wood statues provide half-cover (+2 AC and Dexterity saving throws) to creatures hiding behind them.

ENDING THE ADVENTURE

When both the Horned Daughter of Famine and the corrupted ark colossus are destroyed, the cyclopean doors to the north tumble open. The final ark colossus takes its first ponderous steps out into the wastes—the players and the GM must now make their final guess as to the path of the ark colossus (see page 3).



NEW MONSTERS

The following creatures are specifically created for and geared toward this adventure. Certain mechanics unique to the play style of this adventure are not suitable for a standard 5th-edition campaign, so care should be taken to make adjustments before any of these creatures are used elsewhere.

CONJOINED BONEWRAITH GOBLIN SPIRIT CALLER

Small undead, chaotic evil

ARMOR CLASS: 15

HIT POINTS: 175 (50d6)

SPEED: 20 ft.

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

SAVING THROWS: Dex +5, Cha +5

DAMAGE RESISTANCES: necrotic

DAMAGE IMMUNITIES: poison

CONDITION IMMUNITIES: charmed, exhaustion, poisoned

SENSES: passive Perception 9

LANGUAGES: the languages it knew in life

CHALLENGE: 8 (3,900 XP)

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

Two-Headed: The bonewraith goblin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, or knocked unconscious.

ACTIONS

Multiattack: The bonewraith goblin makes two *chattering goblin-skull staff* or *howling acid spear* attacks.

Chattering Goblin-Skull Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (5d8) bludgeoning damage, and the bonewraith goblin may push the target 5 ft. toward an acid pool.

Howling Acid Spear. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 35 (10d6) acid damage, and the target's AC is reduced by 1 until the bonewraith goblin is destroyed.

REACTIONS

Acid Adept: Each time the bonewraith goblin slays a living creature, its two heads utter a discordant incantation, and the acid pools begin to roil. Announce to the players that the damage dealt by acid pools anywhere in the adventure permanently increases by 3 (1d6) and contact with the

acid pools permanently increases the chance of inflicting a harmful mutation by 10%.

Call Noxious Storm: The first time the goblin slays a living creature or is reduced to 75 hit points or fewer, it calls down from the sky a living cloudkill tornado with an initiative 1 lower than itself. The gusts of noxious wind from the cloudkill tornado blows through the cloak of the goblin, revealing that it has carved its own bones into a variant of *pipes of haunting*. Each living creature present that can hear the pipes must make a decision:

- Give in to the terror of the pipes and cast itself into the nearest acid pool.
- Attempt to stand in defiance of the pipes' haunting dirge. The creature must make a DC 15 Wisdom saving throw. On a success, the creature resists the effect and has advantage on its next attack against the bonewraith goblin. On a failure, the creature plunges itself into the nearest acid pool, suffering double damage and automatically contracting a mutation.

LIVING CLOUDKILL TORNADO

Large elemental, chaotic evil

ARMOR CLASS: 15

HIT POINTS: 117 (18d8 + 36)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

DAMAGE RESISTANCES: lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES: poison

CONDITION IMMUNITIES: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

LANGUAGES: Auran

SENSES: passive Perception 10

CHALLENGE: 5 (1,800 XP)

Buffeting Winds: Nonmagical ranged attacks against the living cloudkill tornado have disadvantage.

Noxious Vortex: Living creatures engaged in melee with the living cloudkill tornado suffer the poisoned condition.

ACTIONS

Whirling Debris: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* The living cloudkill tornado sucks debris up from the crater and into its funnel; roll 1d6 to determine what debris is absorbed and used in this attack.

- 1 The living cloudkill tornado sucks into its funnel a wayward *sword of sharpness* left behind by an ancient battle. The target of the attack must make a DC 14 Dexterity saving throw or be decapitated.

- 2 Acid plumes. As the hazard.
- 3–4 Bonewraith sacrificial pikes. 26 (4d12) piercing damage and the target is restrained until the start of the living cloudkill tornado's next turn.
- 5–6 Chattering cracked goblin skulls. 26 (4d12) bludgeoning damage and the target is knocked prone.

POSSESSED ECLIPSE KNIGHT BLADE OF DROUGHT

Medium undead, lawful evil

ARMOR CLASS: 20 (plate, shield)

HIT POINTS: 119 (14d8 + 56)

SPEED: 25 ft.

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

SAVING THROWS: Str +7, Con +7

DAMAGE RESISTANCES: fire, necrotic

DAMAGE IMMUNITIES: necrotic, poison

CONDITION IMMUNITIES: exhaustion, frightened, poisoned

SENSES: passive Perception 12

LANGUAGES: Celestial

CHALLENGE: 11 (7,200 XP)

Aura of Drought: Creatures within 5 feet of the possessed eclipse knight cannot drink potions or elixirs.

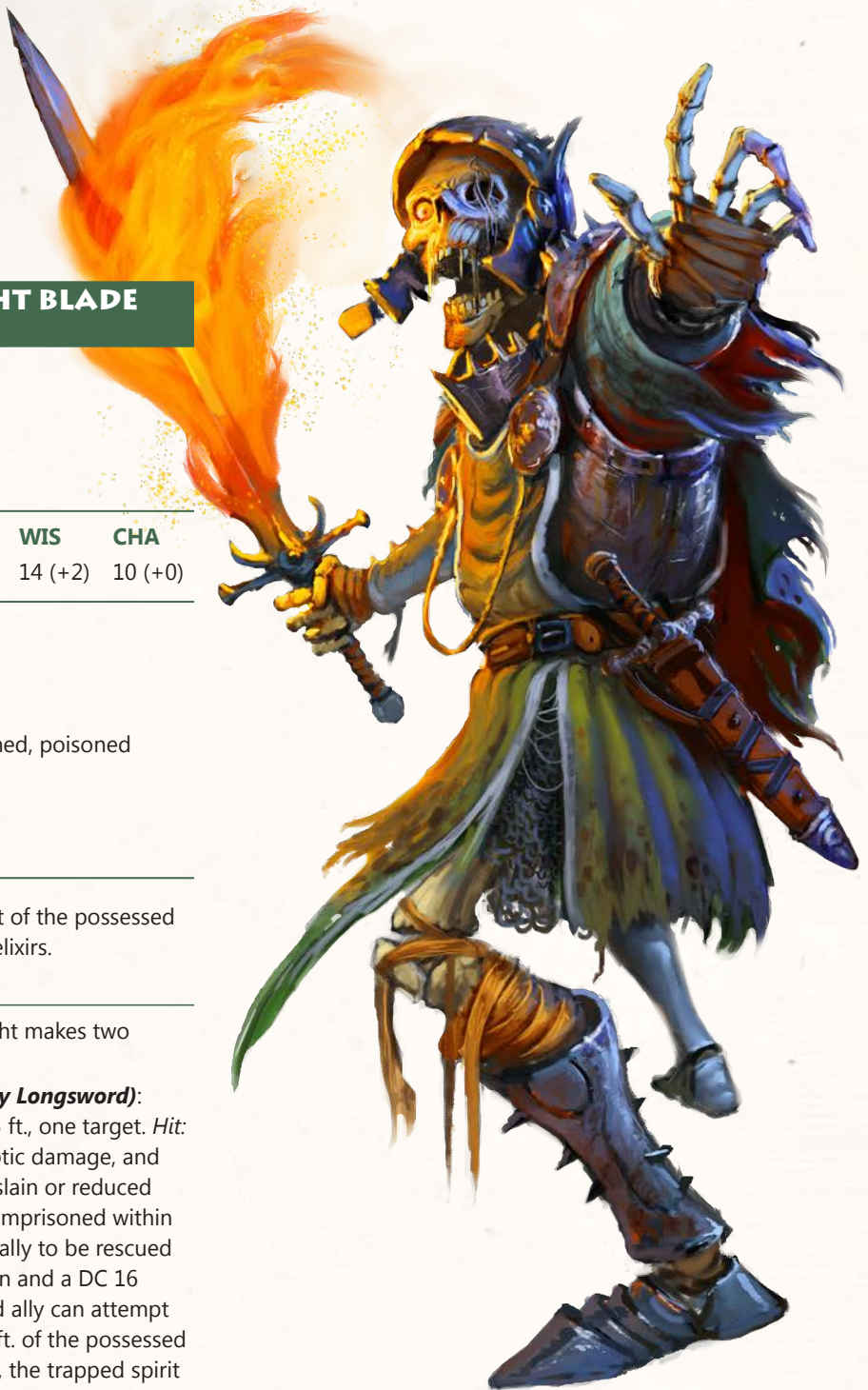
ACTIONS

Multiattack. The possessed eclipse knight makes two *Kadavergehorsam* attacks.

Kadavergehorsam (Soul-Draining Fiery Longsword):

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) fire and 13 (2d8 + 4) necrotic damage, and the target loses one hit die. A creature slain or reduced to 0 hit dice by this attack has its spirit imprisoned within the longsword—it must call out to one ally to be rescued from imprisonment. With a bonus action and a DC 16 Intelligence (Religion) check, the named ally can attempt to free the imprisoned spirit if within 5 ft. of the possessed eclipse knight. If the check is successful, the trapped spirit returns to the body, restoring that character to one-quarter its total hit points. If the check fails, or if no attempt is made to free the trapped spirit before the start of the possessed eclipse knight's next turn, both the trapped spirit and the named ally are destroyed.

Drought Wildfire Pillar (1/Day): The possessed eclipse knight ignites the drought dust in the air, creating a pillar



of wildfire. It chooses a point it can see within 60 feet of itself; each creature in a 20-foot-radius centered on that point must make a DC 16 Dexterity saving throw. The pillar spreads around corners. A creature takes 70 (20d6) fire damage on a failed save or half as much damage on

a successful one. The first time a creature is slain with this attack, it bursts into flame and runs its speed in a random direction, exploding into another drought wildfire sphere at the end of its frenzied movement.

REACTIONS

Summon Drought Wraiths (1/Game): The first time the possessed eclipse knight is reduced to 60 hit points or fewer, it summons three drought wraiths (as specters listed in the 5th edition rules), each with a different appearance:

1. A skeletal warrior with a bashed-in helmet (bludgeoning)
2. A skeletal warrior with holes skewered into its splint mail (piercing)
3. A decapitated skeletal warrior (slashing)

A drought wraith is immune to damage other than its corresponding type. The possessed eclipse knight suffers no damage as long as at least one drought wraith is present.

Burnt Offering (1/Day): The first time the possessed eclipse knight slays a creature while it has 90 hit points or fewer remaining, the possessed eclipse knight calls upon a specter of the Horned Daughter of Famine and begins a pyre offering of the spirit. If the possessed eclipse knight's ritual is not disrupted by dealing 20 or more points of damage to it before the end of its next turn, the Horned Daughter of Famine accepts the burnt offering and grants the possessed eclipse knight the slain creature's most powerful class feature or spell, which the possessed eclipse knight can use once as a bonus action.

EXALTED MUMMIFIED ANGEL OF PESTILENCE

Medium undead, chaotic evil

ARMOR CLASS: 17 (natural armor)

HIT POINTS: 175 (27d8 + 54)

SPEED: 30 ft., fly 60 ft.

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

SAVING THROWS: Int +7, Wis +3, Cha +7

DAMAGE RESISTANCES: radiant; bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES: necrotic, poison

CONDITION IMMUNITIES: charmed, exhausted, frightened, poisoned

SENSES: passive Perception 10

LANGUAGES: Celestial

CHALLENGE: 12 (8,400 XP)

Aura of Disease: Creatures within 5 feet of the angel of pestilence cannot gain advantage on attack rolls against it.

Exalted Wrappings: The angel of pestilence is embalmed in pages torn from the *Book of Exalted Deeds*. Whenever the angel of pestilence scores a critical hit, the runes on the wrappings glow, granting the angel of pestilence an extra action she may take immediately.

ACTIONS

Multiattack: The angel of pestilence makes two *sarcophagus fist* attacks or two *symbol of the plague scarab* attacks.

Sarcophagus Fist: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d12) bludgeoning damage.

Symbol of the Plague Scarab: *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 26 (4d12) poison damage, and the target's forehead is branded with a scabbed-over sigil. At the end of each branded creature's turn, increase by 5% the chance the Voice of Triumph gives a misleading answer if the branded creature did not make an attack during its turn that included the angel of pestilence. Announce to the players that "The Voice of Triumph becomes further corrupted!"

Pestilent Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one branded target. *Hit:* 26 (4d12) piercing damage, and the target must choose one of the following options below (read the options to the target).

- Make a DC 13 Constitution saving throw or become blighted with pestilent grubs. At the end of each of the blighted creature's turns, the pestilent grubs burrow deeper toward the target's heart—that creature takes 26 (4d12) fire damage and is treated as if it had just failed a death saving throw.
- Hastily amputate its own arm or leg (roll randomly to determine which limb is infected), stopping the spread of the pestilent grubs. (The rules for losing limbs can be found in the 5th-edition rulebooks under Lingering Injuries.)

Apocalyptic Locust Swarm (Recharge 6): The angel of pestilence breathes a 30-foot cone of two-headed locusts. Each creature in that area must make a DC 16 Dexterity saving throw or take 70 (20d6) poison damage. The first time a creature is slain by the angel of pestilence's breath weapon, that creature's body melts into a pool of eldritch titan bile that burns through the floor, revealing a previously-hidden tomb beneath.

The tomb displays a powerful relic—the *khopesh of extinction*—but those in the tomb when the False Relic is taken are entombed unless they succeed on a DC 16 Dexterity saving throw to escape.

REACTIONS

Hymn of the Consumed (Recharge 5–6 while at least one creature is branded): When the angel of pestilence slays a creature, she begins reciting a guttural, gurgling hymn and weeps tears of pestilent grubs, as if suffering a moment

of remorse. Tell the players the grubs might escape the chamber and blight the relics in the Sealed Reliquary (there is a 4-in-6 chance) unless a living creature offers itself as a host for the teeming grubs (see Pestilent Bite). Roll the die in the open if no creature offers itself as a host.

CORRUPTED ARK COLOSSUS

Huge construct, neutral evil

ARMOR CLASS: 17 (natural armor)

HIT POINTS: 180 (20d8 + 100)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	10 (+0)	6 (-2)

SAVING THROWS: Str +9, Con +8

DAMAGE IMMUNITIES: poison

CONDITION IMMUNITIES: exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

SENSES: passive Perception 10

LANGUAGES: —

CHALLENGE: 11 (7,200 XP)

Abandoned Souls: The corrupted ark colossus carries the three Sacred Vessels not chosen by the characters. As long as the corrupted ark colossus has at least 1 hit point, the Horned Daughter of Famine it serves gains the blessings of those three Sacred Vessels.

ACTIONS

Multiattack: The corrupted ark colossus makes two slam attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 38 (4d12 + 4) bludgeoning damage and the target is knocked prone.

REACTIONS

Profane Augury: When the corrupted ark colossus slays a character, the GM may peek at one random Sacred Augury card held by the players.

HORNED DAUGHTER OF FAMINE

Medium fiend (devil), lawful evil

ARMOR CLASS: 17 (natural armor)

HIT POINTS: 204 (24d8 + 96)

SPEED: 30 ft., fly 60 ft.

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

SAVING THROWS: Dex +7, Con +8, Int +6, Wis +6, Cha +9

DAMAGE RESISTANCES: cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

DAMAGE IMMUNITIES: acid, poison



DAMAGE VULNERABILITIES: fire

CONDITION IMMUNITIES: poisoned

SENSES: passive Perception 12

LANGUAGES: Infernal

CHALLENGE: 13 (10,000 XP)

ACTIONS

Multiattack: The Horned Daughter of Famine makes two beetle-wing claw or two *wand of the locust caller* attacks.

Beetle-Wing Claws: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 29 (6d8 + 2) slashing damage, and the target must make a DC 11 Strength saving throw or be pushed into the nearest pool of eldritch titan bile.

Wand of the Locust Caller: *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 27 (6d8) poison damage, and the target must make a DC 16 Constitution saving throw or gain one level of exhaustion.

Strangling Roots of Minauros: The Horned Daughter of Famine speaks an infernal power word, summoning a tangle of malevolent black roots from the Hells. The Horned Daughter chooses a point she can see within 30 feet of her; each creature in a 10-foot-radius centered on that point must make a DC 16 Strength saving throw. Creatures that fail their saving throw take 27 (6d8) bludgeoning damage and are restrained for 1 minute, while creatures that succeed take half as much damage and are not restrained. A restrained creature is entitled to a saving throw at the end of each of its turns to break free.

Hail of Mutated Livestock Corpses (Recharge 6 while at least one character has levels of exhaustion): The Horned Daughter of Famine chooses a point she can see within 30 feet of her; each character in a 20-foot-radius centered on that point must make a DC 16 Dexterity saving throw or be pummeled by falling mutated livestock corpses for 36 (8d8) bludgeoning damage and 36 (8d8) poison damage. Creatures that succeed on their saving throw take half as much damage.

Summon Nail Wraiths (1/Day): The first time the Horned Daughter of Famine is reduced to 100 hit points or fewer, she summons one nail wraith (use statistics for swarm of insects from the 5th edition rules) for each memorial mask the characters displayed on the Nailing Wall (Area 2). The memorial masks hover in front of each nail wraith where its face would be. On a nail wraith's melee attack, its target must succeed on a saving throw (as listed below) or suffer an additional condition, depending on the cause of death carved onto the mask:

Famine: Restrained (DC 16 Dexterity saving throw)

Pestilence: Poisoned (DC 16 Constitution saving throw)

War: Frightened (DC 16 Wisdom saving throw)

REACTIONS

Glyph of Contagion (1/Day): When a creature the Horned Daughter of Famine can see suffers an eldritch titan bile mutation, she brands that mutated creature with an infernal glyph. If that creature's mutation is not cured by the end of its next turn, the mutated creature explodes as the *cloudkill* spell.

Seed the Cursed Grove (2/Day): When the Horned Daughter of Famine slays a creature with her Strangling Roots of Minauros attack, that creature is transformed into a statue carved from aphid-blighted petrified wood. The affected creature must choose the pose in which it is petrified: defiant, submissive, or mournful. The Horned Daughter of Famine gains a boon, depending on the chosen pose:

Defiant pose. Advantage on her next saving throw.

Submissive pose. Steal one Sacred Augury card from the players.

Mournful pose. Advantage on her next attack roll.

Ritual Chant of the Wailing Lepers (1/Day): When the Horned Daughter of Famine is first reduced to 100 hit points in an encounter, she begins a ritual chant, attempting to deny the characters their victory. The characters then have one minute to collectively sacrifice 10 levels' worth of spell slots to act as a counterspell. Spell slots sacrificed by characters with levels of exhaustion or mutations count for half (rounded down). For each level the characters fall short, the GM steals one random Sacred Augury card from the players.

NEW MAGIC ITEMS

These items are specifically created for and geared toward this adventure and are not suitable to be used in a larger campaign without modification.

Eclipse Talisman

Wondrous Item

Any character touching one of these items to a magically sealed door or container (as noted in the descriptions of the encounters) unseals it.

Hand of the Plague Bearer

Wondrous Item (requires attunement)

When you attune yourself to the *hand of the plague bearer*, you cannot get rid of it.

On your turn as a bonus action, you may reach out and touch an adjacent ally with the *hand*. If you do, name one curse, disease, or condition affecting that ally and make a DC 10 Charisma saving throw.

On a success, one finger of the *hand* absorbs the curse, disease, or condition, curing that ally. Write the

name of the absorbed affliction down. On a failure, the hand still absorbs the curse, disease, or condition as above. However, the hand animates immediately afterward and strangles you for one round, inflicting 4 (1d8) points of bludgeoning damage and inflicting any afflictions upon you it has already absorbed. You suffer each affliction borne by it until you finish a short rest.

When the *hand* has absorbed five afflictions, it withers away to dried maggots (but not before it chokes the attuned character and inflicts all five afflictions if the Charisma saving throw was failed).

Devouring Shield

Shield (requires attunement)

Once per game, you may feed the bones of a slain monster to the pit fiend skull engraved onto this wrought-iron tower shield. The shield gains a breath weapon that you may use once per game as an action. The breath weapon extends from the shield in a 30-foot cone. Creatures in the cone take 32 (9d6) damage and suffer an affliction thematic to the devoured monster. The GM will tell you what affliction is imposed. Creatures in the cone are entitled to a DC 15 Dexterity saving throw to take half damage and avoid the affliction.

Skull Seed

Wondrous Item (seed)

An occult seed in the shape of a grinning skull.

Potion of Death Giant Strength

Potion

This potion functions as a *potion of cloud giant strength* (Strength 27). However, if the potion was blighted by the pestilent grubs from the exalted mummified angel of pestilence, the character drinking the potion loses 1d4 hit dice.

Sacrificial Newborn Pegasus

Wondrous Item

This mewling newborn pegasus is sticky with membrane. If the *sacrificial newborn pegasus* was blighted by the pestilent grubs from the exalted mummified angel of pestilence, the pegasus is dead and cannot be sacrificed.

Iron Nimbus

Wondrous Item (requires attunement)

When you attune yourself to this nimbus worn by the Valkyrie Queen of the Celestial Legion, peek at one random Sacred Augury card held by the GM.

When you score a critical hit while wearing the *iron nimbus*, you may peek at one random Sacred Augury card held by the GM.

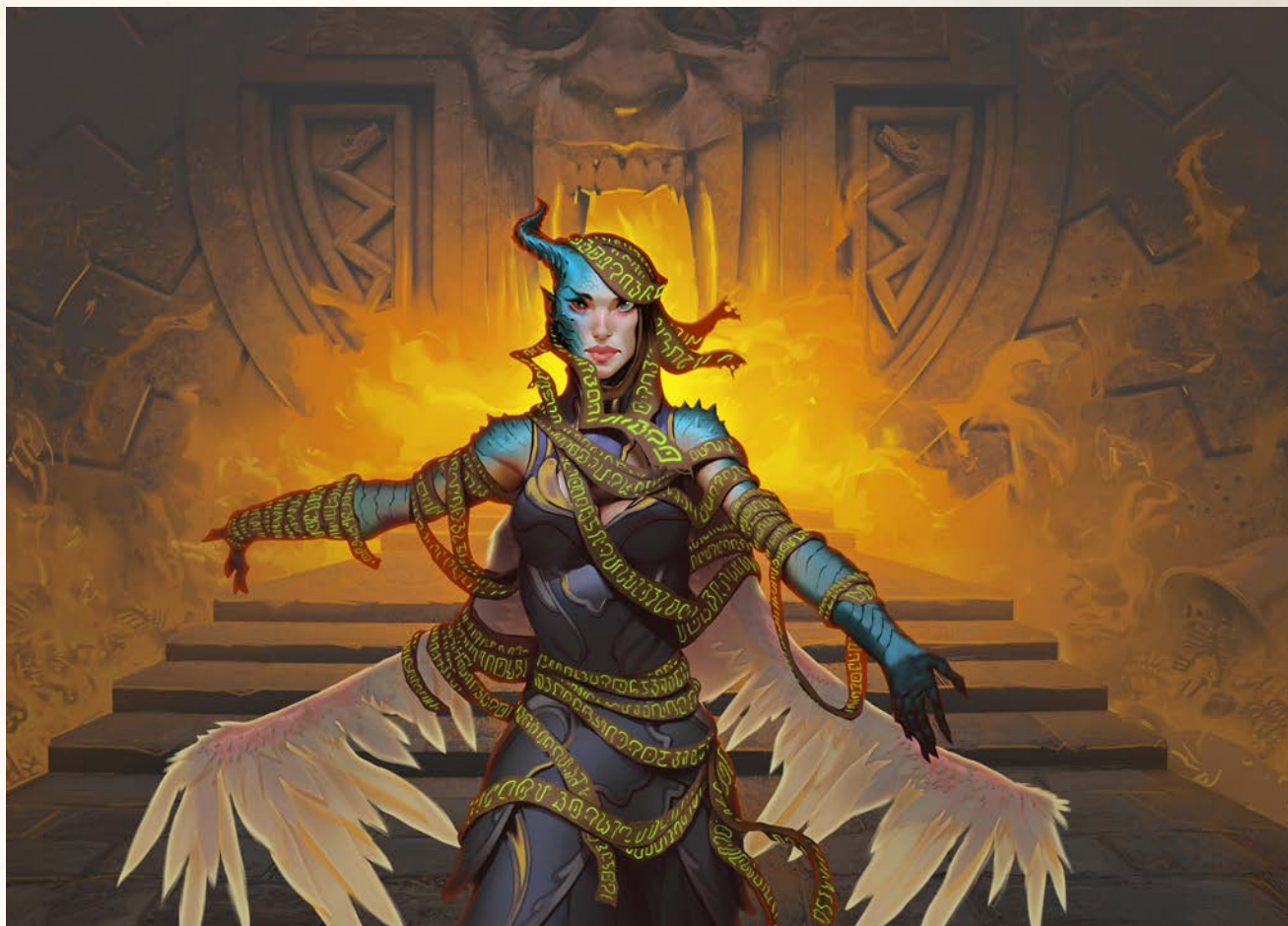
Firemace of Judgment

Weapon (mace; requires attunement)

When you roll initiative, remove all flame notations from the firemace of judgment. The first time in each encounter any character completes a firemace edict, put a flame notation on the firemace.

Once per battle as a bonus action, you may shout a hymn of retribution and ignite the firemace. Remove all flame notations from the firemace. The next time you hit





a monster during this battle with a melee attack using the fire mace, deal 10 (2d8 + 1) extra fire damage for each flame notation removed. If the monster is a demon or undead, it also must make a DC 15 Wisdom saving throw or be frightened until the end of your next turn.

Sacred Vessel Skulls

When you fit a *sacred vessel skull* into one of the three open slots in the Ark Colossus, name one player that has not yet received a sacred vessel blessing. Until the end of the game, any of that player's characters have the following blessing. A sacred vessel can't be removed once fit into the Ark Colossus.

SACRED VESSEL—CITADEL OF THE SHIELD MAIDENS
Wondrous Item (demilich—1,000 souls)

Blessing of the Shield Maidens. When you take damage from a single attack, you may reduce that damage to 0. Once you use this blessing, you can't use it again until you finish a short rest.

SACRED VESSEL—TOWER OF THE ASTRONOMERS
Wondrous Item (demilich—1,000 souls)

Blessing of the Astronomers. You have advantage on saving throws against spells and other magical effects.

SACRED VESSEL—FORTRESS OF THE SOLAR KNIGHTS
Wondrous Item (demilich—1,000 souls)

Blessing of the Solar Knights. When you miss with a melee weapon attack, you can choose to hit instead. Once you use this blessing, you can't use it again until you finish a short rest.

SACRED VESSEL—CITY OF SACRED FOUNTAINS
Wondrous Item (demilich—1,000 souls)

Blessing of the Sacred Fountain Keepers. Your current hit points and hit-point maximum increase by 30.

SACRED VESSEL—CLOISTER OF THE CHOSEN
Wondrous Item (demilich—1,000 souls)

Blessing of the Chosen. You can add a 2d8 roll to any ability check, attack roll, or saving throw you make. Once you use this boon, you can't use it again until you finish a short rest.

SACRED VESSEL—SCRIPTORIUM OF THE TESTAMENT BEARERS

Wondrous Item (demilich—1,000 souls)

Blessing of the Testament Bearers. You can cast any spell you know or have prepared without expending a spell slot. Once you do so, you can't use this boon again until you finish a short rest.

PREGENERATED CHARACTERS

The following pregenerated characters have been specifically designed to work with this adventure and are not suitable for standard gameplay elsewhere without some rules adjustments. Feel free to copy these pages and have the players choose from among them.

SISTER OF ASHES

Level 8 Warlock

Otherworldly Patron: The Demon

Motivation: To atone.

Talisman: A polished demon's horn.

ARMOR CLASS 14 (demon skin leather armor)

HIT POINTS 52 (HD 8d8 +16)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	13 (+1)	10 (0)	20 (+5)

SAVING THROWS Wis +3, Cha +8

SKILLS Arcana +4, Medicine +3, Religion +4

DAMAGE RESISTANCES Fire

PASSIVE PERCEPTION 10

Agonizing Blast: When you cast *occult blast*, add 5 to the damage dealt on a hit (this has already been applied in the stat block).

Ashen Form: When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or reaction.

Eyes of the Rune Keeper: You can read all writing.

Infernal Blessing: When you reduce a hostile creature to 0 hit points, you gain 13 temporary hit points.

Occult Luck: You can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects are revealed. Once you use this feature, you can't use it again until you finish a short rest.

Spellcasting. Your spell save is DC 16, and you have a +8 to hit with spell attacks. You have two (2) 4th-level spell slots and you regain your spell slots after a short rest:

Cantrips: *occult blast* (as *eldritch blast*), *fire bolt*, *poison spray*, *mage hand*, *minor illusion*, *true strike*

1st-level spells: *hellish rebuke*, *hex*

2nd-level spells: *ashen step* (as *misty step*), *scorching ray*

3rd-level spells: *fireball*, *vampiric touch*

4th-level spells: *blight*, *fire shield*, *wall of fire*

Voice of the Succubus: Once per game, you can speak with the voice of the succubus (as the spell *hypnotic pattern*) using a warlock spell slot.

ACTIONS

Fire Bolt. Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 11 (2d10) fire damage.

Occult Blast. Ranged Spell Attack: +8 to hit, range 120 ft., two attacks, one or two targets. Hit: 10 (1d10 + 5) force damage.

Obsidian Sacrificial Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Equipment. *Demon-bone wand*, obsidian sacrificial dagger, demon-skin leather armor, herbalism kit, explorer's pack, *potion of superior healing* (8d4 + 8).

SISTER OF FURY

Level 8 Barbarian

Motivation: To exact revenge.

Talisman: A fragment of fortress wall.

ARMOR CLASS 15 (bone-trim cloak)

HIT POINTS 76 (HD 8d12 + 24)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4*)	14 (+2*)	16 (+3*)	9 (-1*)	14 (+2*)	11 (+0*)

SAVING THROWS Str +8, Con +7

SKILLS Athletics +8, Intimidation +5, Perception +6, Survival +6 (see idol of the war god)

PASSIVE PERCEPTION 16

Furious Haste. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Rage (4/game). You can enter a rage as a bonus action. When raging, the following parameters apply:

- You have advantage on Strength checks and saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.

- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't be frightened or charmed. If you are already frightened or charmed, you ignore those conditions while you rage.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your rage as a bonus action.

Unleash Fury. When you make your first attack on your turn, you can decide to unleash your fury. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Unrestrained. You have advantage on initiative rolls.

ACTIONS

Multiattack. You make two attacks with your serrated voulge or your bladed sun disks.

Serrated Voulge. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage (13 [2d6 + 6] while raging).

Bladed Sun Disk. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 4) slashing damage (13 [1d6 + 6] if raging and used in melee).

***Idol of the War God:** While carrying this bloodstone idol, you gain a +1 bonus to ability checks and saving throws (already included in your Saving Throws and Skills).

Equipment. Serrated voulge, bladed sun disks (3), bone-trim cloak, dungeoneer's pack, *idol of the war god*, *potion of superior healing* (8d4 + 8)

SISTER OF JUDGMENT

Level 8 Paladin

Motivation: To enforce.

Talisman: The edicts of her goddess, etched into a ring.

ARMOR CLASS 19 (rune-scribed splint mail, scales shield)

HIT POINTS 59 (HD 8d10 + 15)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	11 (+1)	14 (+2)	18 (+4)

SAVING THROWS Wis +5, Cha +7

SKILLS History +4, Medicine +5, Persuasion +7, Religion +4

IMMUNITIES Disease

PASSIVE PERCEPTION 12

Aura of Devotion. You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Force of Judgment. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend).

Lay on Hands. You have a pool of healing power, with which you can restore up to 40 points per game. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Sacred Weapon (Recharges after a Short Rest). As an action, you can imbue one weapon that you are holding with positive energy. For 1 minute, you add a +4 bonus to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 10 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Spare the Righteous. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +4 bonus to the saving throw. You must be conscious to grant this bonus.

Ward the Faithful. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Spellcasting. Your spell save is DC 15, and you have a +7 to hit with spell attacks:

1st-level spells (4 slots): *bless, heroism, protection from evil, searing smite, sanctuary, wrathful smite*

2nd-level spells (3 slots): *branding smite, lesser restoration, magic weapon, protection from poison*

ACTIONS

Multiattack. You make two melee weapon attacks.

Executioner's Cold Iron Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Equipment. *Executioner's cold iron longsword, rune-scribed splint mail, scales shield, explorer's pack, holy signet ring, potion of superior healing* (8d4 + 8).

SISTER OF MALICE

Level 8 Fighter

Motivation: To reclaim.

Talisman: Polished skull of a rival.

ARMOR CLASS 18 (splint mail and shield)

HIT POINTS 68 (HD 8d10 + 24)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	13 (+1)	12 (+1)	14 (+2)

SAVING THROWS Str +8, Con +6

SKILLS Athletics +8, History +4, Intimidation +5, Perception +4

PASSIVE PERCEPTION 14

Cruelty. Your weapon attacks score a critical hit on a roll of 19 or 20.

Merciless. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short rest before you can use it again.

Might of Malice. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by 5 ft.

Unbreakable. On your turn, you can use a bonus action to regain 1d10 + 8 hit points. Once you use this feature, you must finish a short rest before you can use it again.

Ward the Weak. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

ACTIONS

Multiattack. You make two melee or ranged weapon attacks.

Serrated Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Cold Iron Stake. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Wailing Javelin. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Equipment. Serrated sickle, cold iron stake, wailing javelin, bloodstained splint mail, skull-disk shield, dungeoneer's pack, *potion of superior healing* (8d4 + 8).

SISTER OF MERCY

Level 8 Bard

Motivation: To soothe.

Talisman: A salve tin wrought in the likeness of an angel.

ARMOR CLASS 16 (silver-reinforced cloak)

HIT POINTS 52 (HD 8d8 + 16)

SPEED 30 ft.

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

SAVING THROWS Dex +7, Cha +7 (advantage on saves against being charmed)

SKILLS Arcana +4, Athletics +2, Acrobatics +7, Deception +10, History +4, Insight +6, Perception +3, Performance +7, Persuasion +7, Sleight of Hand +7

PASSIVE PERCEPTION 13

Celestial Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Hymn of Refuge. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Words of Faith, rolling a Faith die (d8) and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Hymn of Rest. You can use soothing music or oration to help revitalize your wounded allies. If you or any friendly creatures who can hear your song regain hit points at the end of a short rest, each of those creatures regains an extra 1d6 hit points.

Spellcasting. Your spell save is DC 15, and you have a +7 to hit with spell attacks:

Cantrips: *mending, minor illusion true strike*

1st-level (4 slots): *cure wounds, faerie fire, feather fall, healing word*

2nd-level (3 slots): *hold person, might through faith (as enhance ability), lesser restoration*

3rd-level (3 slots): *major image, mass healing word, speak with dead, speak with plants*

4th-level spells (2 slots): *dimension door, greater invisibility*

Wanderer of the Plague Lands. You can add +1 to any ability check you make that doesn't already include your proficiency bonus.

Words of Faith (4/short rest). You may use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Faith die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Faith die, but must decide before the DM says whether the roll succeeds or fails. Once the Faith die is rolled, it is lost. A creature can have only one Faith die at a time.

You can use this feature 4 times. You regain any expended uses when you finish a short rest.

ACTIONS

Ivory Khopesh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Silvered Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Equipment. Ivory khopesh, silvered crossbow, silver-reinforced cloak, songbook, healer's kit, *potion of superior healing* (8d4 + 8).

SISTER OF WRATH

Level 8 Cleric

Motivation: To cleanse.

Talisman: A candle rendered from the fat of a heretic.

ARMOR CLASS 16 (rune-scribed splint mail, 18 with shield)

HIT POINTS 44 (HD 8d8 + 8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	10 (+0)	20 (+5)	12 (+1)

SAVING THROWS Wis +8, Cha +4

SKILLS Athletics +6, Insight +8, Medicine +8, Perception +8

PASSIVE PERCEPTION 18

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1.

Destructive Wrath. When you roll lightning or thunder damage, you can expend a use of your Turn Undead

feature to deal maximum damage instead of rolling.

Spellcasting. Your spell save is DC 16, and you have a +8 to hit with spell attacks:

Cantrips: *guidance, resistance, sacred flame, spare the dying*

1st-level spells (4 slots): *bane, healing word, inflict wounds, protection from evil, shield of faith, shout of the goddess (as thunderwave)*

2nd-level spells (3 slots): *holy might (as enhance ability), lesser restoration, spiritual weapon, shatter*

3rd-level spells (3 slots): *bestow curse, smiting bolts (as call lightning), mass healing word, protection from energy, remove curse, revivify*

4th-level spells (2 slots): *control water, death ward, divination, ice storm*

Turn Undead (2/short rest). As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Thunderbolt Strike. When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Voice of the Goddess. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 4 (1d8) thunder damage to the target.

Wrath of the Chosen (5/game). When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 9 (2d8) lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

ACTIONS

Blessed Skull-Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Equipment. Blessed skull-mace, rune-scribed splint mail, shield, holy amulet, explorer's pack, flask of holy water, *potion of superior healing* (8d4 + 8)

<p>GATE</p> <p>Tor of the Necropolis-Builders</p>	<p>GATE</p> <p>Maw of the Sacred Crater</p>	<p>GATE</p> <p>Seven Portals of the Heretics</p>
<p>GATE</p> <p>Archway of the Fallen Titans</p>	<p>GATE</p> <p>Iron Gates of the Endless Phalanx</p>	<p>GATE</p> <p>Seal of the Covenant-Keepers</p>
<p>MONUMENT</p> <p>Obelisk of the Time-Prophet</p>	<p>MONUMENT</p> <p>Bridge of Broken Truces</p>	<p>MONUMENT</p> <p>Shattered Tower of the North Wind</p>
<p>MONUMENT</p> <p>Hanging Tree of a Thousand Traitors</p>	<p>MONUMENT</p> <p>Idol of the Wyvern Queen</p>	<p>MONUMENT</p> <p>Columns of the Exiled Oracles</p>
<p>WARDEN</p> <p>Cassiel, the Shield of Dawn</p>	<p>WARDEN</p> <p>Ashliel, the Torch-Bearer</p>	<p>WARDEN</p> <p>Mihr, the Radiant Sword</p>
<p>WARDEN</p> <p>Esme, the Veiled Spear</p>	<p>WARDEN</p> <p>Sachael, the Speaker of Omens</p>	<p>WARDEN</p> <p>Irin, the Hand of Mercy</p>

INSTRUCTIONS: Photocopy this page twice, once for the players and once for the DM. Refer to the list of Gates, Monuments, and Wardens during play. When the adventure is completed and the Ark Colossus begins its journey, both the players and the DM have 1 minute to write down their guesses for which Gate, Monument, and Warden are in the sealed envelope. Beginning with the Players and followed by the DM, each group reads its guesses aloud as part of the prophesy. Then consult the special rules on page 3 to determine the winner of the adventure.

THE ARK COLOSSUS SHALL CARRY THE SACRED
VESSELS THROUGH THE GATE , SEEKING TO
FORGE CIVILIZATION ANEW IN THE SHADOW OF
THE MONUMENT . WARDEN SHALL
WARD THE ARK COLOSSUS AS IT CARRIES OUT ITS
BLESSED PILGRIMAGE.

GATES

1. Tor of the Necropolis-Builders
2. Maw of the Sacred Crater
3. Seven Portals of the Heretics
4. Archway of the Fallen Titans
5. Iron Gates of the Endless Phalanx
6. Seal of the Covenant-Keeper

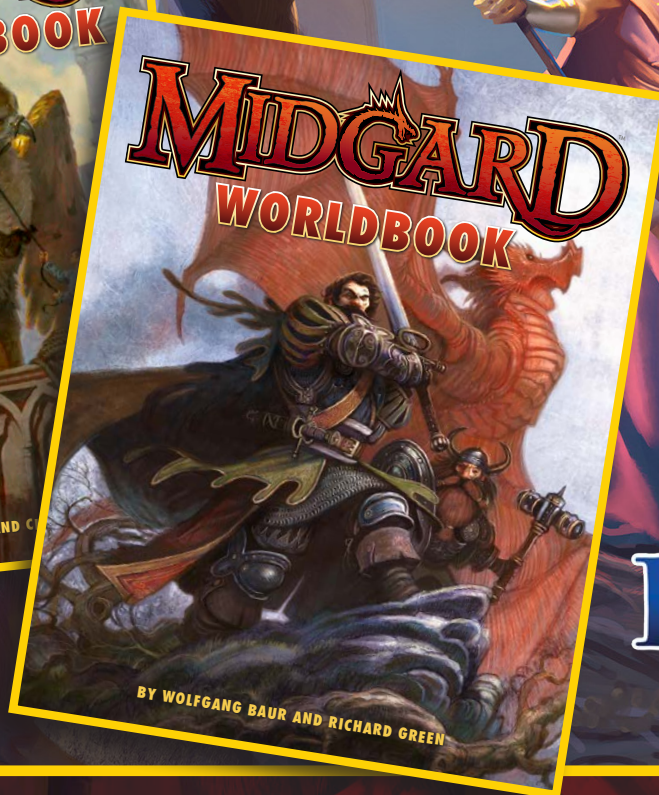
MONUMENTS

1. Obelisk of the Time-Prophet
2. Bridge of Broken Truces
3. Shattered Tower of the North Wind
4. Hanging Tree of a Thousand Traitors
5. Idol of the Wyvern Queen
6. Columns of the Exiled Oracles

WARDENS

1. Cassiel, the Shield of Dawn
2. Ashliel, the Torch-Bearer
3. Mihr, the Radiant Sword
4. Esme, the Veiled Spear
5. Sachael, the Speaker of Omens
6. Irin, the Hand of Mercy

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